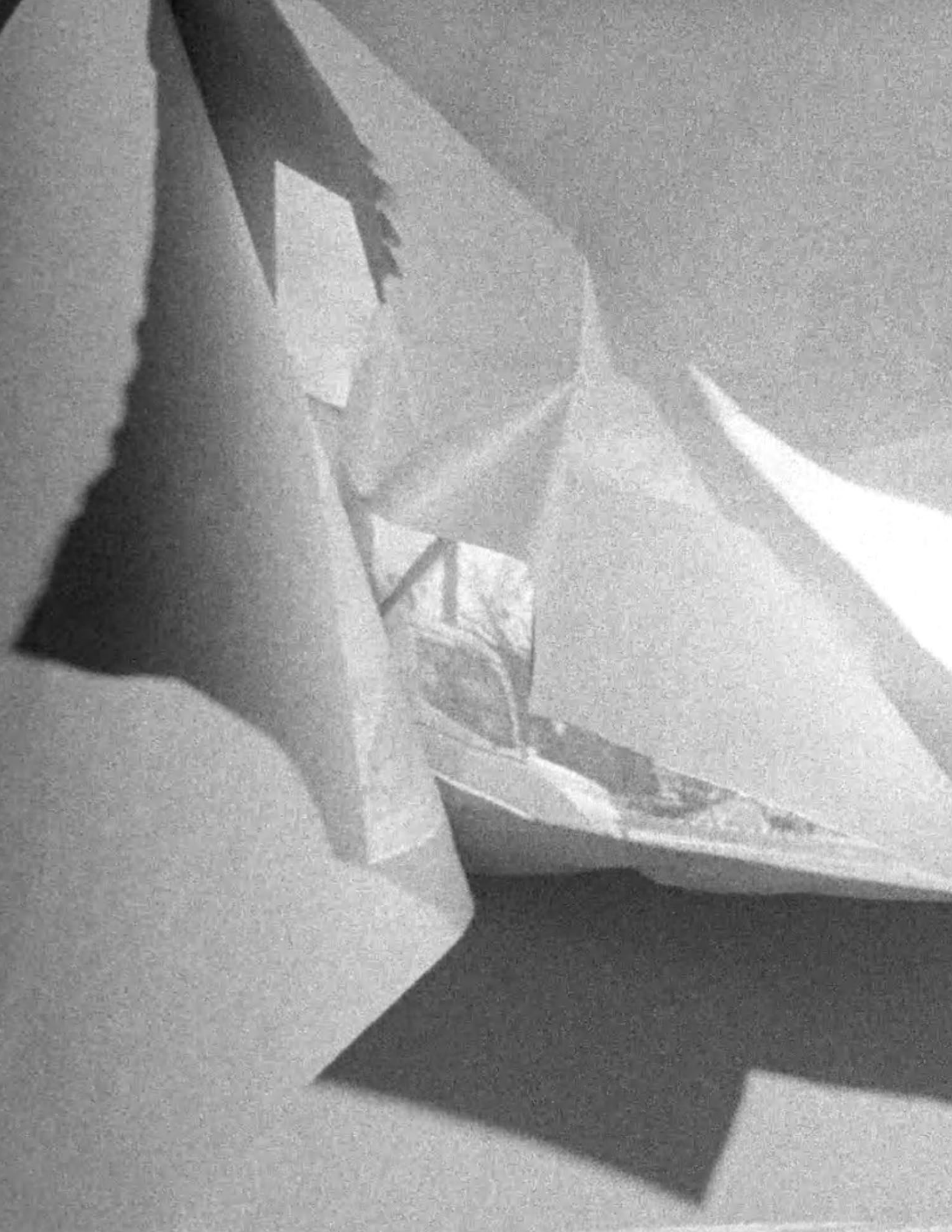
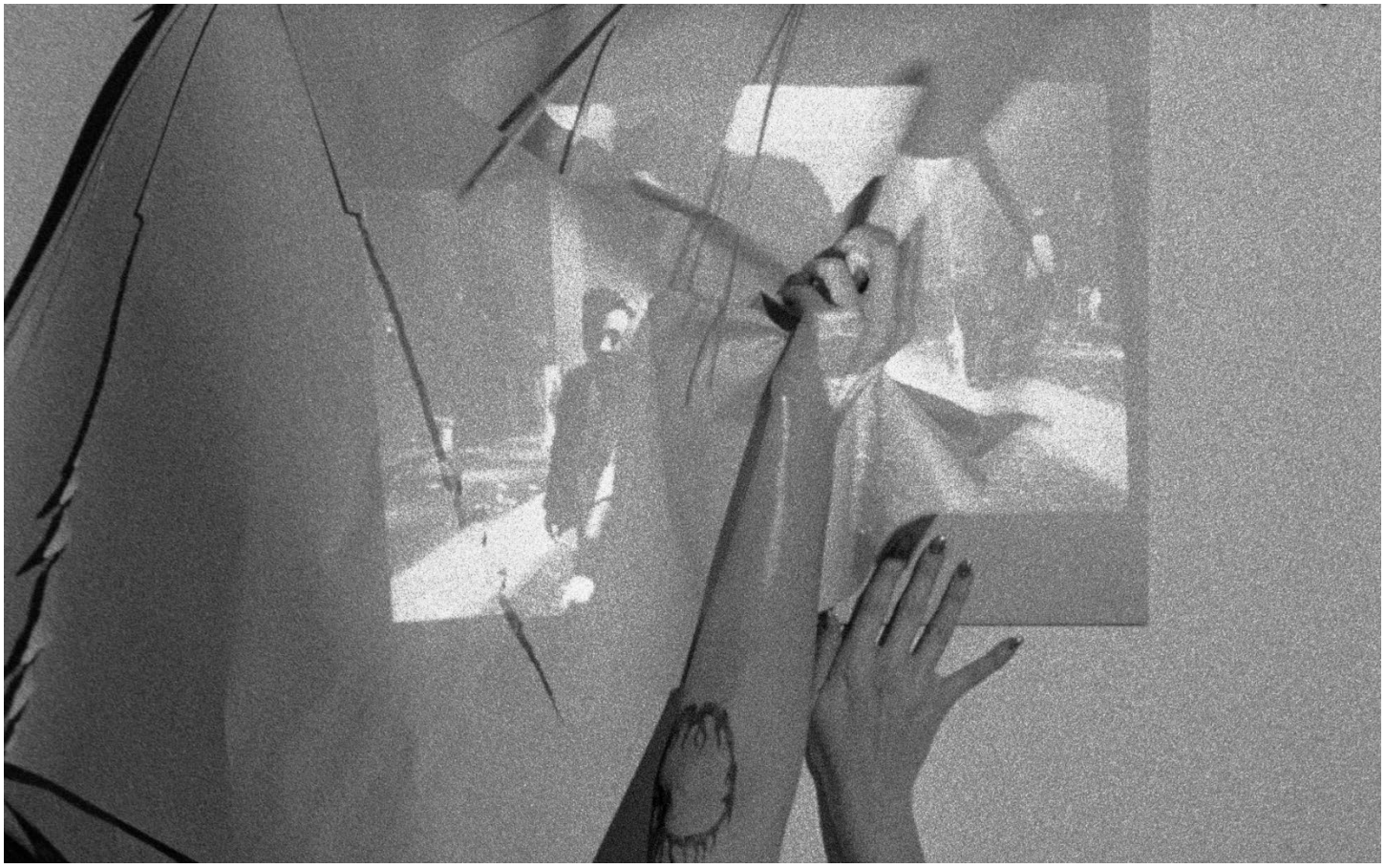
HOME MOVIES

On view May 15 - 21 2023 > UCSD Commons Gallery > La Jolla, CA

The work in *Home Movies* was largely inspired by the etymology of the word *screen* and the contradictions inherent in its uses throughout history. A screen's primary functions are to both show and shield, to encourage and restrict sight. The videos and wall works in this show were a conceptual deconstruction of the mechanisms of image dissemination through history.





How to Remember > 2023 > 16mm digital transfer, no sound > 7 minutes, 11 seconds

https://vimeo.com/822363926

This piece combines digital and analog image-making methods. Shot on 16mm film, it depicts two hands grasping at cell phone videos which have been projected onto sheets of paper. The hands' increasingly frantic movements distort the projections, making new architectures out of recorded memories.



[installation view]

Clockwise from left: *Home Movie 1, Home Movie 3, 6 Seconds to Mom, Home Movie 2*

I am interested in the architecture of observation and the way it has evolved with advancing technology. Shifts in scale transform a stage into a movie theater, a theater into a phone screen. By creating these structures out of window screen mesh - a material of domesticity - I can draw parallels between multiple scopophilic technologies and their relationship to desire, entertainment and control.



Home Movie 1 > 2023 > Fiberglass window screen > 40 x 49 x 2 inches



Home Movie 2 > 2023 > Fiberglass window screen > 50 x 62 x 2 inches





Home Movie 3 > 2023 > Fiberglass window screen > 65 x 81 x 2 inches



[installation view]

Home Movie 1 (left) and *6 Seconds to Mom* (right)

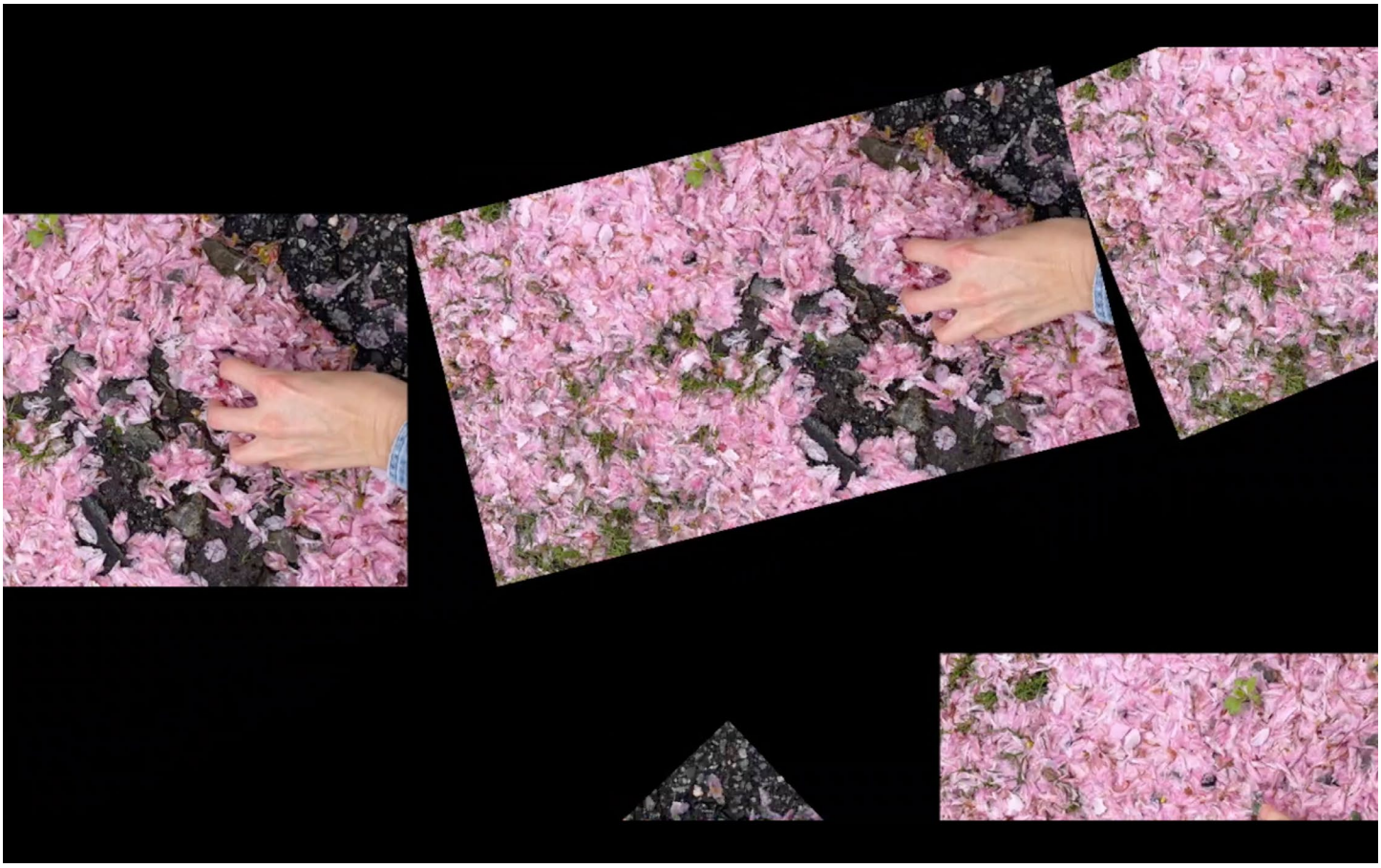


This video series grew out of my research into pre-cinematic techniques of serializing and imposing motion on still photos. I combined these historical techniques with software-assisted methods of creating and altering images. This comprehensive exploration of how cinema technologies through history have impacted the intersubjective process is visible in the work. The resulting videos visually reference the flicker and frame of celluloid film while also calling to mind the visual bombardment that characterizes our screen-saturated present.



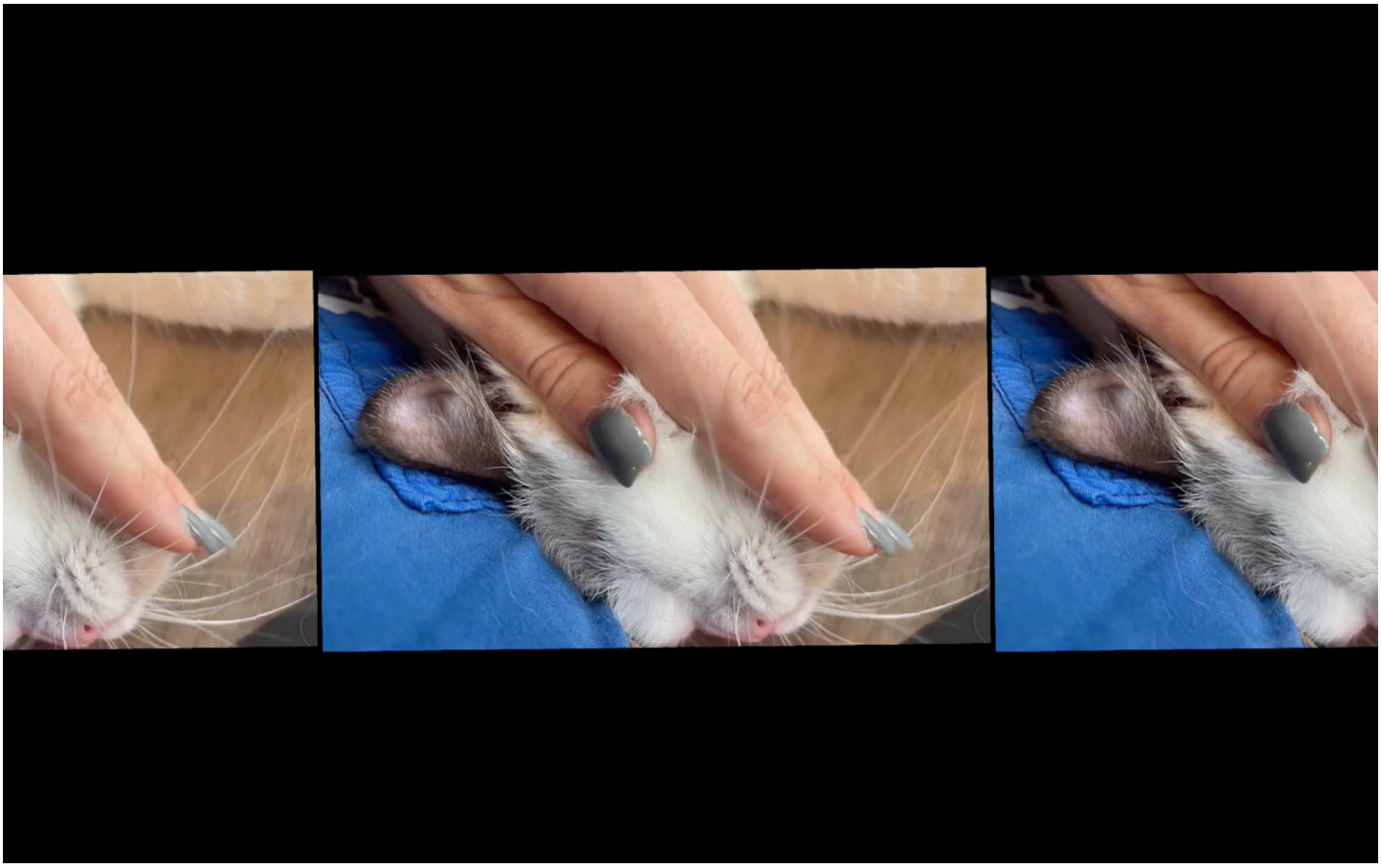
16 Seconds to Landlord > 2023 > Digital animation, no sound > 40 seconds (looping)

https://vimeo.com/829150224



13 Seconds to BFF > 2023 > Digital animation, no sound > 30 seconds (looping)

https://vimeo.com/829150272



6 Seconds to Mom > 2023 > Digital animation, no sound > 14 seconds (looping)

https://vimeo.com/829150195/



[installation view]

13 Seconds to BFF (left) and *16 Seconds to Landlord* (right)

THE END.