

## 栩栩 *Lively*

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作品「栩栩」是別於一般動態影像的方式，呈現「時間」在空間中的流動。作者挑選日常生活的場景，請主角靜立於攝影機前 10 分鐘。影片輸入電腦後，將電腦螢幕置於掃描機上，播放影像同時，一邊掃描。再將掃描之後產生的靜態圖像，串聯起一個完整的動畫。

因此作品中一條條雜訊波紋，是拍攝過程中物體移動遺留下的痕跡，被攝者因為靜止，所以形體是清晰的。觀眾可以仔細留意像是窗簾的飄動、梳妝台前光線的流動等畫面中的小細節。

因為拍攝時間需要，所以作者必須透過攝影機，與自己的親人，做長時間的對望。那種機械式的凝視，產生一種陌生的親密感。似乎她們只存在於那一段 10 分鐘的影像之中。

Unlike most video installations, the aim of *Lively* is to present the flow of time within the spatial environment.

The artist selected ordinary scenes from daily life, and asked the protagonists to stand still in front of the camera for 10 minutes. After inputting the video footage into the computer, the computer screen was placed on a scanner, so that when the footage was playing, it was also being scanned. The static images produced by the scanner were then put together to create a piece of animation.

The ripple effect that can be seen in the video is the marks left by the movement of various objects during the filming; as the human protagonists were asked to remain stationary, their physical form is presented clearly and without distortion. Viewers can focus on minute details such as the fluttering of curtains or the play of light on a dressing table.

The filming of this piece required the artist to spend an extended period of time looking at (and being looked at by) family members. This mechanical, fixed gazing created an unusual sense of closeness. It was as though they had their existence only in the 10 minutes of filming.