

## Studio1\_Folio1\_wk3 WIP

**In response** to the theme of pushing the experiments with image, video and audio capture with my iPhone12Pro, I made several videos trying to capture time and distorting a sense of reality by stretching and slowing, polarizing and multi-layering in editing. I captured different textures and imagined, for example, if the texture of a sandstone block would evoke an emotion I could later use in my project.

**By doing** an extensive 2 days of shooting I could get a sense of how much and for what I could and might use live capture in my project. I had started with the thought that live footage would work for me for environment shots and infrastructure shot and I felt convince I could capture adequate source material. I realized though in depicting the Rime of the Ancient Mariner, there is not a lighthouse on Russell Island so I will need to address that if I choose to depict it as is written in the poem.

In researching **similar work** and to place my work in context, I did not find any depictions of the Rime that resonated with me and turned my head to Projection Mapping practitioners as I want to run my Final project as a projection mapping installation.

Projection Mapping work that appeals to me and has perhaps the closest way of telling an ancient story has been produced by OCUBO whose work The Light of Monaster explores this theme by projecting onto the Batalha Monastery in Portugal and incorporating the gargoyles to tell the history of Portugal. [www.ocubo.com](http://www.ocubo.com)



