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# Digital-Cultural Ecology and the Medium-Sized City

2016

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## Abstract Submission Form

- 1. Paper / Proposal Title:** Digital Image and the Surface of the City
- 2. Format:** Verbal presentation that will include video
- 3. Author(s) Name:** Dani Landau
- 4. Email contact detail.** danilandau@gmail.com
- 5. University or Company Affiliation:** University of the West of England

## 6. Abstract:

Digital displays in public space enable a surfacing of data as part of the continual visual experience of urban environments. During this talk I will show examples of my work using digital image in public spaces and speak about the digital image in relation to approaches to understanding surface and spaces.

I will begin to propose a relationship between experience of the physical texture of surface in the city and the affects of the texture of experience caused by images created through technologies of calculation (Thrift, N. 2002). For example *Cursor* (2014) [https://www.youtube.com/watch?v=yZc5R\\_xA\\_Aw](https://www.youtube.com/watch?v=yZc5R_xA_Aw) begins to address this through working with the layering of image, space, and technology. It is a familiar blinking technology delineating time at the pace of a human heart.

My approaches to the understanding of experiencing spaces with images are based on: viewing spaces as continual surface (Bruno, G. 2014), kinaesthetic viewing (Sobchack, V. 2004), and affect of images (Shaviro, S. 1993). These build towards an understanding of images that are experienced affectively in spaces as well as present as readable visual texts. This understanding has ethical implications as we can consider images as doing things with us, as well as texts that can be read.

In 'Screens' (2015) <https://vimeo.com/145854904> I address the slippage between the materiality of the digital image and the built environment. The politics of the continual reterritorialisation of spaces with both images and buildings being rebuilt, and becoming dust and e-waste. Layers are revealed as the building is eaten up by the high reach excavators, slowly turning it's form and surface - what Deleuze and Guattari (1987, p66) might call its content and expression - in to dust, and image loses its tactile surface presence.

My aim through the work and discussion is to raise sensitivity while maintaining the complexity of issues.

## 7. Author(s) Biography:

Dani Landau is a visual artist currently working with moving image in public space. He is a Graduate of Glasgow School of Art, based at Spike Island Studios, Bristol. He is a PhD candidate researching - 'Site specific image in conversation with architecture and cultural memory' with the Digital Cultures Research Centre at University of the West of England.



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