Perspective drawing and landscape painting are the two most prominent methods of imaging landscapes in western traditions today and have long histories tied to the representation of space. The earliest recorded use of perspective as measured form of representation was in the early 15th century. Painting makes a significant effect in 16th century. Both methods of imaging become important because they allowed for design and invention for culture and space. These two methods of representing landscape have been joined by moving images, most recognizably as film, gradually maturing through the 20th century.

One the most significant benefits of the moving image is that it allows the viewer to see the space as it is used and not just occupied. Here landscape becomes a verb, a dynamic environment capable of changing before your eyes. The benefit of the moving image has been celebrated mostly in film as backdrop to emphasize transformations through time. One notable disadvantage to film is that landscape change must be cyclical or brief.
Arguably a counter to film is television and its allied media platforms. The transformation of landscape along with its nuances becomes more evident using serial representation. This created an opportunity to articulate long character arcs as a changing landscape. Most importantly, it allows the viewer to evolve and mature with the changing landscape in a passive manner, something film less capable of doing.

It is the intention of the author to demonstrate that eidetic or iconic images are not needed to address issues of climate and that they should be replaced by slower nuance image used in television. In addition, he will make a for making television as a form of landscape architectural practice.

• Author(s) Biography (200 words each):

Marc Miller is trained as an architect and landscape architect and has worked on a range of product types including architectural, lighting, campus planning, and urban design. He also has degrees in fine arts in art history. He treats landscape as a technology or media capable of informing how people perceive their environments. He investigates these interests design experiments that include mapping, television and data visualization.