I wanted to create a tangible output from this idea of frame manipulation. So I wrote a quick JavaScript sketch that altered the location of frames in a video file. Similar to my own attempts at playing around with the structure of the media, a film itself is a form of manipulation. It's an illusion, each still frame represents a moment in time, as each frame replaces the last, it creates the visual illusion of movement.
The scripts I wrote changes the coordinates of each frame as the are loaded by 1 pixel. As each frame loads not only does the image seem to move, the container also moves - creating the effect of a 3D film.
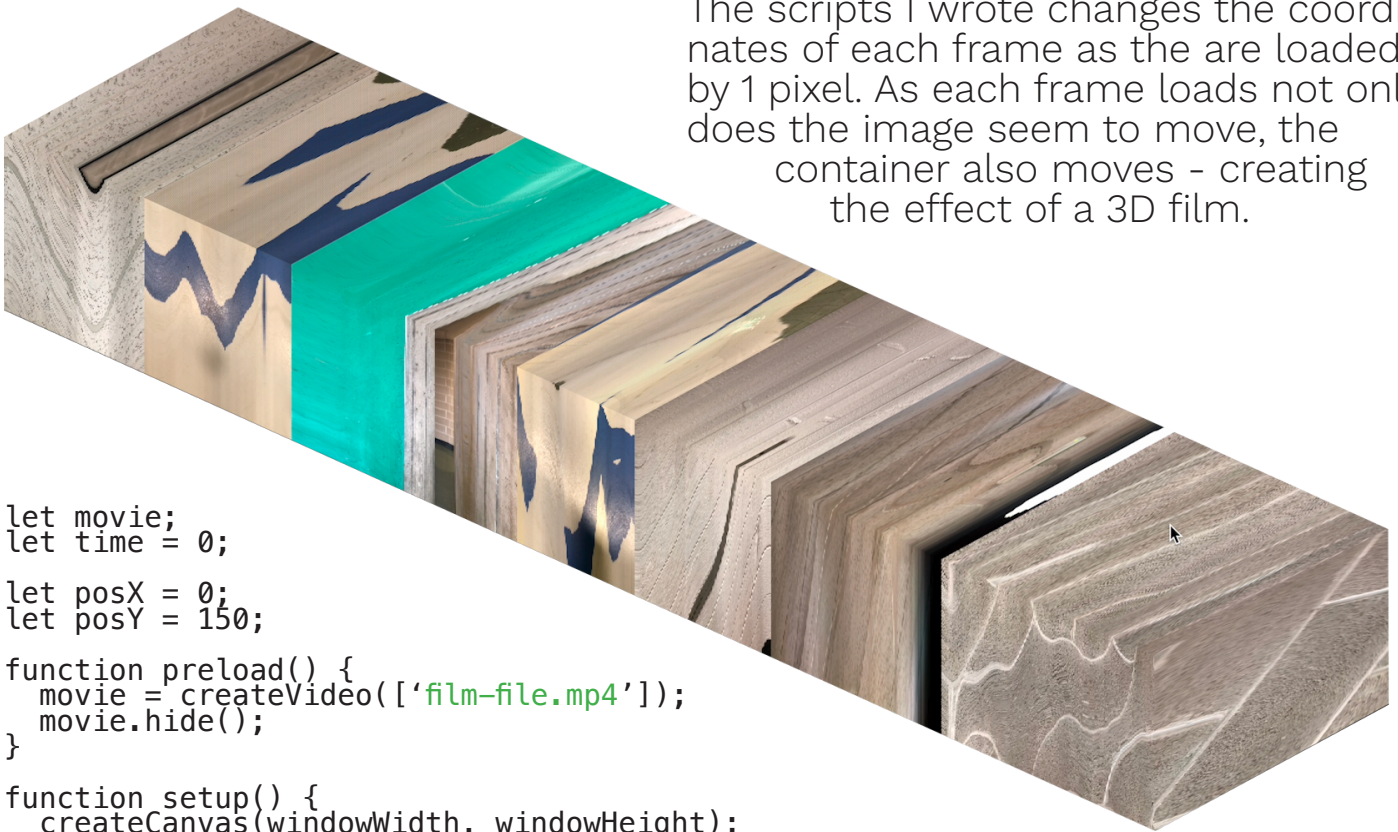

```
let movie;
let time = 0;

let posX = 0;
let posY = 150;

function preload() {
    movie = createVideo(['film-file.mp4']);
    movie.hide();
}

function setup() {
    createCanvas(windowWidth, windowHeight);
    background(0);
    frameRate(24);
        console.log(frameRate())
    print(movie.width + ' • ' + movie.height);
        print(movie.duration());

}

function draw() {

        shearY(- 0.5);

        image(movie, posX, posY, 200, 150);

        posX += 1;
        posY += 1;

        movie.time(time);
        time += 0.05;

}
```