

## ON “FLOATING AND FALLING”

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### 1 ABSTRACT

*“Floating and Falling” is a video/performance garden artwork being developed by artist videographer Alex Poruchnyk. Poruchnyk is a nationally recognized Canadian artist and academic who works in sculpture and film related projects including animation and performance art. As an artist Poruchnyk continues to experiment with the expanding potentials of emergent media, In “Floating and Falling” the artist engages new video techniques to explore the temporal dimension of place.*

*This paper traces the artist’s garden building project and his experiments integrating video directly into his deliberate engagements of place. In this work the landscape is considered to be the actor in the performance, where the camera is embedded into the landscape recording the floating and falling of the “subject”. The work includes a number of experiments new media devices. Cameras are embedded in trees recording them falling to the ground or float with them in the wind. Cameras are embedded into forestry equipment record the process of human engagement with the forest. Remote controlled flying cameras track the forest change through time. 3D video cameras are used to record the spatial changes in the emerging garden. Finally the artist experiments with ideas regarding video projection within the forest itself.*

*The work posits a number of interesting ways of investigating landscape. The work questions the all too often destructive role that we engage in when adapting nature to our own desires. The work involves a deliberate undermining of our prevalent subject/object narrative about a forest by deliberately shifting the point of view from careful cinematographic framing to, for example, free floating tree point perspectives. Finally the work seeks to liberate the potential of disappearance as an essence of landscape phenomena.*

#### 1.1 Keywords

video performance art, actor, disappearance



**Figure 1. Video frames of original forest scene**