



videosurface project

# TOUCH ME

special edition by SSMIDD 2010

imprint

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"the TOUCH ME videosurface special edition was inspired by the idea of having a collaborative exhibition project at AQUABIT berlin using old TV-sets as building-blocks for sculptural expressions. the dominant design object by benjamin piltz next to the entrance made me think of an old mosaic-videoeffect from the 80ies, which later even came with some consumer cameras. as I once played around with this visual possibility it seemed very seductive somehow: the hidden image behind the image, the original Hi8 camcorder microphone sound as a diary, the dichotomy between authenticity and the children's building block-abstraction of an unseizable reality." ssmidd, 2010

the VIDEOSURFACE-project focuses on the obscure phenomenon of people in all day life, which are trying to use photographs or video images to conserve moments at the border between present and past. susan sonntag, roland barthes and michele serres have been questioning this procedure in their works. with this in mind the VIDEOSURFACE-project is using similar media-configurations to create highly sensitive and subjective views on urban situations. each city is approached with a different concept about how to use, quote or reinterpret the infinite possibilities of space and time to explicitly confront the spectator with the reductionist nature of the abstraction. each portrait uses presence or absence of flat artistic video-tools to create something unique – some pointing out into the background of the boxed horizon.

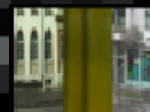
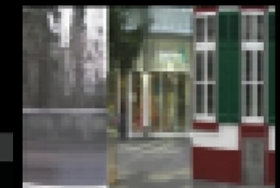
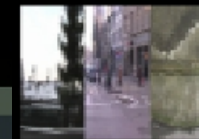
now with the TOUCH ME videosurface special edition we find ourselves at the very basic and radical roots of motivation to come up with the VIDEOSURFACE-project. space is just space, the image of it is even more abstract, both equally are an illusion.

# TOUCH ME basel

[47°33'34.61"N]-[ 7°34'50.20"E]

the screen has been split into 3 parts in order to maximize the visual input of basel during day time on new year between 2005 and 2006. 3 trains take the spectator on a day journey. this journey will be the same but also different all time. the basel train system runs percicely to its schedule. it runs in loops and intersections. basel - taken from the surface is the first of a city train series.





# TOUCH ME bbw

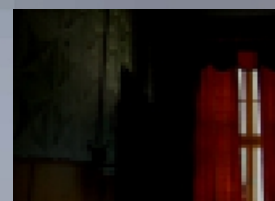
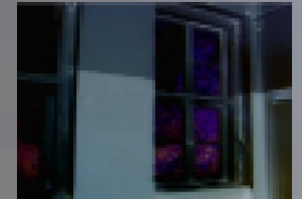
[51° 0'42.79"N]-[11°18'25.00"E]

06:06 min | color | DV | stereo sound | original version 2008 | reedit 2010

"KZ buchenwald, situated in a small village near weimar, was co-authoring one of the darkest chapters of the known human history. it is said that the NS-administration of this institution is responsible for the killing of around 56.000 human beings.

in 2008, after a period of 4 years being away from weimar (where I was studying at the bauhaus-university), I was invited to show one work of the VIDEOSURFACE-project at the backup-festival. during my 4 days stay I was offered a bike to move around the city. I felt that when I would come back to weimar I would also have to visit the buchenwald memorial to confront the incomprehensible again. it was a sunny blue sky day when I came up the road to the mountain. short while before the road would lead me left to buchenwald memorial I discovered an abandoned barrack at the right side of the road. I parked my bike to explore the area. likely the building had been in charge of the NVA or by the russian army during times of the allied occupation. as I went inside I knew I had discovered the perfect backdrop to visualize an interstage between past and present, fiction and authenticity, repression and rehabilitation." ssmidd

"the camera is scanning rooms and handles them like witnesses of the past. the euphemized agony, shining through shadows and blotty textures, is creating a trans-vision between the visual absence and the unbroken presence of the history." esor saibot

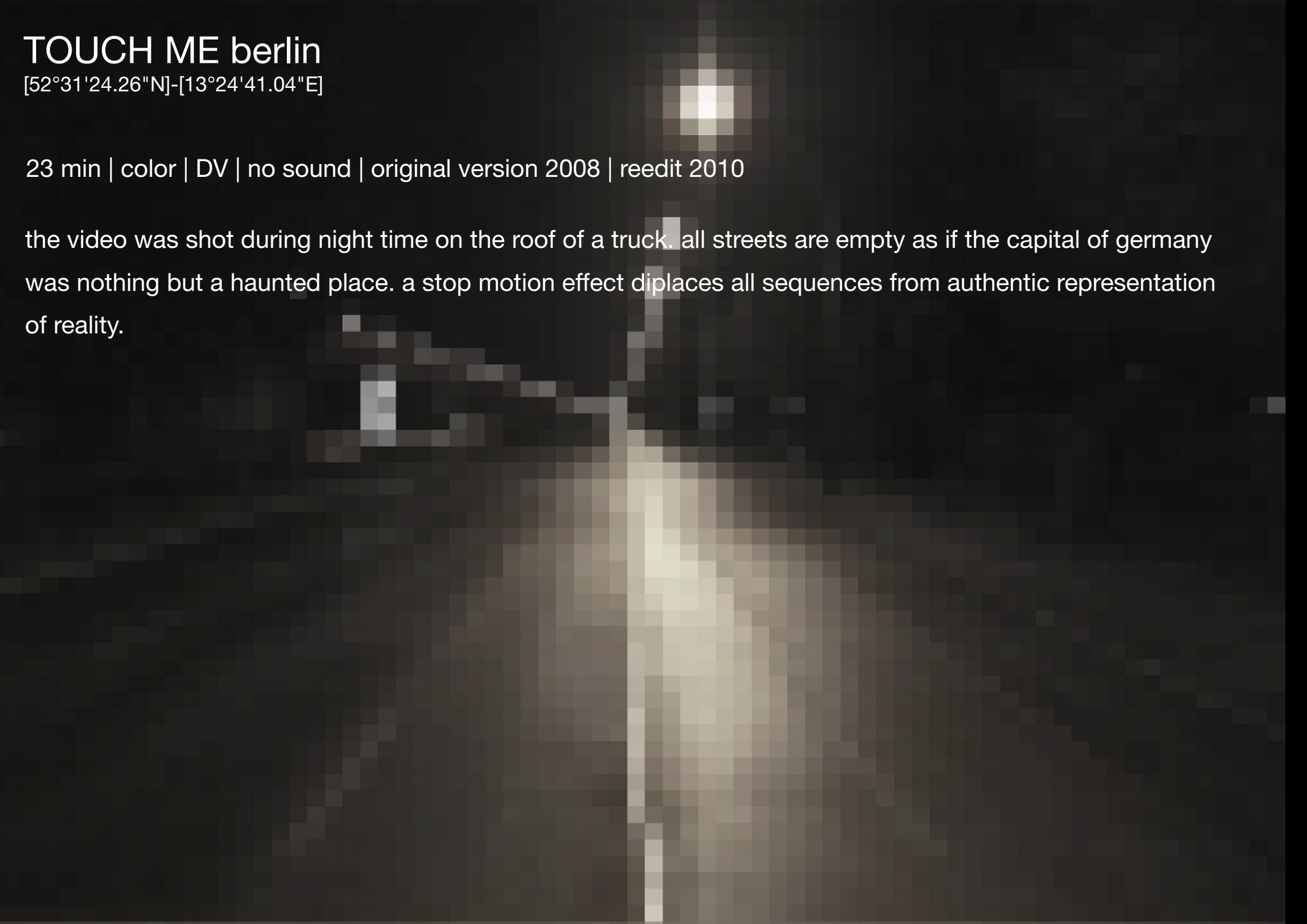


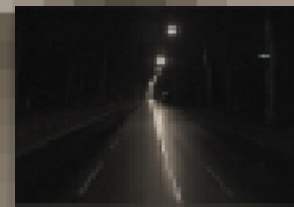
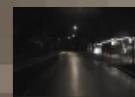
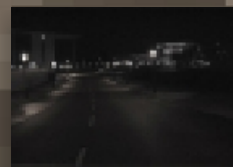
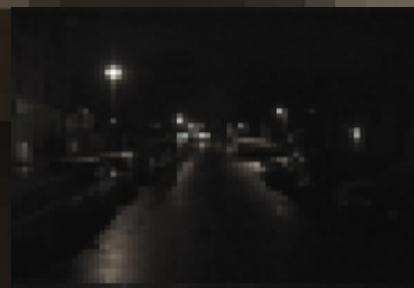
# TOUCH ME berlin

[52°31'24.26"N]-[13°24'41.04"E]

23 min | color | DV | no sound | original version 2008 | reedit 2010

the video was shot during night time on the roof of a truck. all streets are empty as if the capital of germany was nothing but a haunted place. a stop motion effect diplaces all sequences from authentic representation of reality.





# TOUCH ME jerusalem

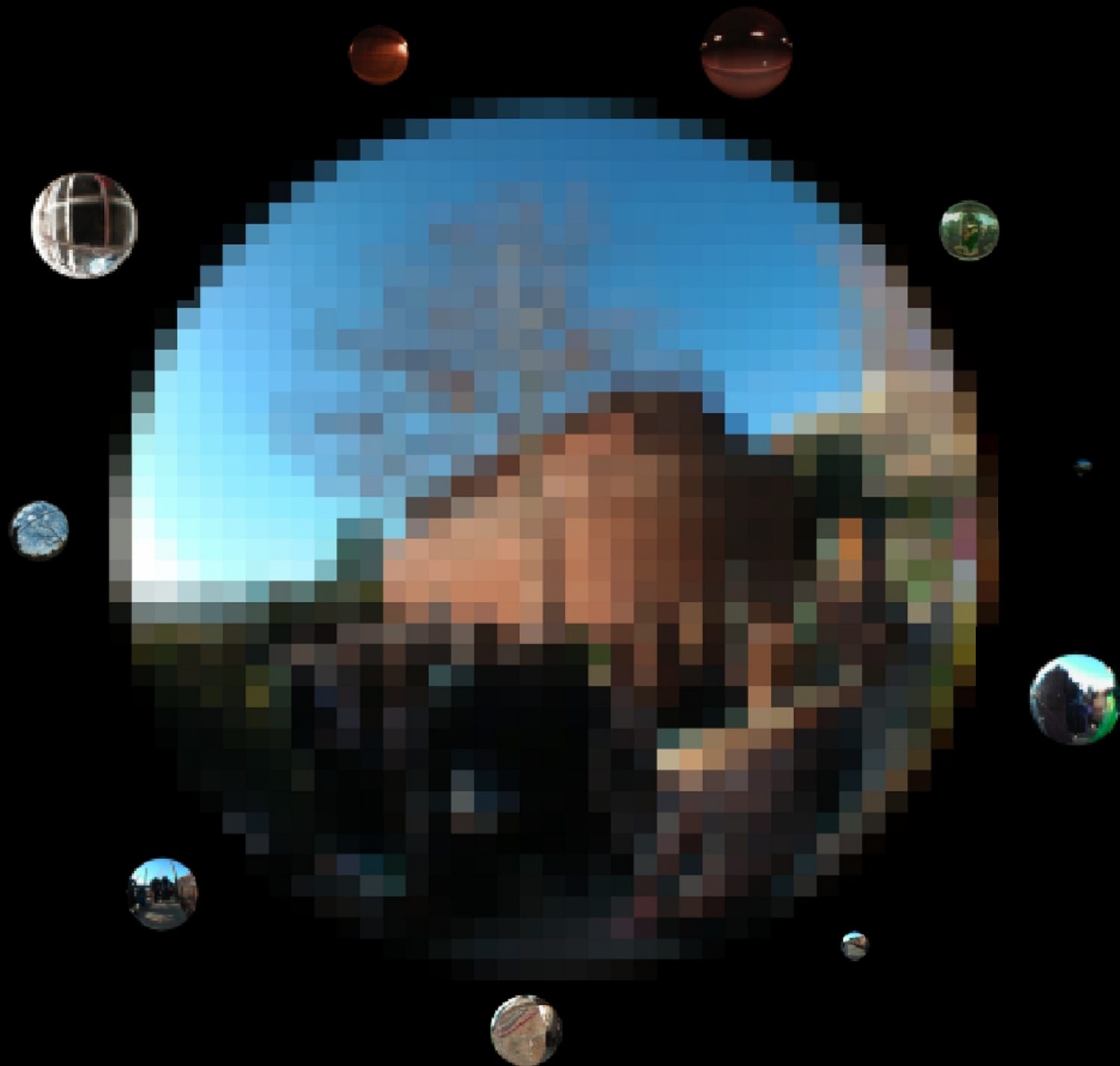
[31°47' 8.52"N]-[35°12' 2.52"E]

21:21 min | color | HD Blue Ray 24 p | Digi Beta 25 p | HDV 25 p | 16:9 | PAL/NTSC | stereo sound |  
original version 2009 | reedit 2010

this video has been arranged into 3 parts. >the past<, >the present< and >vision< display allegories, each of them documentary–matter-of-fact tempered, as well as experimental–fantastic. >the present< and >vision< are being separated by a mute >intermezzo<.

"the method of allegory is already intrinsic to the concept of the VIDEOSURFACE-project. yet here, in jerusalem – taken from the surface the symbolic interplay between the heterotopy jerusalem and all of its kaleidoscopic reflections gain an exclusive renaissance. we are caught up in an interplay of dream, commemoration, matter, presence and absence, aspiration, confidence, religion and the imminence of war."  
ssmidd





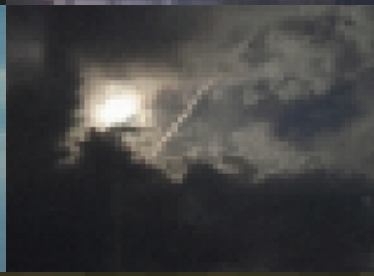
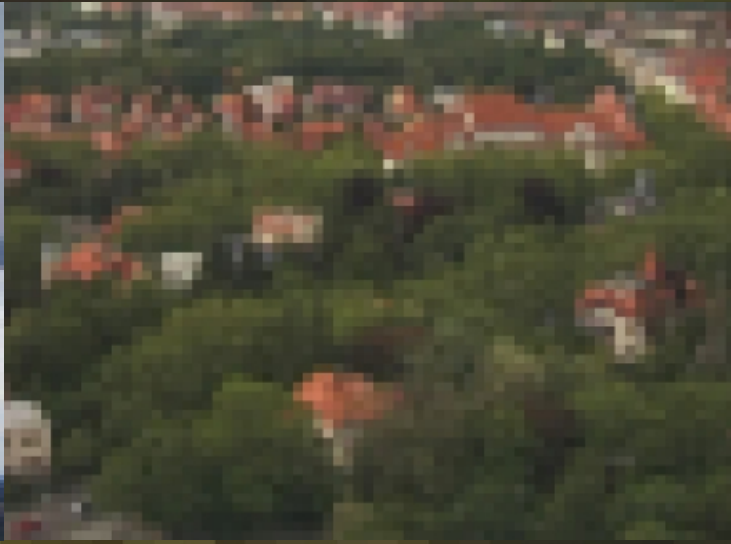
# TOUCH ME leipzig

[51°20'22.85"N]-[12°22'16.68"E]

5 min | color | DV | stereo sound | original version 2007 | reedit 2010

this short video sequence illustrates leipzig during early summer from the top of the völkerschlachtdenkmal.  
images and sound remind of the epoch of gdr - since we are being confronted with the sound of an old 8 mm  
projector. colors more resemble to postcard-prints from the 70's than digital video pictures.





# TOUCH ME lisbon

[38°42'25.79"N]-[ 9° 8' 7.86"W]

5 min | color | DV | stereo sound | original version 2005 | reedit 2010

lisbon - taken from the surface is presenting a single view passing by the most artificial and non-typical portuguese piece of landscape: the "oriente". images and sound are representing a continuous procedure of loosing ground contact and fading away from reality.





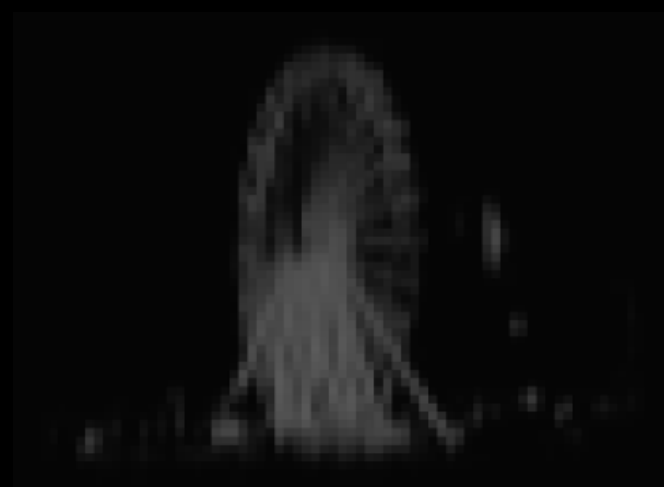
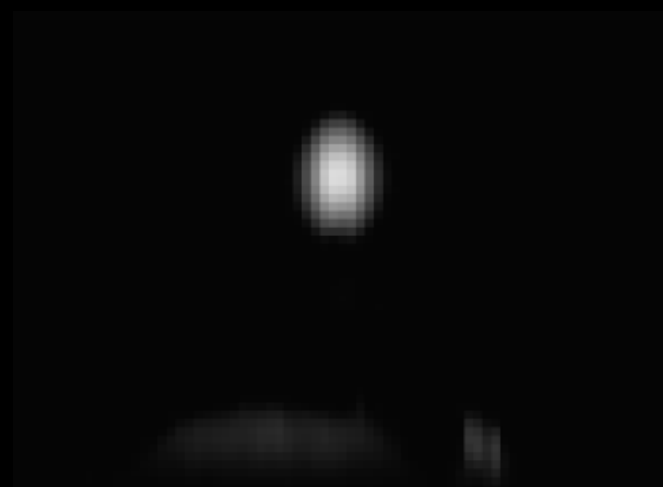
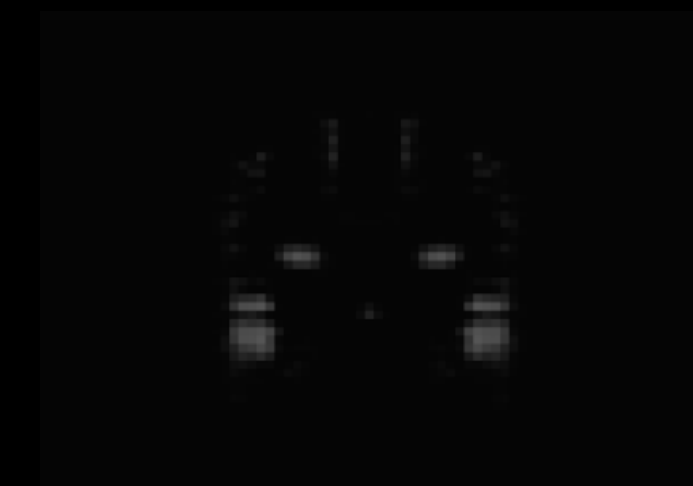
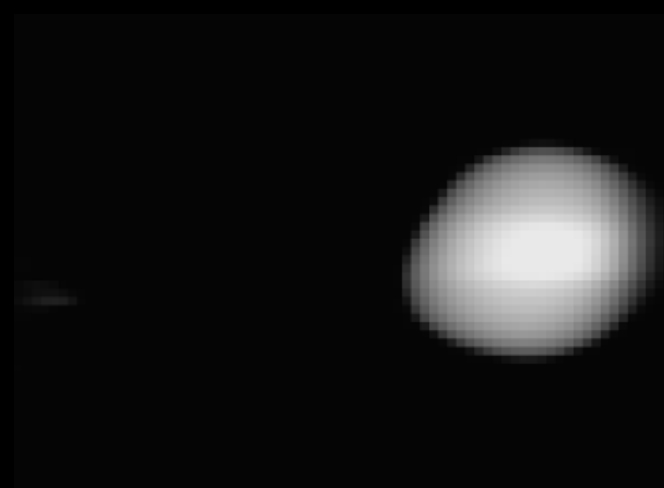
# TOUCH ME paris

[48°51'24.00"N]-[ 2°21' 3.55"E]

12:30 min | b/w | Digi Beta | DV | stereo sound | original version 2008 | reedit 2010

a slow motion pad saw and a screwdriver unfold the acoustic background for a meditative view of the capital of france. solid architectures appear as evanescent mist. time and matter mess up esthetically. the indicated space contains just enough clarity to allow the spectator's additional invention.

"paris - taken from the surface is probably the darkest city-portrait I ever did. right at the border between documentary and imagination, authenticity and digital manipulation the work's aesthetic –although it is completely based on mini-DV-recordings with a consumer camera– sometimes resembles almost a computer animation. In many senses it questions the stability of matter, the dreamy order of things. nevertheless one might also propose it as an allegory for questioning the consistence of human ideals and some contemporary geopolitical hints." ssmidd



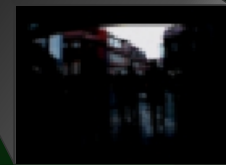
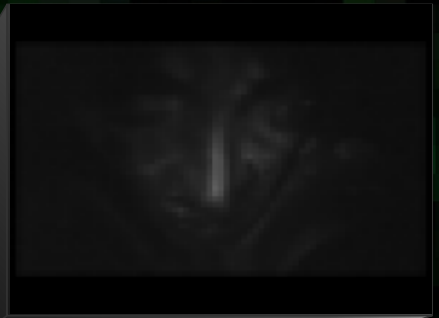
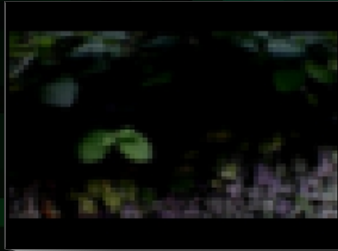
# TOUCH ME stade

[53°35'56.45"N]-[ 9°28'25.24"E]

5:30 min | color | HD Blue Ray 24 p | no sound | original version 2009 | reedit 2010

stade - taken from the surface is a dream sequence. a group of people is walking towards an unforeseeable aim. a monk is reading a book with no letters. someone is standing in front of a green wall of leaves.



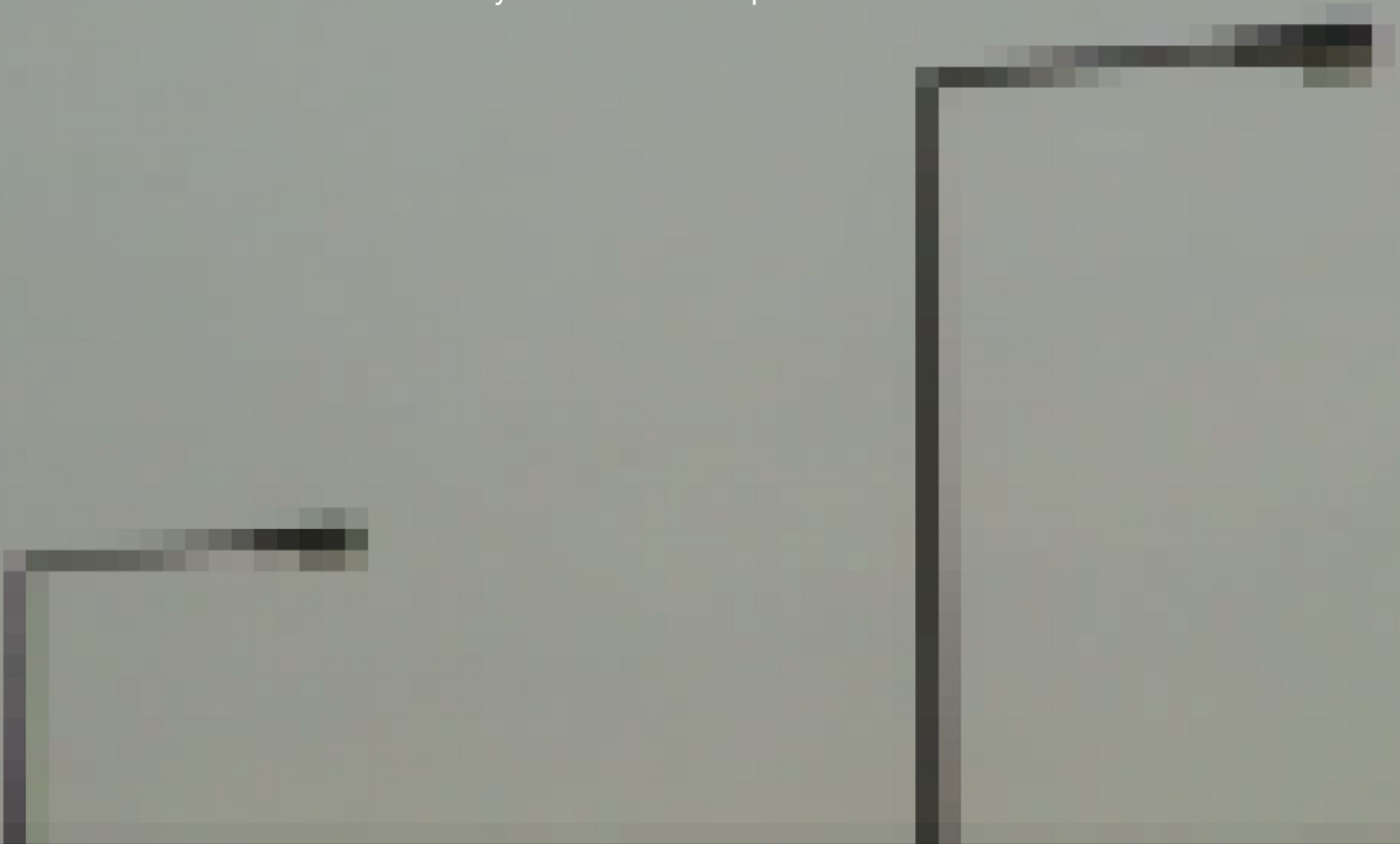


# TOUCH ME toulouse

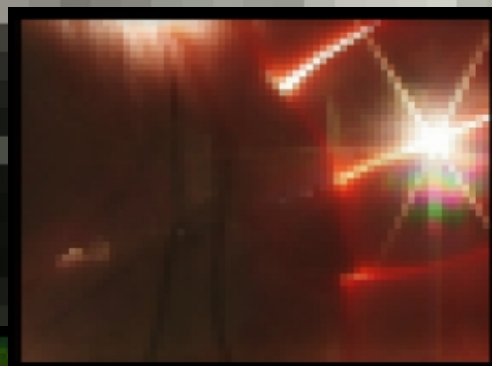
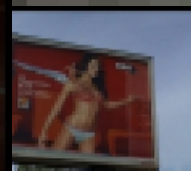
[43°36'15.71"N]-[ 1°26'34.62"E]

11 min | color | DV | stereo sound | original version 2003 | reedit 2010

simple, almost static views on this vivid city become contemplative moments at the second view.







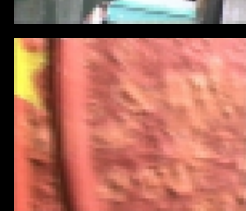
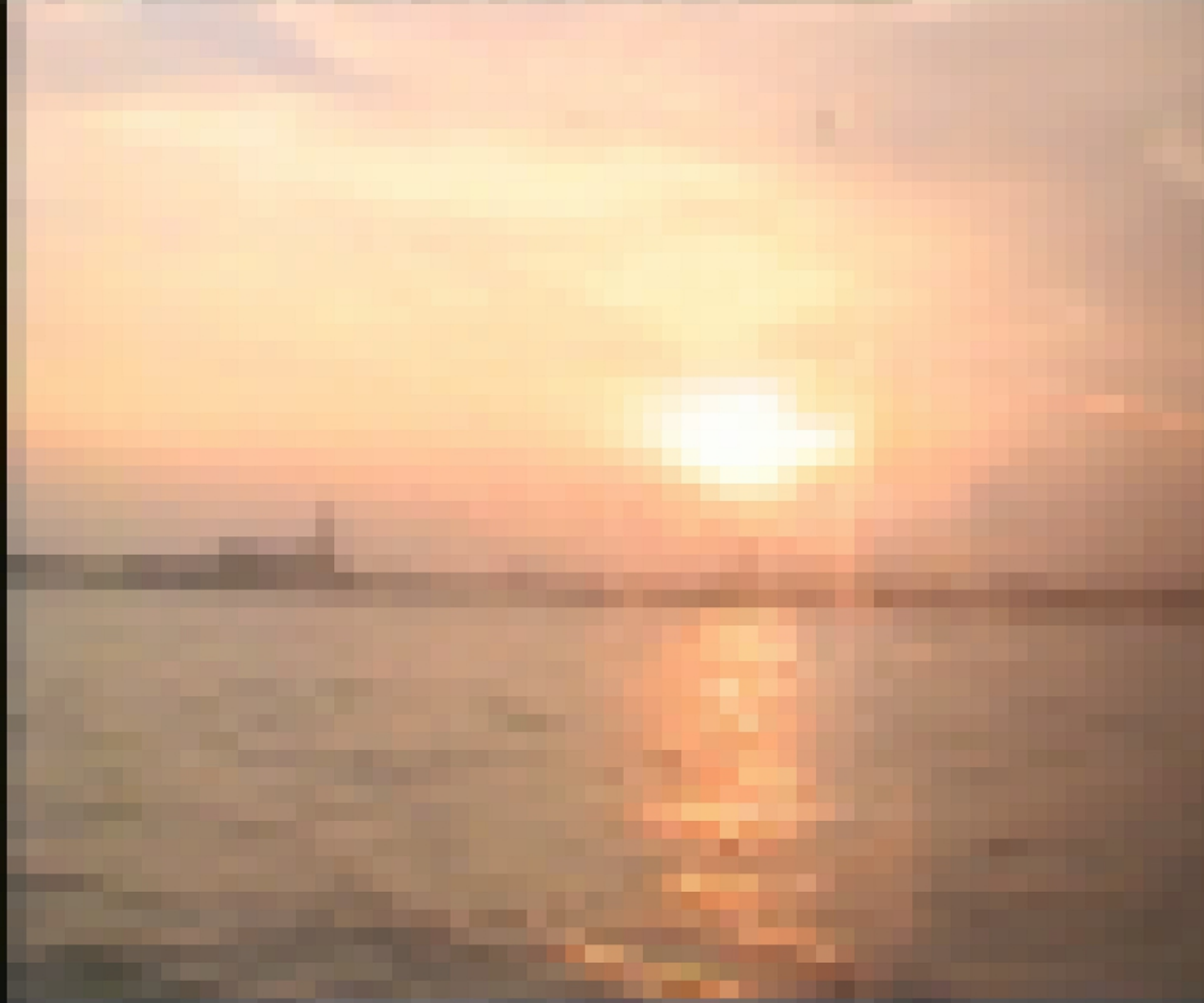
# TOUCH ME venice

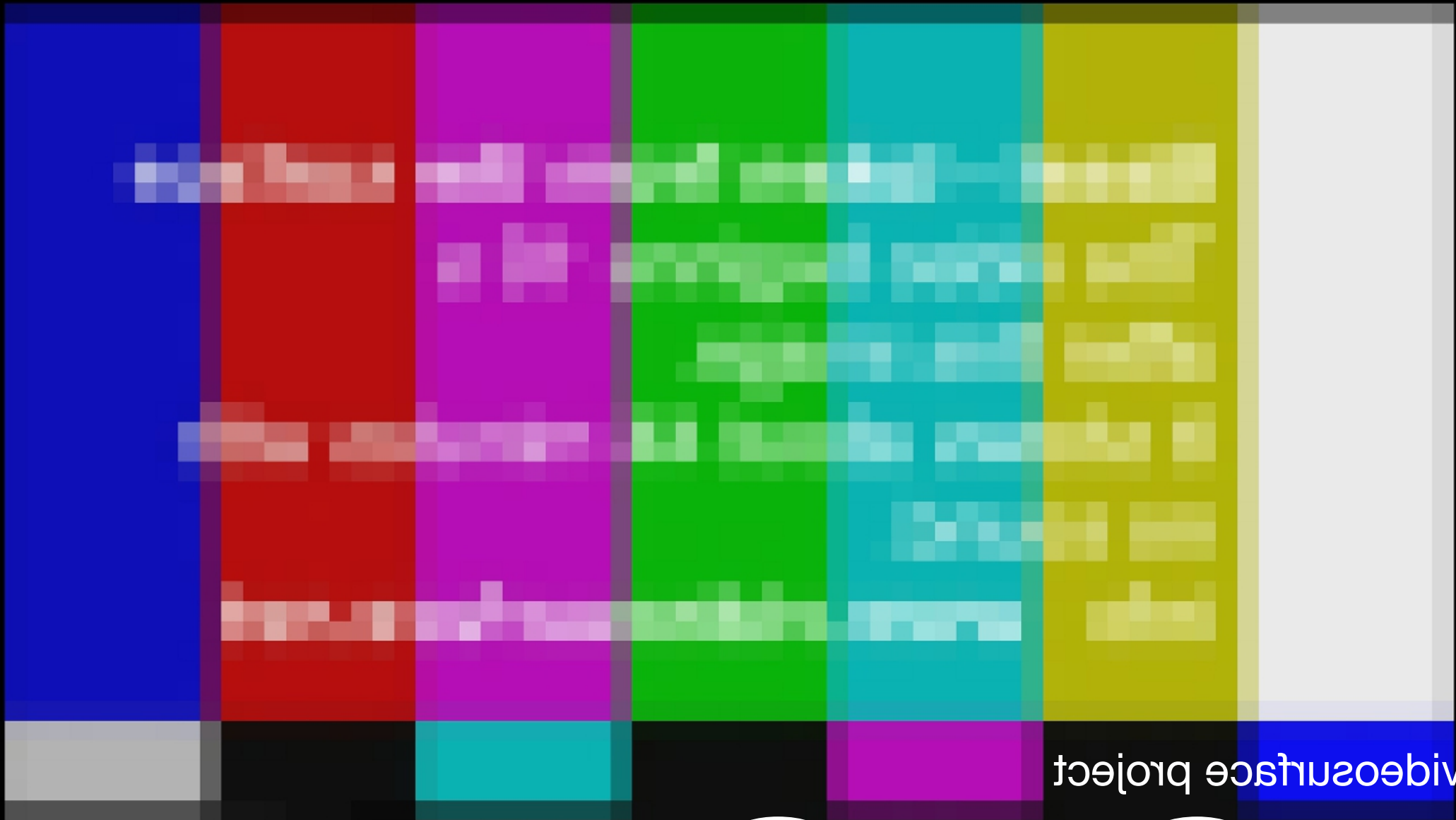
[45°26' 3.61"N]-[12°20'19.62"E]

31 min | color | DV | no sound | original version 2001 | reedit 2010

the video has been produced during the trip of an experimental radio station crew at the 49th biennale of venice.it balances on the borderline between moving image and photography with some rhythmic accentuation through colour inversion.

venice - taken from the surface has been produced using a miniDV camcorder with an s-vhs vcr.





video source project

# TOUCH ME

special edition by 25MID 2010