

*ascend* (video curtain)

*ascend* (video curtain) is a site specific digital video installation created for SCOPE. 1.8" lcd monitors have been hung on a curtain covering the Flatotel window. Playing on these monitors are original digital animations of motion studies based on the photographic sequences by Edward Muybridge entitled *Woman Ascending Ladder* and *Man Ascending Ladder*. The first work in which I utilized a Muybridge sequence was *Strobing Muybridge* which was created as part of a video installation for the Katonah Museum exhibition *Horse Tales* (2001). *Strobing Muybridge* consisted of alternating black on white and then white on black cut outs of Muybridge's famous *Galloping Horse* sequence which instigated his further studies of human and animal locomotion.

Following *Strobing Muybridge* I began to scan other photos from Muybridge's oeuvre. Each frame of one of Muybridge's sequential photos has been reworked utilizing a variety of computer effects and programs and then the assorted frames are re-animated, varying speed and frame sequence. Muybridge's traditional motion studies have become herky-jerky, spasmodic sequences utilizing solid colors, scanned patterns and strobing to create a variety of effects.

After that I began to add contemporary motion studies of my own. These have included *Man on Water Jet Ski* (*Open House*, the Brooklyn Museum), *Man on Rollerblades*, *Woman Swinging Baseball Bat*, *Young Girl Dressed as Pink Power Ranger* and *Synchronized Swimmers*, among others.

The human eye retains an image for a fraction of a second after it views that image. This property (called persistence of vision) is essential to all visual display technologies. Video is comprised of a sequence of images. Single still frames are presented at a rate high enough so that persistence of vision integrates these still frames into motion. If the still frame images are presented at too low a rate, rapid motion becomes jerky and odd looking. I have attempted to utilize such aberrations as these by altering the frame rate of the video or by changing the number and sequence of still images presented in any given animation. Alternating positive and negative images creates a pronounced flicker, sometimes called 'strobing'. With careful persistence of vision one may detect the anomalies between the alternating positive and negative images.