

Coming up with the concept for this piece came rather quickly for me. This was an assignment exploring the idea of containment, and I started writing out words that I associated with that idea. One word had been 'house', having spent the majority of my summer in my parent's home during the 2020 quarantine. With that experience fresh in my mind I wanted to explore the relationship I had developed with my house and the day to day existence of passing through the same rooms over and over again. The idea of self-referential looping came into the project very early on. Another aspect of the assignment was that it had to be made largely of wood. So I designed a wooden box or diorama that would cycle through four identical rooms, with a camera mounted through the floor that the observer could spin, placing them as the one specifically going through these rooms in an effort to more intimately connect with the audience.

I think this project has a very strong basis. The repetition of the rooms speaks to the theme well, and the texture given from the camera gives the project a uniquely nostalgic but unsettling feeling. An emergent aspect of the piece was that the camera is very unreliable, sometimes rendering in color, sometimes only in black and white with an incredible amount of noise. While interesting, legibility can be quite low sometimes as color became out of my control.

This work represents several aesthetic qualities that I want to continue to explore. The warping of the camera as well as the visual noise lean both into a feeling of antiquated media, and perhaps surveillance. This was in response to my experience in the COVID-19 quarantine that started in March of 2020, which I don't know how much I will want to continue to explore in the future. The form of this project is something that I want to try again. As I mentioned, the camera is unpredictable in this project. While I think the variety to the pattern it provides works well for this project, as it being this force totally outside of anyone's control, it also so greatly impacts the project in a way that I hadn't anticipated, and would like to see a similar project unbound from that limitation. Though, that isn't to say I don't want to lean into some amount of visual noise or interference. One of my inspirations is the artist Jack Stauber, whose video work is characterized in part by his use of VHS equipment and all the noise and quality loss that the format introduces. This exploration of media formats and their distinctive textures is something that I want to explore more with in my own work.