

DIGITAL NEW SCHOOL

Joanna Empain, Montreal QUE

Mar... (1998) 3:17 min

Fragmenting a look, writing a memory. We construct what we call our reality through fragments of our past (situations we have lived) or of our future (what we want to live), So, what remains of the present, and of reality? Fragments... isolated elements that try to make sense.

Jon Jost, Chicago IL

Til Edvard (For Edvard) (2002) 4.5 min

A little homage to Edvard Munch shot in Trondheim Norway, a little exploration of rhythms of light.

Brian Jeans, St. Paul MN

Heliotrope No. 1 (2003) 4:15

This piece documents the movements of my body and by extension, video camera, within a ritualistically charged space. I sought out a dialogue with the late afternoon sun on this autumnal equinox and was amply rewarded. In fact, I was nearly knocked flat on my ass.

Geoff Adams, Providence RI

Birdbeat (fugue) (2002) 4:08

The ritual hierarchy at a backyard bird feeder, accompanied by saxophone ensemble

Jane Hudson, Boston MA

Cycle (2002) 3:27

From within the imposed order there lies a predatory impulse which is revealed upon the destruction of that order. Once revealed, it is replaced by the urge of the "natural" to replenish the earth, and overtake any remnants of a history dedicated to the by-play of cultural competition.

Brett Simon, Venice CA

The Flickerflash (2001) 6 min

Once upon a time, I was happily everafter. Then one day, something caught my eye.

Barbara Lattanzi, Northampton MA

Hear Me! Riff (2003) 4:35

Created as an interactive multimedia work using original software, this piece is an improvisation of sampled sequences and frames from the classic horror film "Nosferatu" (1922) by F.W. Murnau.

Peggy Ahwesh, Brooklyn NY

She Puppet (2001) 15 min

Re-editing footage collected from months of playing Tomb Raider, Ahwesh transforms the video game into a reflection on identity and mortality.

Ryan Michael Hisey, Cincinnati OH

reflections + expressions + delusions (2002) 5:47

With original footage shot in Jeffersonville, Ohio on a miniDV camera, this audio-visual animation is an experiment in sound-based particle effects and time remapping, designed to submit strong subliminal emotional reaction on the viewer/listener.

Sandra McLean, Brooklyn NY

Experienced as Real (2002) 5 min

Can we believe what we remember? Can we keep ourselves from remembering what we don't want to believe? "Experienced as Real" explores how from moment to moment, we are inundated with memories and how we battle with what they reveal.

Mark O'Connell, Seattle WA

Snow Seen from Warm Window (2001) 2 min

Snow seen from my warm window.

Gregg Biermann, Paramus NJ

The Waters of Casablanca (2002) 6 min

A single high resolution frame of the film "Casablanca" was transformed with a photo editing program into what appears to be a jumbled explosion of images, accompanied by an audio collage made from a famous passage of dialogue from the original film; inspired by the direct film tradition.

Dustin Morrow, Iowa City IA

Dirty Lens (2002) 2:53

A short experiment in the layering of digitally manipulated motion, in which a bike rider and a dust-coated lens operate on opposite sides of a digitally affected visual plane.

Ann Steuernagel, Cambridge MA

black water (2002) 5 min

... a daydream, an afterthought, a fractured memory set to the sounds of toy instruments, birds, and fragments- of a waltz.

Ken Jacobs, New York NY

Flo Rounds a Corner (1999) 6 min

"The cast is in flux -- the animate and the inanimate get double billed with that dynamic duo - Push and Pull.... The eponymous Flo moves slanted and enchanted down a street in Taormina, Italy - as casual, momentous and as 'on time' as the Arrival of the Train at La Ciotat that rounded the corner of another century." -Mark McElhatten

Natasha Spencer, Chicago IL

Somewhere (2000) 2:49 min

What happens to our experience of an icon when it is situated in the format of continuous repetition? In *Somewhere* Judy Garland's 'Over the Rainbow' is introduced to a contemporary version of the round. A swelling of both sound and image resonates beyond the boundaries of the original format altering both context and meaning.

Dean Terry, Dallas TX

Plano (2003) 2:34

Plano is a northern suburb of Dallas, Texas. Painfully new, unrelentingly horizontal landscapes, open fields next to long fortresses of super stores, miles of parking lots: these image places are both the resonant center and dissonant catalyst for the piece.

machyderm inc. (Christopher McNamara & Dermot Wilson), Windsor & Toronto ONT
Wassailing (2001) 4 min

Wassailing is a "trailer of sorts" for a multi-media exhibition of the same name. Letters from across the North Sea provide the setting for an examination of the depths of our collective (and fragile) psyches during the "festive season".

Scott Pagano, San Francisco CA

ok.town re.work (2002?) 5min

Rearrangement / restructuring of architectural forms and patterns found in downtown Oakland, CA. Custom image slicing & reforming systems create a lush graphic rhythm, transforming recognizable space into distant imagined cities.

Leighton Pierce, Iowa City IA

The Back Steps (2001) 6 min

A small moment from a kid's Halloween party is taken as material for an exploration of folded time.

Abre Chen, Brewster NY

sitting still john (hypnagogic case file VI) 5:50

John is asked to sit still, to silently be alert, to listen without the interference of the mind. Hallucinations, mysterious sounds or voices, and surreal feelings and images border on sleep and wakefulness. In his effort to quiet the mind, will John ever attain stillness?

Phoenix Perry, Brooklyn NY

The Shadow of Digital Living (2002?) 3:46

I suffer from a condition called Repetitive Strain Injury (RSI). This film is about my experience with technology as it has evolved during my lifetime. My personal experience transcends me and becomes metaphor for the way technology both positively and negatively integrates into society.

Chihcheng Peng, Berkley CA

Whizeewhig (2002) 2:40

This playful examination of the patterns of the cityscape explores, through digital image manipulation, the frustrations and idiosyncrasies that arise from the devices and situations of the urban infrastructure.