

being there





Brooks High School



Senses. Qualities and conditions and place. Visualization; memory, imagination and *seeing*.

Capturing your experience of *being there*.

More than a moment.

imagine

feelings



time

objects

texture

light

colour

sounds

shapes

memories

being there journal 1 – The River

LIST OF WHAT YOU KNOW ABOUT THE PLACE → Map (Close, close)

① Elements of place/scene: LOTS OF BIRDS
THINGS, OYSTERS HOLES!
ie: gaggle eunke

② Any existing images
1/ Your own photos?
2/ Other people's photos?
3/ Any old video

③ Draw the place + take further notes

④ Develop = "fine drawing"
Add colour.
Needn't be accurate

⑤ How does the place make you feel?
(add drawing)

⑥ Think about specific things: the
Qualities and
Conditions or that place

⑦ What do you like about the place? or don't like

⑧ Think of WORDS: A list
Associated to that place
* Happiness, sharing, private, Peaceful, Adventurous, Mysterious, Ancient, untouched:

⑨ Dreams of Place
Create a Symbol for your place

⑩ How: history maybe as an afterthought

⑪ Memories of PLACE =
Just other people's memories +
Stories, rumours, gossip, yarns etc
About PLACE -
"I saw a shark in the bay"
BIG FISH (fish drawing)

⑫ Who have you shared this place with + why?
⑬ My Dog, Friend etc.
Time keeping etc

⑭ How does it feel to be alone there?

⑮ I can hear the Ocean... (night)

⑯ Think about that place ② might

⑰ Where is the most? Who is there? What does it feel like?

⑱ drop a pebble

⑲ Sounds
Birds, Kookaburra, Wall to birds, ticks, crows
Sands: man-made + sounds of nature
Distant Sound of Ocean @ Night

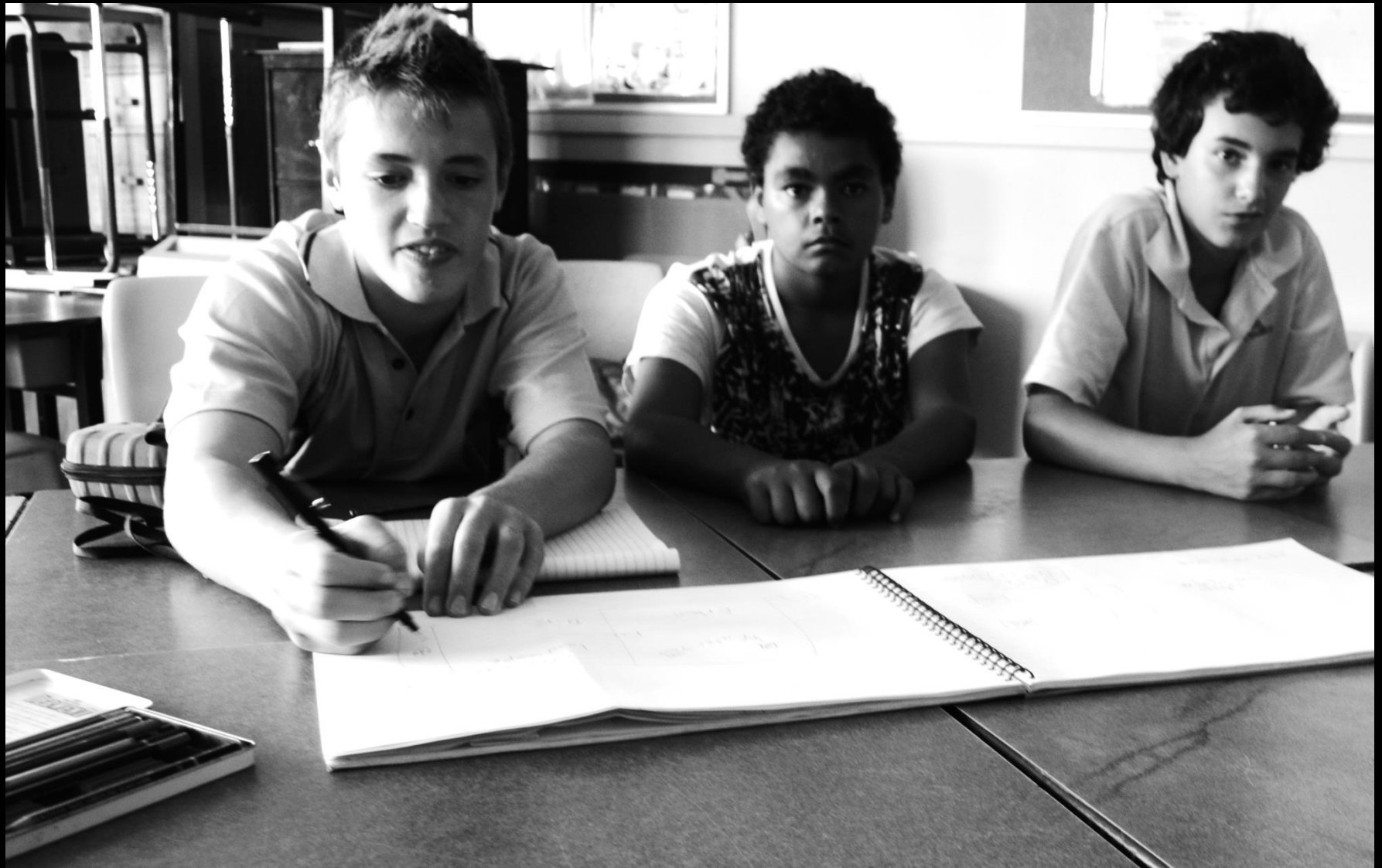
⑳ Shapes: leaves, trees, big + small

㉑ Textures: glass surface, choppy

㉒ Colours: sky, blue, water, grey, green

㉓ Clouds: clouds, clouds

㉔ Oysters, shells, driftwood... floating debris drifting



Sharing ideas;
materials, collaboration & installation design



Photo media

Exploring and capturing places



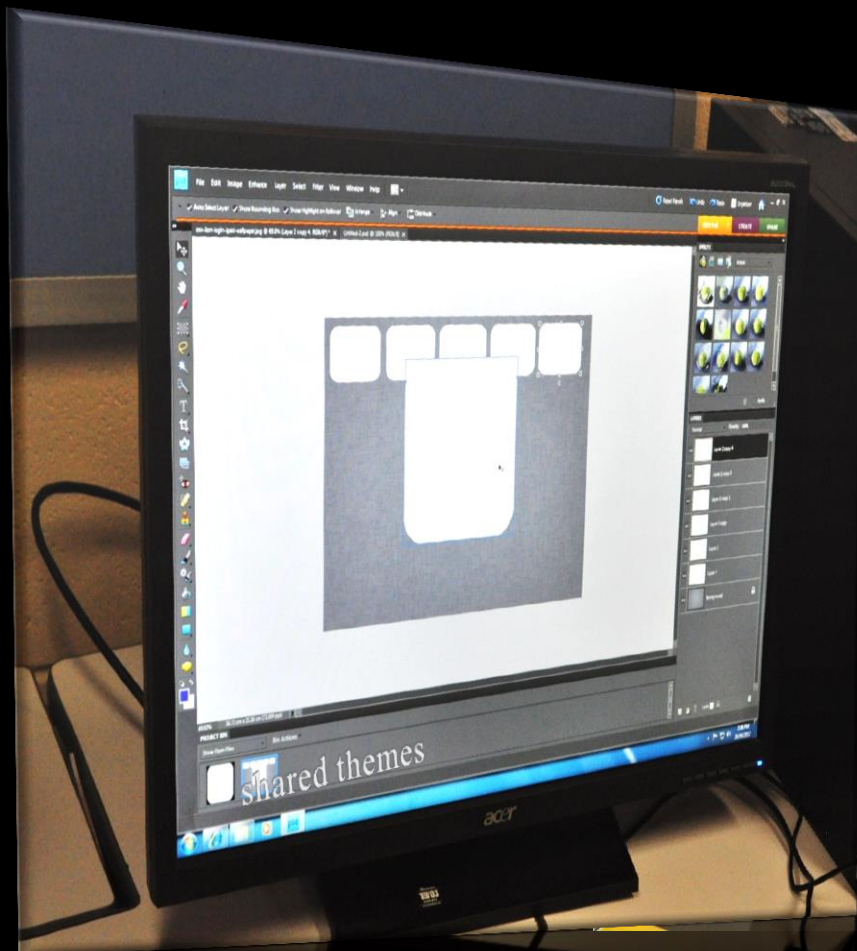
Student work



photo media – Angus Tranent



photo media - Shikiera



communication

activity

mobility

nature

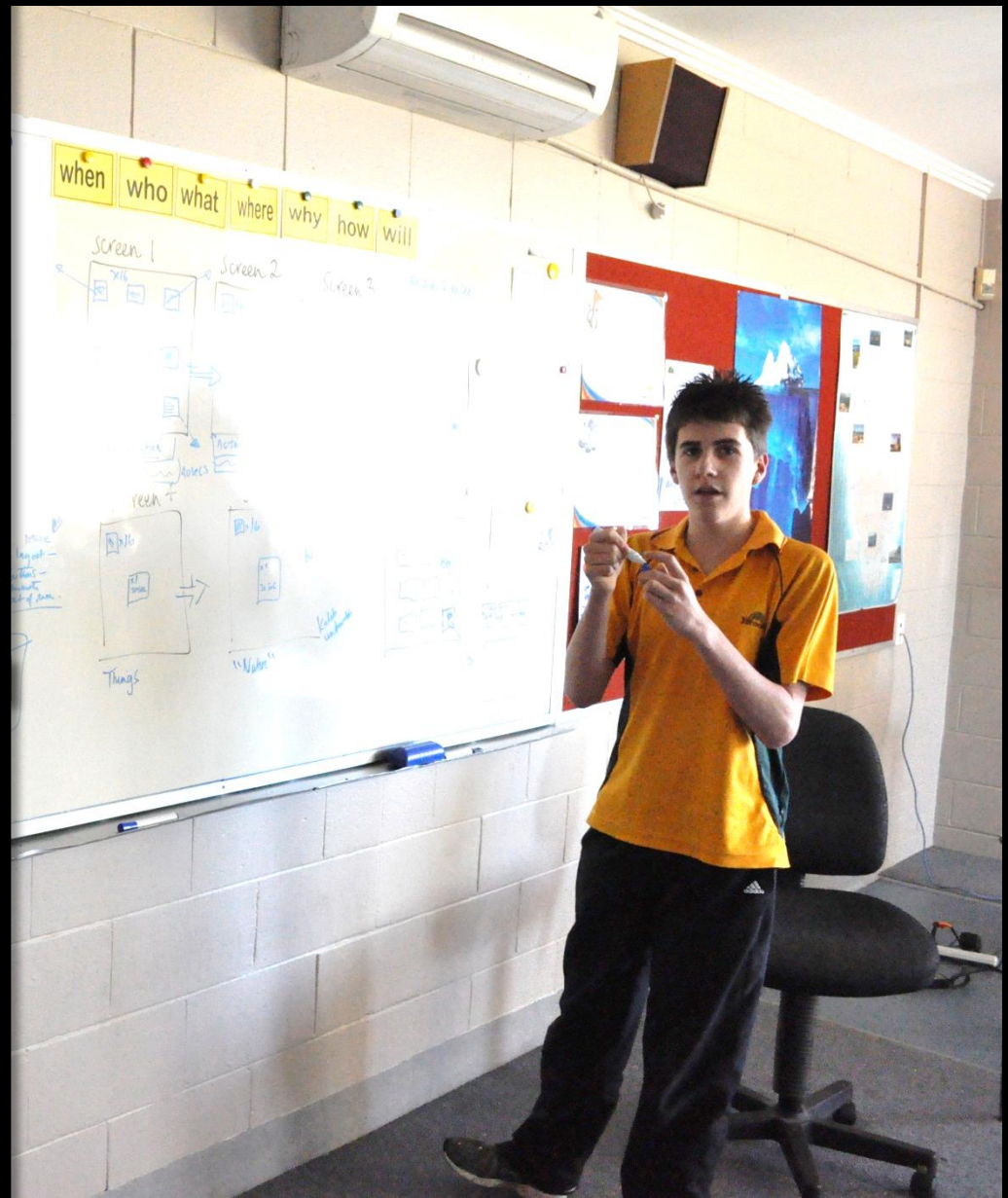
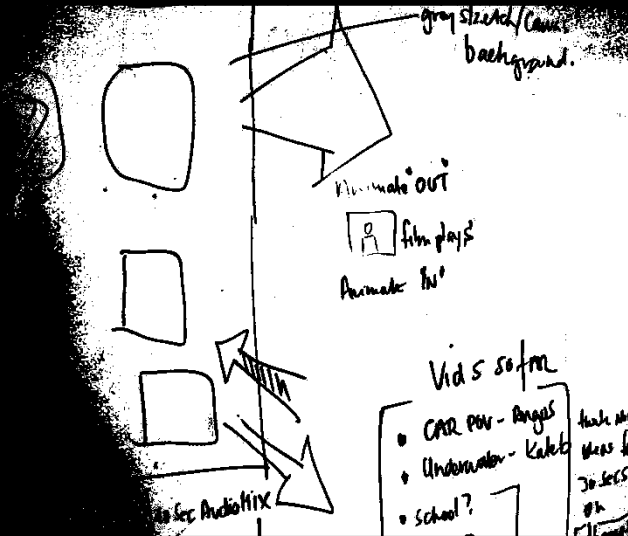
things

A 4x4 grid of 16 square images with rounded corners, displayed on a tablet screen. The images are: Row 1: Red paint splatters on white; A colorful, segmented sphere; A purple, bulbous object on a stand; A pile of colorful jelly beans. Row 2: A yellow, textured shape on a grey surface; A red brick wall; A bright sun or light source behind a dark object; A tree trunk in front of a pink wall. Row 3: A close-up of a light fixture; A red die; A striped pattern; A close-up of a metallic, rounded object. Row 4: A close-up of a light fixture; A blue, textured surface; A red paperclip; A pair of sunglasses. The tablet's status bar at the top shows 'Being There', signal strength, '12:00 PM', and '71%' battery. A home button is visible at the bottom center.



The diagram illustrates a multi-screen system with the following components and flow:

- Screen 4 (communication):** The central screen, labeled "communication" and "Screen 4". It contains several icons: a person, a clock, a book, a diamond, and a bar chart. It is connected to other screens by arrows.
- Screen 5 (Activity):** Located to the right, labeled "Activity" and "Screen 5". It contains a clock icon and a bar chart icon. An arrow points from Screen 4 to Screen 5.
- Screen 3 (School/early -):** Located on the left, labeled "School/early -" and "Time". It contains a clock icon and a bar chart icon. An arrow points from Screen 4 to Screen 3.
- Flow and Timing:**
 - An arrow points from the top of Screen 4 to the top of Screen 3, labeled "30 Sec Film".
 - An arrow points from the bottom of Screen 4 to the bottom of Screen 3, labeled "40secs".
 - An arrow points from the top of Screen 4 to the top of Screen 5, labeled "x16".
- Other Elements:**
 - A large arrow points from the top of Screen 4 to the top of Screen 5.
 - A small box labeled "x16" is located between Screen 4 and Screen 5.
 - A small box labeled "x16" is located below Screen 5.
 - A small box labeled "x16" is located below Screen 4.





Moving image component & high end audio visual recording in practice





Testing location sound & image capture





sound as direction



Choosing directions





EXT settings and pro gear
(analogue & digital)
altering the time - place ratio







the old school- Rocherlea Primary

relationship of artist



and the work



the place

Installation phase 2 – digital interface verses actual place. This work seeks not only to incorporate the space as a key element in the narrative structure but encapsulates the projects core message of *being there* and makes evident some of the shared media -layering processes required in the creation of the work.



Site specific – moving / still image capture & audio recording @ the old school
back story/ significance to community







Creating projections for the old school; *activity*



Creating projections for the old school – time lapse 1; *things*



Creating projections for the old school - *mobility*



Projections; experiments & testing



Site specific – stage 4



Designing ways to incorporate and share our work with the environment



Recherber Planning

Final Installation

Each Student :
films / room

- communication
- Mobility
- Activity
- Nature
- Things

2 cameras

2 tripods

1 generator

1 light/rod

1 soft Box

gods

1 chair

1 car door

1 projection



Projection 1- *nature*





Tech specific; lighting

Mixed media experiment 1; a moment





activity

(mixed media)

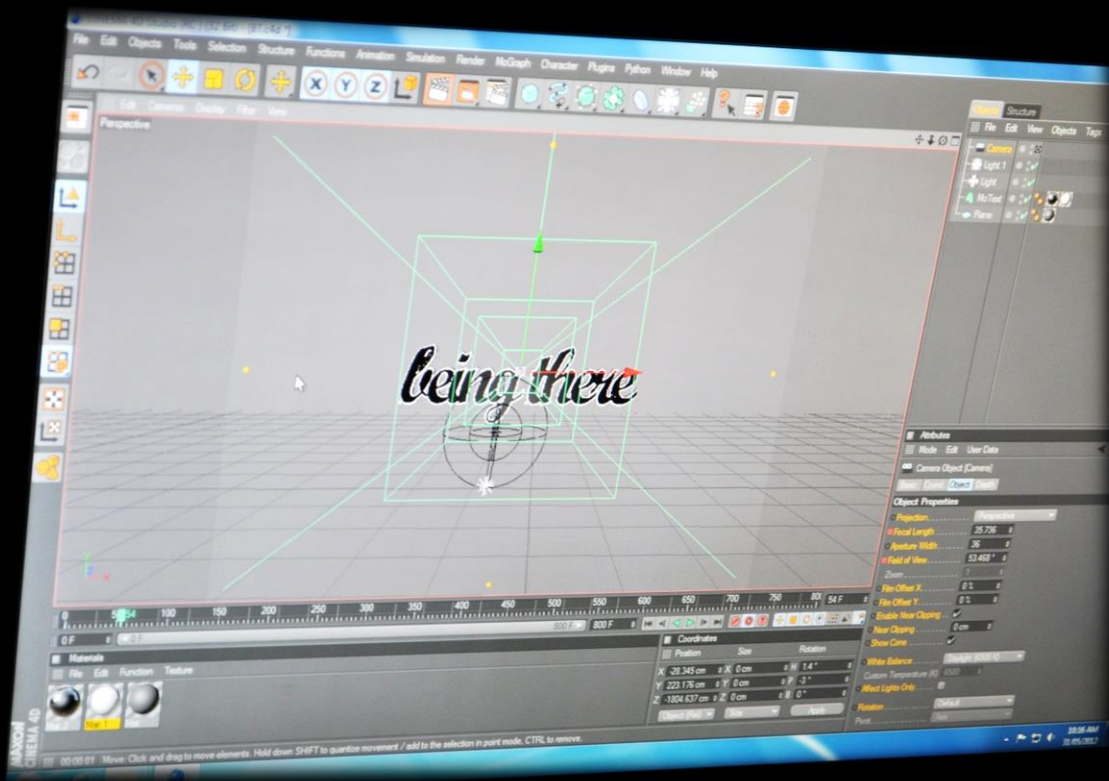
being there crew 23/5 – projection 3 - things



reflection



Post production various classes combined



self initiated post production processes
design for final installation Rocherlea



Sharing time and place





being there



AIR 2012