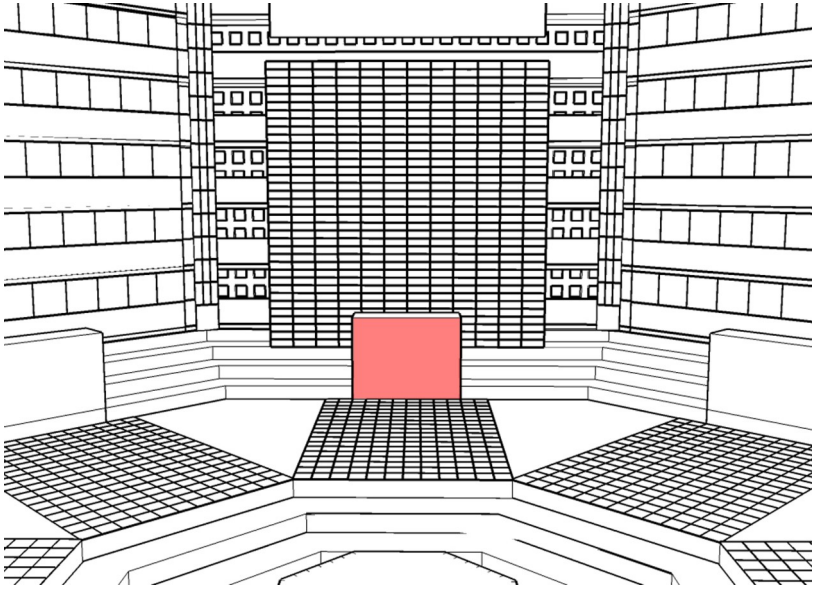


Fig.156 Screenshot of the memory theater where a large screen reproducing the videos of public places captured in a lifetime is red highlighted. The setting resembles a cinema but it would take a person nine days to watch through the videos. Also the videos have no sound which allows interesting overlapping of the audio from other works.

PLACES 12

In my memory theater the screen showing public places is positioned at the opposite end from the entrance. The corridor of trash leads to it and extends the vanishing point of the theater in the videos. The long perspective required by this part of the project has conditioned the entire set up of the memory theater on which the other parts of the project were thought of. The videos are meant to be played by a 4 by 3 meters screen. This large size enables the viewers to be sucked in the filmed places and their vanishing points. This screen should be created using 640 by 480 RGB LED lights which would give the places an element of abstraction when experienced at a close range. Even if the sequence of places can be long and tedious, by interplaying with the other works presented in the memory theater, it always provides novel content. While in public places we are confronted with content that is redundant such as the advertisement towering around it, in the place of the theater the content shown is always different. I mean there could be a slight chance that a visitor gets to see the same sequence of videos but the other media that is playing along with it is always going to be different like the mist simulating my work on air quality and the RGB light simulating the weather and the many different sounds of the other works.