



## **Mytilene video art & animation festival, 24-25 September 2010**

### **ΤΑΡΣΙ ΧΑΜΑΜ {frame 1}**

#### **ΠΑΡΑΣΚΕΥΗ**

- 1. Τια Μπέρρυ\_ άτιτλο\_ 00:01:03(Greece)(video art)**
- 2. Pedro Maia\_ Holy Ghost\_ 00:02:30 (Portugal)( experimental video)**
- 3. Κατερίνα Κοντού\_ Προσωπικοί χώροι και χρόνοι στην πόλη\_ 00:04:15 (Greece)( video art)**
- 4. Kaname Onoyama\_ Acamar\_ 00:04:03 (France)( video performance)**

Is a followup to their collaborative DVD. The piece is the first of a series of works made by the authors for the 192 loud speakers in Leiden

- 5. Μάριος Σπυρόγλου\_ Η Σάντρα στο φως\_ 00:10:00 (Greece)( video art)**

Ο Ακης Δήμου γράφει το κείμενο. Ο τόπος της δράσης είναι μια έκθεση. Ένας καλλιτέχνης βρίσκεται δολοφονημένος. Μια γυναίκα απολογείται. Με αφητηρία το βίντεο του Μάριου Σπυρόγλου ακολουθούμε τα βήματα μιας αισθηματικής διαδρομής στο όριο της πραγματικής ζωής και των ειδώλων της. Ένα επεισόδιο από την ιστορία της τέχνης, μια επεισοδιακή σχέση χωρίς ιστορία ή απλώς ο επίλογος ενός φόνου με κίνητρο μια εικόνα και τα λάθη της

- 6. Alice Cohen\_ EAR CANDY\_ 00:08:30 (Usa)( stop motion / animation)**

Is an animated collage video delving into the mysteries of sound and hearing. Musical instruments fly through the air and across magical landscapes-colliding and flowing into each other. Birds, pipe organs, electric guitars and many other sound makers create a whimsical and psychedelic backdrop celebrating the beauty of noise.

- 7. Τζάνις Ραφαηλίδου\_ ΤΑΞΙΔΙ στην πόλη\_ 00:34:00 (Greece)( experimental documentary)**

Το ταξίδι στην πόλη είναι μια ταινία έρευνα βασισμένη σε μορφές ντοκιμαντέρ, η οποία αποτελείται από εννέα διαδοχικά επεισόδια. Η ιστορία εξελίσσεται μέσα από τη διαδρομή ενός ταξί στους δρόμους της Αθήνας, το Δεκέμβρη του 2008 και τον Ιανουάριο του 2009. Είναι μια συλλογή αφηγήσεων για την πόλη και τα πολιτικά δρώμενα, με αναφορές στις εξεργήσεις της Αθήνας και των επιθέσεων στη Γάζα. Όλες αυτές οι συναντήσεις διαδραματίζονται στις κούρσες ενός ταξί με οδηγό την ίδια την σκηνοθέτη.

**8. Tribute to TISFF FESTIVAL\_**

**1:40(France\Poland\Australia\Spain\Germany\Russia\Uk\Greece)(  
animation)**



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### **ΤΖΑΜΙ {frame 3} INFORMATION**

#### **ΠΑΡΑΣΚΕΥΗ**

##### **1. Σπύρος Μουσούρης\_Libergation – liberty and obligation\_00:01:44 (3d animation) (Greece)**

Η πληροφορία μέσω διαδικτύου σημαίνει ταξίδι στον κόσμο, ελευθερία.  
Ταυτόχρονα όμως και υποταγή-υποχρέωση στο μέσο, αποξένωση, άγνοια του  
διπλανού μας, ακόμα και αν μένει τόσο κοντά μας.

##### **2. Muriel Montini\_Instants d’apres Future anterior\_00:06:00 (experimental video) (France)**

A woman emerges from the shadows in slow motion. While approaching, we  
hear echoes of story. It might seem insignificant, but it’s the sort of stories that  
haunts your thoughts for the rest of your life.

##### **3. Afreepixel\_ti einai tr\_m\_kr\_ti\_00:04:56 (experimental video) (Greece)**

... τους φόβους που σε τρέφουν να τους κάνεις κάτι άλλο / κάνε τους ποίηση ή  
μηχανήματα σπουδαία / μη γυρνάς την πλάτη, μη ζεις στο ψέμα / πολέμησε το  
άδικο και κάθε είδους βία...

\* λέξεις από το τραγούδι ‘ηλίθια αστεία’ των στέρεο νόβα

##### **4. Franck Boulegue & Marisa C. Hayes\_Gaffe\_00:03:43 (video art, experimental video) (France)**

Gaffe is a playful exploration of how technology alters our perception of events  
and information. Inspired by NASA’s error in erasing the historic film footage of  
Neil Armstrong’s first walk on the moon, and Hollywood’s subsequent  
reconstruction of it, “Gaffe” makes its own gravity-defying walk and plays with  
how the philosophy of error, mistakes, affect our understanding and vision of the  
world. “Gaffe” was awarded the bronze prize of the New York Dance Film

Association, as well as screened at Signes de Nuit, the Festival of Audiovisual works in Paris, DansCamDanse (Belgium), In-Difference Video Festival (Serbia), Interkationslabor (Germany) and the International Video Dance Festival of Chile.

**5. Μαρία-Άννα Κολλύρη\_«Αναμνήσεις»\_00:01:20 (video art) (Greece)**

Το βίντεο αποτελείται από φωτογραφίες που εμπλέκονται η μια μέσα στην άλλη. Αναλυτικότερα, απεικονίζεται ένα σπίτι λίγο πριν την εγκατάλειψη του και μια ανθρώπινη φιγούρα η οποία αναπολεί στιγμές από το συγκεκριμένο σπίτι. Ο ήχος που συνοδεύει το βίντεο αποτελείται από ομιλίες-‘μέρος’ των αναμνήσεων της πρωταγωνίστριας. Ο ήχος αλλάζει τη στιγμή που η πρωταγωνίστρια αποδέχεται το παρόν της, τον αποχωρισμό από το αγαπημένο της σπίτι.

**6. Paul Turano\_Green Becomes Black and Blue (White Becomes Red)\_00:05:00 (experimental video) (USA)**

Reconfigure events from protest to crackdown of the Green movement in Iran recorded by witnesses on cell phones and mini-cams. This work is inspired by a report that the government had change the green bar on the Iranian flag to blue as an attempt to dis-empower the primary color symbol of the Green movement.

**7. Sasha Waters Freyer\_You Can See the Sun in Late December\_00:06:30 (experimental video) (USA)**

Beautiful emptiness, anguish and calm, absence rendered visible and trace of presence in the winter light, all intensified by the damned (non) question of maternity. The chairs that it left behind, for the children that will have grown old, and who are fed up with some ambivalent memories of kitsch fairy tales, and continue living—waiting around to die—on silent bubbles of cropped and popping anonymous feelings that subvert all, although in a helpless manner, except perhaps for the presence of life itself.

**8. Thanos Livas\_London\_0:03:42 (video editing) (UK)**

London is one of the biggest financial and cultural metropolises in the world, alongside New York and Tokyo. Millions of data are streamed everyday across London, from shopping with credit cards and travelling with oyster cards, to sending e-mails and using mobile phones. This global city is in-formation, to welcome and take further the digital world we live in.

**9. Hsin-Wei Chen\_Meta Vision\_00:04:15 (experimental video, video art) (Taiwan)**

Combined with the footage of 3 different films. This short is about the way we perceive the world. Within 3 different sources focused on specific topic.

Remaking films and endowed with new concepts. In a way, we're all blind to witness.

**10. Leslie Supnet\_Fair Trade\_00:04:30 (experimental animation)  
(Canada)**

A young woman experiences heavy nostalgic trauma, as she purges herself from the materiality of her past. Fair Trade is a story of one woman's quest for a psychedelic transformation.

**11. Joanna Hoffman\_ MULTIPLE COINCIDENCES\_00:05:13 (experimental video)(Poland)**

Our perception of time is not linear but constitutes a complex system in which physical time, psychological time, cosmic time or subatomic time etc. coexist and interact with each other. The dynamics of atomic structure of a protein molecule was one of the inspirations of the film. This basic brick of life, responsible for our own physical and mental existence, reminds us that we are all made of atoms born once in nuclear reaction of stars and ticking our unknown eternity. Sound epitomizes time, and we catch fleeting glimpse of many molecular layers and morsels of time in a soundscape-contours formed from our busy manifold activities of daily life



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**TZAMI {frame 4}**

### **ΠΑΡΑΣΚΕΥΗ**

#### **1. Duncan Pickstock\_Testament\_0:14:41 (video art) (UK)**

All the men in this film have fought and killed not for a country but for a belief. The project is a study of those who have chosen to fight not because they are compelled to by the country, but because they feel that morally they have no alternative. The subjects of the films have all, over the last 70 years, chosen to risk their lives because they felt it was the right thing to do. They are not mercenaries as they were not motivated by the money they could earn, their motives were not so crass and are infinitely more difficult to quantify. The men in these films do not tell war stories and have not dramatic tales of daring – do. Instead they try to explain what made them choose to take action when so many others choose not to. What makes a person feel so strongly about something that they voluntarily put themselves in harms way in defense of it. These films are non-partisan. I take no side and I make no judgment about the rights and wrongs of the conflicts these people became involved with. The voices are confused and then become clear. They are competing to be listened to. They are the same to look at but have fought for very different things. Are they the same? It's not for me to say, it's for the viewer to decide.

#### **2. Κατερίνα Λάμπρου\_The lost and the fount\_0:02:32 (experimental video) (Greece)**

Ένα κομοδίνο που λειτουργεί ως υποδοχέας μνήμης και λήθης και μετατρέπεται σε οθόνη αποθήκευσης συναισθημάτων. Στο «The lost and the fount» ένα έπιπλο παρουσιάζεται ως αντικείμενο στοχαστικής ανατένισης και πηγής επαναφοράς της ροής αλλά και της φθοράς. Η ανθρώπινη παρουσία λείπει και αντ' αυτής η μνήμη μιας απουσίας.

#### **3. Cassandra Troyan & Stacie Sells\_Elan Vital\_00:12:32 (experimental video) (USA)**

“Elan Vital” part III of the ascent of the Behemoth Trilogy is by no means utopian but it does bring to mind visions of an alternative world. This potential world discovers new avenues of

expression through the use of sound, color, music and voice, as a means towards enunciating a new subjectivity.

**4. NO GROUP\_Κόλακες\_0:07:00 (video art) (Greece)**

Προσπάθεια δημιουργίας συναισθημάτων μέσα από την απαγγελία κειμένου που απευθύνεται ευθέως στους θεατές.



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### **TZAMI {frame 5}**

#### ΠΑΡΑΣΚΕΥΗ

1. Marko Ubovic\_Let's Play Games\_0:05:00 (video art/experimental) (Serbia)

Every boy plays with these toys... But are they as harmless as they seem?

2. Russell Chartier & Paul Botelho \_ Devil on Adam\_0:05:45 (Video art) (USA)

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3. Dimitri Athanitis\_Athens\_0:02:20 (video art) (Greece)

The image of the city through six Athanitis' films. Athens downtown has a lot of faces.

- 4 Hong James T. & Chen Yin-Ju\_End Transmission\_0:16:40 (experimental video) (Taiwan, The Netherlands, Germany)

A decoded alien environmental message, structured as a hypnotic experimental film, forcefully and poetically warns us of their return and the planet's re-colonization. According to Stephen Hawking, "if aliens ever visit us, the outcome will be much as Christopher Colombus landed in America, which didn't turn out well for the Native Americans." In this case, just who are the natives?

5. Tommaso Pedone\_I Laudreamont\_0:03:00 (video art) (Italy)

Experimental video taking its inspiration from one of the scenes from the "Chants of Maldoror", a poem by Isidore Ducasse which is considered a manifesto of surrealistic imagery. The video reflects as a mirror the thoughts of Maldoror in front of the sea and was ideated leaving every accent on the dark side of the character, to focus on mind abstraction and human being nature. All the images are elaborated in a video-painting way of thinking, remembering Dali's poetical inventions, in a dream world that recalls both each of the abstract and surrealist art.

6. Experimental Little Monkey & Aesthetic Therapie\_Marquise\_0:03:24 (experimental video) (Spain)



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### **ΤΖΑΜΙ {frame 6}**

#### **ΠΑΡΑΣΚΕΥΗ**

##### **1. Bruno Penteadou\_Melancholia\_0:04:06 (Video art) (Portugal/Brazil)**

Melancholia is about the city and nature as alive bodies capable to instigate feelings in people. According to this year's festival topic "in-formation", the video would have a connection to the theme as it creates or forms such feelings in people and at the same time it tries to make people keep paying attention to the environment around them even after watching it, so these sentiments are also "in-formation".

##### **2. Δήμητρα Εγγλέζου\_Mirrors\_0:03:00 (video art) (Cyprus)**

Mirrors are a motion graphics video that reflects energy of the movement, sound, harmony, space and gravity. Mirrors guide you through a journey where you are listening openly and accepting the feelings that reflects on your instant emotion. Finally, the mirrors are a doorway to another world. It is a metaphor of possible imaginative worlds.

##### **3. Φίλιππος Ντεγίδης\_Playground\_ 0:02:32 (video art) (Greece)**

Είναι φορές που το πραγματικό παίρνει τη θέση της ψευδαίσθησης. Και τότε είναι που δε ξέρεις αν αυτό που βλέπεις είναι πραγματικό ή όχι και το πιο δύσκολο είναι πως ξέρουμε τι είναι όντως πραγματικό ή παραίσθηση.

##### **4. Zoe Apostolidou\_Game Over\_0:03:00 (music video) (Uk)**

I was asked to produce/film & edit a video piece to accompany 'Game Over' a drum & bass track produced by 'Fushara'. The video is inspired by the song's title 'Game Over', I tried to create a mysterious, dark, abstracted version of hide & seek, while draw inspiration from autobiographical elements of the artists experiences at the time. I'm experimenting with cuts that either follow the beat or don't to create different bonds between image and sound.

#### **5. Gaia Bartolini\_Untitled#1\_0:03:58 (experimental video art) (Italy)**

The project “Untitled#” started in 2006 as A work-in-progress interaction between sound and visual experiences. Working tools: consumer technology, combined with fast cut-copy and paste editing. The focus on one point (in those cases a “Heart”) could be considered an antagonistic concentration of pathetic and sympathetic feelings. The sound ( that came after the images) RE-creates the atmosphere as a subconscious level OF the images. The sort video runs in a constant loop without any narrative structure beside of the music itself. Kitsch, irony, cynicism and naivety converges in a monolithic status of a point as reference.

#### **6. Μιχάλης Μεϊμαρόγλου\_Mihail Project – Digital Coma\_0:02:54 (experimental video) (Netherlands)**

Αυτό είναι το πρώτο experimental video art του Mihail Project. Περιγράφεται ως μία σύγχυση ανάμεσα στον αναλογικό και ψηφιακό κόσμο. Ένας minimal ήχος συνοδεύει τις προσπάθειες δημιουργίας μιας αναλογικής εικόνας, ώσπου έρχεται το «Ψηφιακό Κώμα».

#### **7. Marie Magescas\_Idealdisease\_0:06:54 (experimental video) (France)**

A short moment in a children life, memory of a fleeting moment and a story about death, both either true or not. This video is freely inspired by Bruce Nauman's neon and the movies of Norman Mc Laren.

#### **8. Αντωνοπούλου\_[DE]CONSTRUCCION\_00:02:00 (Spain)( video art)**

[DE]CONSTRUCCIÓN is a video based on a fragment of the Herman Hesse's novel: 'Steppenwolf'. On the door of a room of the 'Magic Theatre' appears the inscription: "Reconstruction of personality, guaranteed result". In a similar room, in the video, a chess player invites the protagonist to deconstruct her personality by looking herself in a mirror, to use her different 'egos' as chess pieces, to play with them and finally reconstruct a new personality. During this process the protagonist has to discover her various personalities and to confront her fears, memories and thoughts. With her personality rebuilt through the combination of her various pieces, she is ready to leave the chess player's room. But can she really leave this room, or is this a process that lasts the entire lifetime?



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**TZAMI {frame 8}**

### ΠΑΡΑΣΚΕΥΗ

1. Richard O' Sullivan\_Palimpsest\_00:08:10 (video art/ experimental video) (UK)

Palimpsest offers a visual representation of the industrial exploitation of the natural world. The camera moves through the rock and the trees like a machine fragmenting the natural material into freeze-frames, or dissolving it into a vague mass of abstract stream. The rapid motion and jarring editing gives the viewer a visceral experience of the violence of such a process. The piece suggests, then, a parallel between the work of an industrial tool or process and the camera. Like many other machines, the camera appropriates and transforms matter, taking the visual material of the world and transforming it into images. The industrial noises strengthen this analogy, reminding us that like other inventions of the industrial revolution, the camera can alter brutally the material before it.

2. Tommaso Pedone\_Scratch and win\_0:06:00 (video art) (It aly)

Video art project with performer. Part of the "Crisis" serie, a meditation on Italian and international critical moment. A deconstructed flag in action painting creates the backdrop for a man dressed as a scratch card.

3. Pedro Maia\_Endless Title\_0:08:00 (experimental video) (Portugal)