Hafenstadt (x,y,t)

Paul Geisler 2006
Duration: 7 Minutes

the technique:[1]

–*handcrafted*– A movie consists of many individual frames. In this case, 25 per second. Imagine to slice a film into its frames and stack 'em up. Don't forget to put some glue in between. Now cut it into two pieces, through all the slices. Pick one half and take a look at the cross-section: You can see the whole recorded period of time simultaneously. Chopping it up reveals such episodes for all sections of the scenery. Take these flimsy slices, line them up and enjoy the movie: It will be like mine.

–*formal*– A movie is a three-dimensional block of brightness and color information. There two spatial axes (x,y) and a time dimension t. A transformation in this three-dimensional movie space allows for the exchange of the ordinates of space and time. A very simple transformation can be seen here: the rotation of this image-block around the Y axis by 90°.

$$hafenstadt_{XYT}(\begin{pmatrix} t \\ x \\ y \end{pmatrix}) = hafenstadt(\begin{pmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} t \\ x \\ y \end{pmatrix})$$

The x and t ordinates are swapped, and change their role in the movie.

For each scene, 30 seconds of footage have been recorded. The horn-like shape in most scenes results from zooming in or out, which causes a scan across the scenery, despite the transformation. In many scenes you can see vehicles clearly and apparently fixed: their movement leads to a short and clear sampling of themselves.

[1] more about: http://hirnsohle.de/xyt.php