

City University of Hong Kong  
SM2105 Narrative Strategies and Aesthetics  
of Time-based Media

Final Project  
Moving Image Narrative - Dream narrative  
Title: Epilogue

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This is the link of the video: <https://youtu.be/JV1g08Wzxc8>

## **Artist's statement**

Base on the idea of condensation and displacement, I try to combine the different thought into the video, and using the object to replace the main meaning. The dream is nice, allow us to satisfy the desires of deep inside. In the meantime, the dream can make a false echo if the desires are too intense. The reason I made this work is to realize the uncontrollable dream machine to encode disturbing thoughts and behavior.

## **Introduction**

The construction of a dream is an artwork. Many artists seeking inspiration from dreams, such as Surrealist Salvador Dalí, he uses dream analysis to guide the unconscious into psychedelic artworks depicting alternate realities, hybrid creatures, and mysterious objects. Even Post-Impressionist artists like Vincent van Gogh, he mentioned that “I dream my paintings, then I paint my dreams.”(Gotthardt, 2019)

The dream is like a encode machine, make a story randomly by processing a series of pictures, thoughts, emotions, and feelings in the brain. Because of the dream's unconsciousness, randomness, and illogic. Dream provides an abnormal inspiration for us.

## **Explanation**

Clock, door, water-tap, water, stairs, black person, knife, and blood are used in the work.

Some of them appear repeatedly. They are irrational and impossible. The combination of this element is dream work. Through the process of free association, personal dream analysis is performed:

The clock represents the destiny of the protagonist. When he found the clock is not the same with his time, he tried to adjust the time he wanted. However, the black person represents the stress of the protagonist, chasing him after he adjusts the clock. Stairs represent the hope of the protagonist. The door represents the option of the protagonist, he tried to find a suitable solution for him to change his destiny and relieve the pressure. Water-tap represents the solution of the protagonist, water is his hypnagogue. He repeats escaping the stress, finding a solution, and using the same solution to anesthetize himself. Finally, the black person kills the protagonist, it represents the protagonist can't afford the stress and commit suicide. The blood is the hypnagogue of the black person.

By using the method of condensation, some elements in the video represent different wishes.

The clock represents the destiny that the protagonist wants, meanwhile the clock is the uncontrollable fate, time cannot stop and to control it. The door is the option for the protagonist, but it leads the protagonist to dead. Water-tap relieves the stress of the protagonist, but it is addictive.

By using the method of displacement, the protagonist project his wish to the black person.

Living in this unfair world, the protagonist feels stressed and indignation. He dreams that someone is killing another person to release the stress. At the same time, the protagonist

wishes he can change his fate. However, the wish turned into its opposite, hope become desperation.

This dreamwork performing strange behavior such as washing, standing, running, and opening the door. The behavior repeats strangely, because of the wishful thinking of the protagonist, he repeats what he do to pursue his good wishes. He thinks this is right, then he does it. Good wishes from the protagonist change gradually. Finally, the thought changes to the disturbing thought which is to kill someone.

The behavior of washing, opening the door, and running are discontinuity as continuity.

The protagonist opens the first door is a restroom, but changes to the locker, inside the locker there is a clock. It represents the protagonist's wish he can change his life. The protagonist opens the second door is a computer room, but change to the restroom. The computer room represents the working place of the protagonist, the restroom represents the place that makes the protagonist relax. It represents the protagonist wants to escape from reality.

## **Conclusion**

Dream give us creative expression. Unconsciousness and illogic create a blurry and poetic artistic conception for the work.

## References

Gotthardt, A. (2019, January 3). How Studying Your Dreams Can Help Your Art Practice.  
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<https://www.artsy.net/article/artsy-editorial-studying-dreams-help-art-practice>