

Stephen Armitstead & Lia McKnight

Through here

digital video installation: dual short throw projections, 11:52 loop (each), chrome nylon adhesive, mirror foil, mdf panels, stereo sound.

Commissioned by the City of Fremantle for the *Arcadia* temporary public art program

Revealing an interest in the way we traverse space and move daily through the world, often lost in thought and unaware of our surroundings, *Through here* is a video installation that transforms the short-cut arcade into an extended pause in time, allowing the viewer to reflect mid-way on the path to their destination.

The video projections play with notions of communication across distances, journeys through urban spaces and destinations unknown. Influenced by ideas of separation and communication between loved ones, the 8 short videos shot around Fremantle port and outer suburbs consider our contemporary experience of technology as both a barrier and way of engaging with others.

Across two screens, the videos depict a night-time performance where the artists use Morse code to spell out the phrases “Where are you?” & “I am here” in flashing LED lights. These actions are accompanied by night scenes of Fremantle harbour. The day-time section of the film depicts the elongated shadow of a figure walking along a suburban footpath. Shot early morning (traveling west) and late afternoon (traveling east), the videos relate to the artist’s journeys to and from Fremantle and their suburban home, as well as the pedestrian’s journey as they traverse the arcade. In other footage, another figure uses shopping bags to spell out in Semaphore, the messages: “Do we need anything?” and a shopping list (eggs, milk, bread) that also includes the items: ‘patience’ and ‘time’.

The installation extends to reflections and mirage-like surfaces on the floor and walls of the arcade that subtly remind the viewer of where they are – momentarily providing a pause for self-reflection, midway on their journey to elsewhere. The reflective surfaces also render anamorphic reflections of pedestrians as they come towards the arcade further highlighting the distorted ways in which we conceptualise our experience of time and space.

Lia McKnight and Stephen Armitstead's collaborative art practice focuses on the viewer and site. Interactive artworks are devised as site-specific, time based artworks that incorporate architecture, memory and the specific character of existing spaces.