Moving Images - Static Spaces: Architectures, Art, Media, Film, Digital Art and Design

• Paper / Proposal Title: 
“...becoming microscopic to find shelter”.

• Author(s) Name: 
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• University or Company Affiliation: 
Faculty of Fine Arts at the Complutense University of Madrid, Spain. (UCM)

• Presentation Method. I would like to: 
  1. present via pre-recorded film (with/without a written paper)

• Abstract (300 words): 
The project here described, “...becoming microscopic to find shelter” (BMTFS, to summarize) is a 5 minutes animation that depicts 30 micro-cities camouflaged between common structures of contemporary urban landscapes; more specifically at the Spanish city of Madrid.

The starting point of the project is the increasing homogenization of contemporary space and time, dominated by the omnipresent capitalist economic system along with the decline of a kind of social imagination. It has disappeared the possibility of envision a radically different world, away from the one we live in. In this context, there’s a need to foster new ways of inhabiting the present, re-imagining it, re-semanticizing it.

Dwelling is a central concept in BMTFS. But houses are not represented individualized, but as polis: spaces defined by community life, and more precisely as “micropolis”. Once the imagination has entered into the small, an inversion of perspectives is created and we enter into spaces with big rooms and corridors. The one who holds a magnifying glass is facing the world with new eyes: small things as a possibility of re-imagining.

Our micropolis are placed near or “under” important places: emblematic places of the city of Madrid because of the role they play, the power they house and symbolize or their consideration as sightseeing spots. Those places are understood as an ensemble of
energies, dreams, precepts, intentions, directions,...and the material world they represent. This material world and the objects associated with it acts as a conceptual element that unifies all the places. We have listened to all those objects using contact microphones, hidrophones and electromagnetic sensors, revealing their real or hidden activities. The places act as instruments that play and the different activities resonate on them.

This project has received a grant from the Arts Council of Madrid and the film will be finished at the end of February 2018.

• Author(s) Biography (200 words each):
Concha Garcia PhD in Fine Arts. Artist, Researcher and currently Assistant Professor at the Fine Arts Faculty at the Complutense University of Madrid, Spain (UCM) Former Faculty member for 12 years at Universidad Europea de Madrid (UEM, Madrid), until July 2016.

She has been working for 25 years in animation companies, exploring different technologies and methodologies to create virtual spaces.

As an artist, she works with digital images and sound as sculptural media to change the perception of the space, to interact with it, understanding sound as both a generator and a modeller of identities and contexts, using conceptual strategies as re-contextualizing ambient sounds, re-composition of sounds-captes, representing processes that generate objects, surfaces and spaces; creating symbolic spaces and exploring semantic fields ambiguous and unstable, changeable, transitory and ephemeral as life is.