

Artist's statement

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Title: "Remember"

Video Link: https://youtu.be/41MkfLh_1xw

The idea comes from my real life which is a difficult process to remember a loved one that is not present. In order to represent the moving images in two storylines, I shot all the photos with the same structure in a dark environment: portrait. Hence, spectators would be easier to find out the similar details of each shot but not only the things in the next shot.

"Remember" played with existing 'trajectory', used a horizontal view of narrative to create an overall shape of development from remembering, memorize to suffering. Through the eyes, image transition happened in images sequence to bring back people to the innermost memory step by step. We could hear every tick-tock of the clock in the series and each tick brings a start but the tock comes soon which can describe the life is momentary.

About the thickness of description, I tried to maximize the use of imagination to Kuleshov effect. In order to raise the expectation from a person's reaction to the next frame so combine two faces separately and show in the continuous frames. The shots I chose are mainly in medium close-up and extreme close-up for the audience to catch the details such as the eyes and the clothes' color.

However, I deliberately establish a space from those extreme close-ups to the eyes, the structure concerns the illusion on the eye that brings people to his childhood memory, a space they have lived before belongs to him and his grandpa. By adding the clock sound, the counting can emphasize the temporal process and the moment of remembrance is happening in our real life to overlap the real-time and the virtual time. Additionally, I made maximum use of the theory from *The Virtual Life of Film* written by D. N. RODOWICK, the conic frame of the picture in the movie which deployed in static two-dimensional space and the dynamic frame of film that introduce time to image in the form of duration.