

Fig.154 Screenshot filming with one of my first cameras the long perspective of a church. I have always been fascinated with the perspective points in ancient architecture and have been basing my memory theater on Andrea Palladio's theater. With the years however I became more conscious that most architecture is the manifestation of worldly power.

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I started filming public places with a flip screen video-camera. Later I started recording with compact cameras which I had to hold up as the screen was fixed in the back. Meantime I also experimented filming with smartphones and as they became more advanced I began filming with them thus reducing the amount of equipment I have to carry around. With newer smartphones however it was no longer possible to film using the VGA 640 by 480 pixels resolution I adopted from the beginning of the project. As also the 4:3 aspect ratio became obsolete, I had to start using free applications which allowed me to film with such a ratio. Ultimately I just opted to film with whatever format the smartphone provided me with and only later crop the video to the correct ratio. In this sense smartphones did not make my life easier but fortunately I have developed ways to automate the cropping of the videos. In this respect it is quite amazing to think of how many workarounds one has to come with in order to keep up a very simple artwork such as that of filming public spaces for a given time and with a given ratio. Within a matter of a few years devices get obsolete and I am just simply forced to comply with new technologies and learn how to keep up with my simple documentation I have now been conducting for decades.