

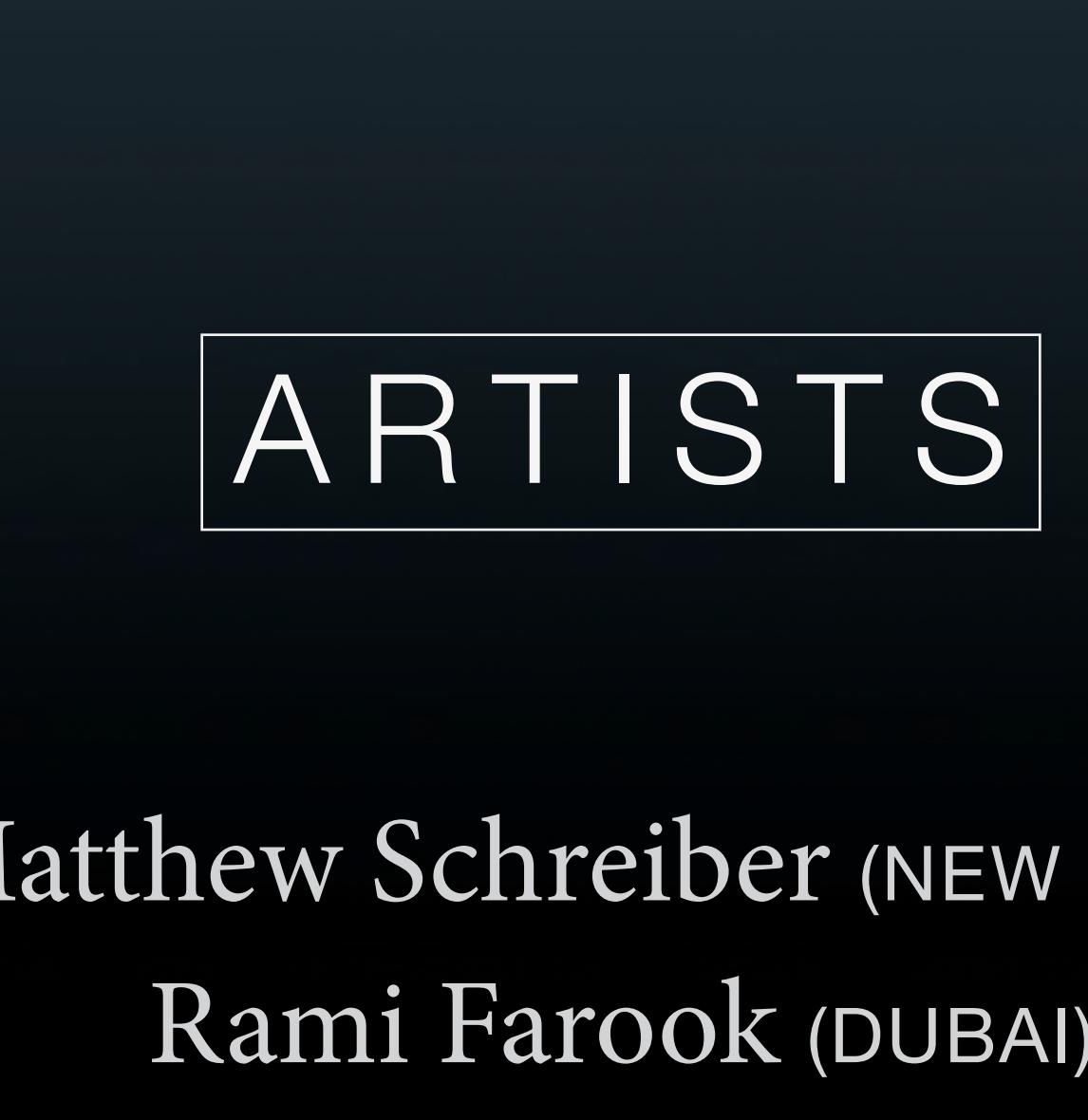
THE LAST FRAME OF THE DAY

An exhibition of works to be viewed before falling asleep.

VIEW THIS ON YOUR PHONE.

Curated by James Clar

One of the eight exhibitions of



ARTISTS

Matthew Schreiber (NEW YORK)

Rami Farook (DUBAI)

Zach Lieberman (NEW YORK)

Alex Czetwertynski (BRUSSELS)

Gary-Ross Pastrana (MANILA)

Alex Trochut (SAN FRANCISCO/BARCELONA)

Shireen Seno (MANILA)

Yago Hortal (BARCELONA)

Celadoor (ANONYMOUS)

Cindy Jeffers (BERLIN)

Molmol Kuo (NEW YORK/TAIPEI)

Louise Lessél (NEW YORK/COPENHAGEN)

Enrique Hernández (NEW YORK/BARCELONA)

Todd Holoubek (SEOUL)

Tami Lim Ledesma (MANILA)

Dexter Callender III (BOSTON)

Yeseul Song (NEW YORK)

The Last Frame of the Day

(Dream Telegram)

Hypnagogic

HYP·NA·GO·GIC, HIP-Nə-'GÄ-JIK -'GÖ-:

of, relating to, or occurring in the period of drowsiness immediately preceding sleep

"The hypnagogic state is that heady lull between wakefulness and sleep when thoughts and images flutter, melt, and transform into wild things."

– Cate McQuaid (*Boston Globe*, October 1, 1998)

As a light and media artist focusing on new technological production processes and their application to artistic narrative forms, I was inspired by Gregor Janson in his essay "Nothing New Under the Sun" [1] where he describes cinema as a dream-factory, which takes us prisoner in darkness. Essential for the cinema's spell and fascination is precisely this darkness, which provokes immersion in a sort of cave of the subconscious, within which the images (of artificial light) develop their suggestive power. This combined with concepts of Dream Telepathy, [2] where communication can be done to someone while in a subconscious state were of interest in this project. Artworks generally require an active, focused state, but *these works require the viewer to lose focus*. The hope, of course, is for the works to become entry points into the viewers' dream-space.

The artists were asked "*If you could control what the last thing an audience sees before going to sleep, what would it be? What would be your wish as the last frame of their waking moment and the first frame of their dream state.*" With cultural diversity and mythic undertones, their creations become a contemporary reflection on "Charon's Obol." [3] the coin placed in or on the mouth of a dead person before burial. The myth resonates metaphorically as a token passage into the realm of dreams.

Thus, the artists in this exhibition were invited to create works that would be the last thing a viewer sees/experiences before falling asleep. Considering the ubiquity of mobile phones used at bedtime, it is only fitting that the works were produced specifically for viewing on phones during the viewer's transition from wakefulness to sleep. They are best experienced one work at a time as bridge from the conscious to the subconscious. There are 17 works altogether. A viewer should experience the whole exhibition one work every night within 17 days.

We start with a short film by Manila/Berlin artist **Shireen Seno**, who filmed her mother taking photos from a plane of the sun setting into the horizon. A poetic reflection on generational experience.

Also exploring narratives before sleep were **Gary-Ross Pastrana** and **Molmol Kuo**, who created still image storyboards describing surreal narratives that feel like dreams themselves.

Capturing or rendering light over a period of time and then visualizing it on a single image was the approach of MIT Professor **Zach Lieberman**, whose custom code renders artificial sunsets, while his researcher **Dexter Callender III** used custom code to capture the sun through slices of time. On the other hand, anonymous artist **Celadoor**, uses an intentional glitch on a phone camera to pan over an object, recording the light reflecting off the object for the duration of the movement.

Alex Czetwertynski describes light over time using multiple high resolution image renders of a candle, with the artificial light emanating from the viewer's screen onto the viewer's face—translating the natural light physics of a candle glow to the digital light system of a screen.

Cindy Jeffers and **Yago Hortal** created videos that show the physical material of paint glowing and shifting under ultra-violet light. Exposing how we see art (and our reality) is limited to the sensor of our human eye. This slippage of experience is expressed by **Todd Holoubek**'s AI generated video that shows how the act of reproducing memories morph and change over time.

Reflecting on the natural world are two artists, **Louise Lessé**, whose custom program dynamically recreates the flight patterns of fireflies and how they communicate amongst themselves, and **Enrique Hernández** whose video of tree branches swaying in the wind slowly becomes hazy and blurred making the viewer feel time slowing down. Also creating the experience of deceleration is **Rami Farook** whose color-fade work goes from very energetic color frequencies to slower ones. And **Tami Lim Ledesma**'s animation encourages eye movements in the viewer that are known to help focus and calm brainwaves.

Matthew Schreiber's intense "*Labyrinth*" (2023) uses "Alpha Conditioning" (an effect he developed for the legendary James Turrell) on a video he recorded outside Lily Dale, NY at a location spiritualists consider to be a major "vortex" between the living and dead. Watching through this unyielding video causes your vision to vibrate and see things not there.

And lastly, **Yeseul Song** sings us a Korean lullaby. A lovely melody that describes the slow movement of a nanny's hand gently tapping a child's back or belly to calm them down.

Good night.

–James Clar,
Curator

REFERENCES:

[1] Light art from artificial light. published 2006

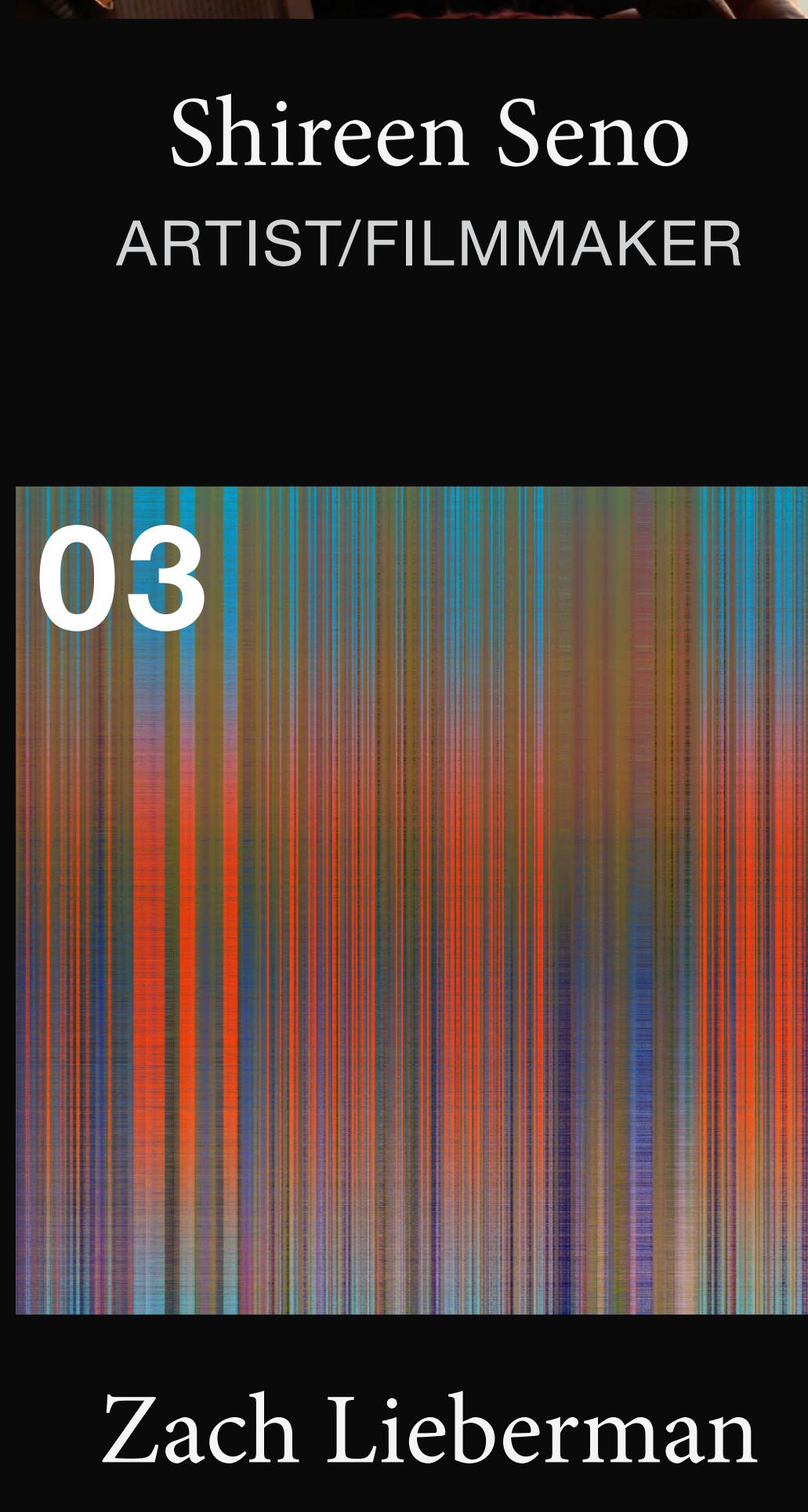
[2] https://en.wikipedia.org/wiki/Dream_telepathy

[3] https://en.wikipedia.org/wiki/Charon%27s_obol

The Apps Americans Use Before Bed, Visualized
<https://digg.com/data-viz/link/phone-apps-sleep-quality-health-us-qFUMYuRb2B>

What Are Dreams For?
<https://www.newyorker.com/science/elements/what-are-dreams-for>

THE ARTWORKS



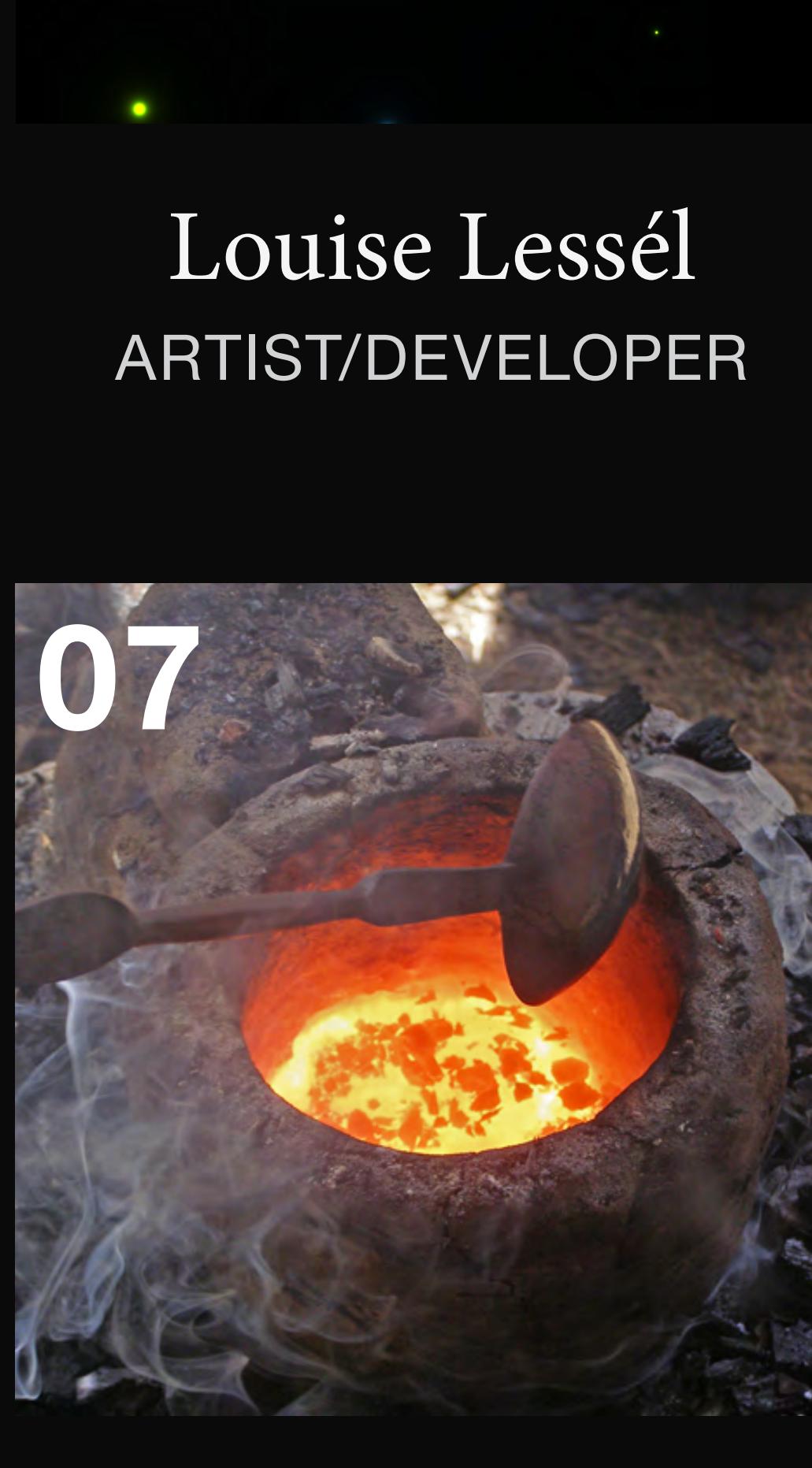
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Shireen Seno
ARTIST/FILMMAKER



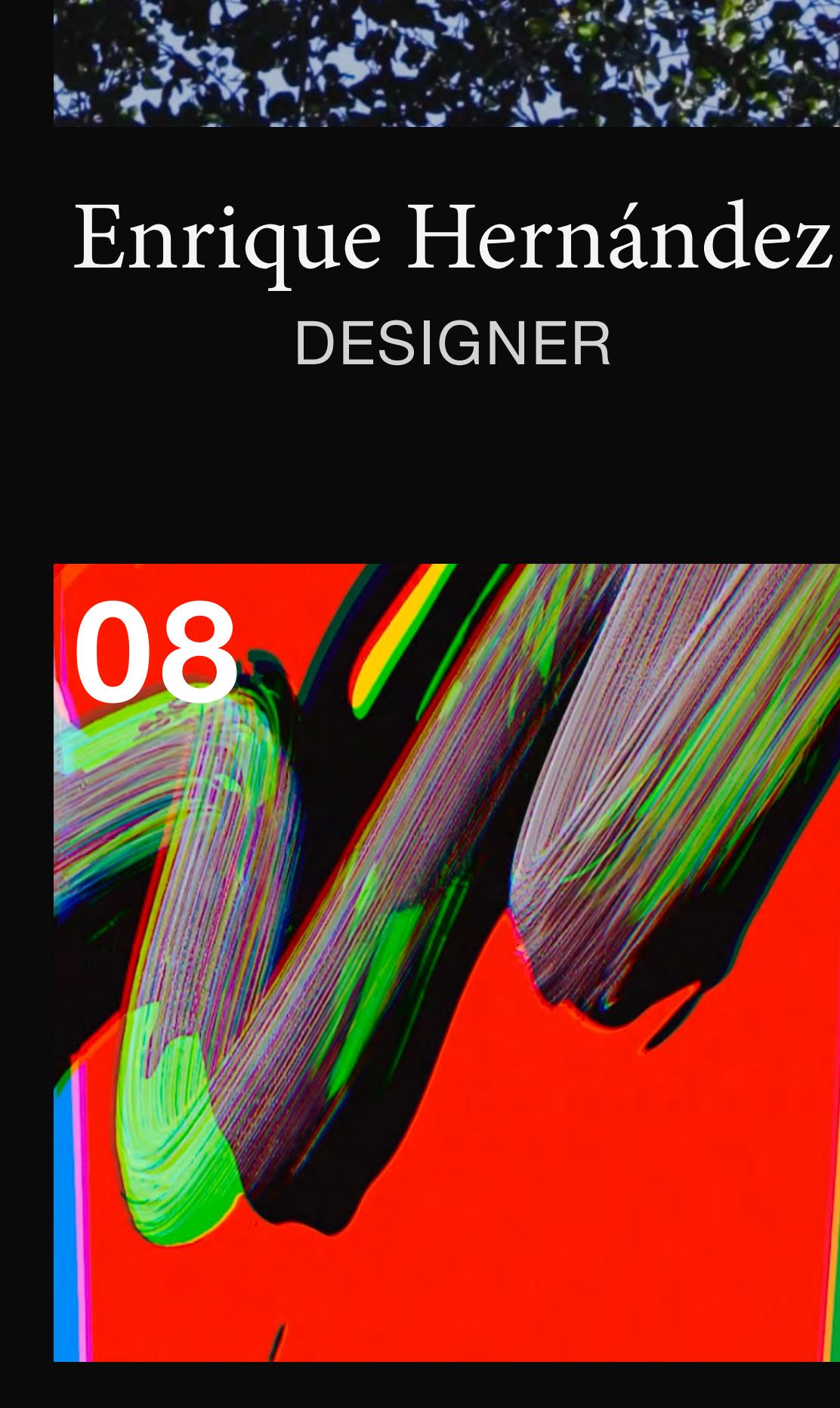
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Molmol Kuo
ARTIST



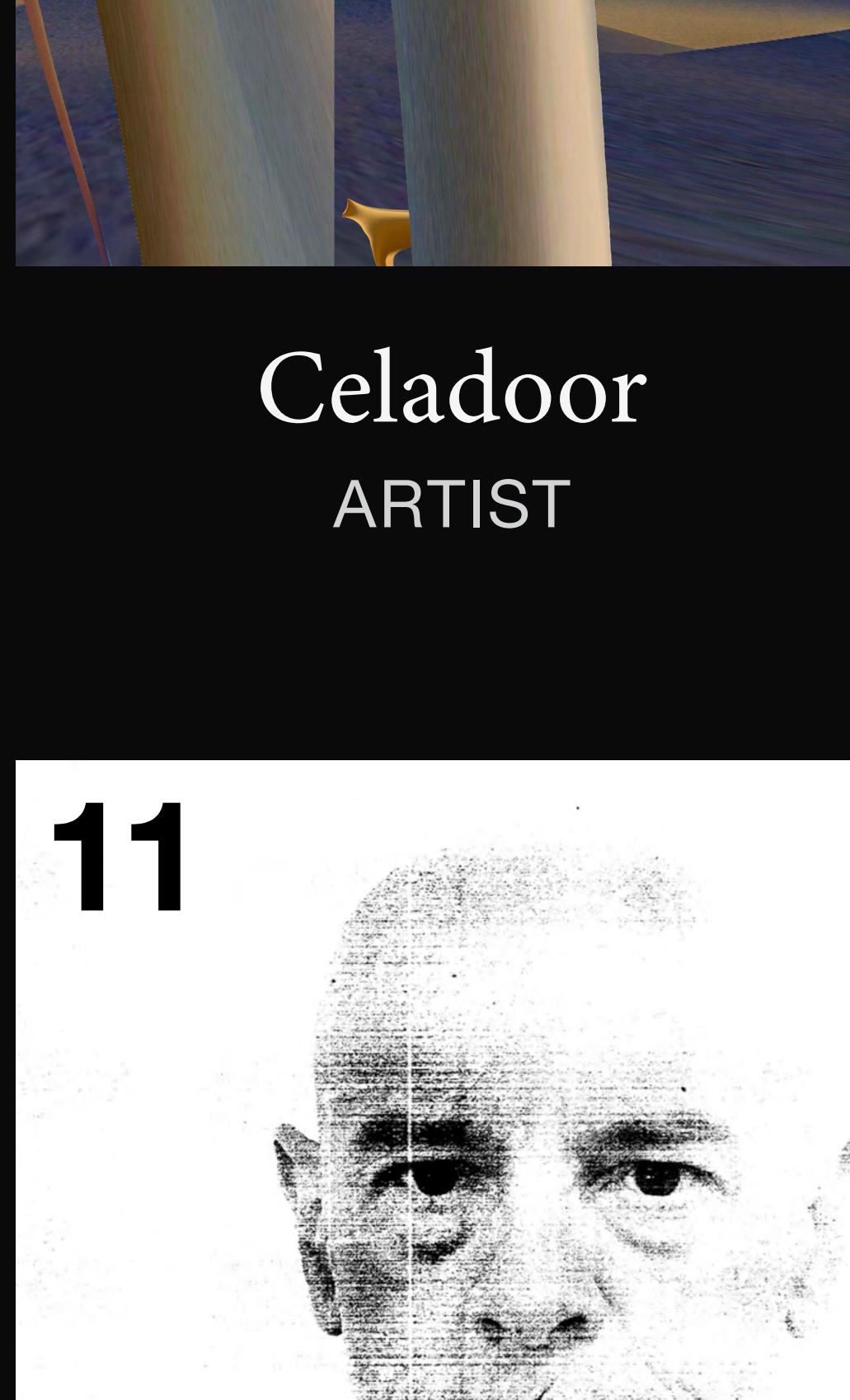
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Zach Lieberman
ARTIST/PROFESSOR



04

Matthew Schreiber
ARTIST



05

Louise Lessél
ARTIST/DEVELOPER



06

Enrique Hernández
DESIGNER



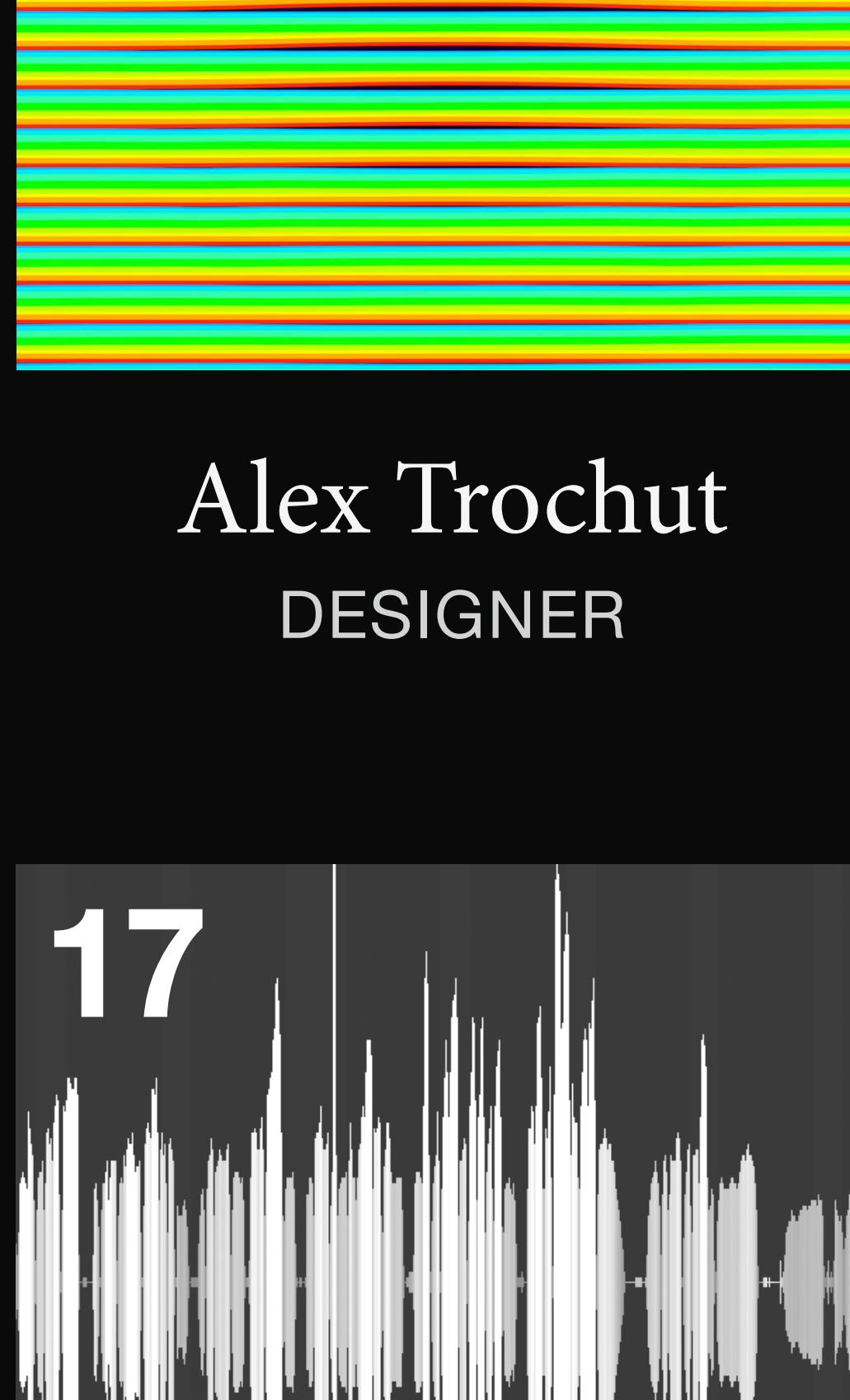
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Celadoor
ARTIST



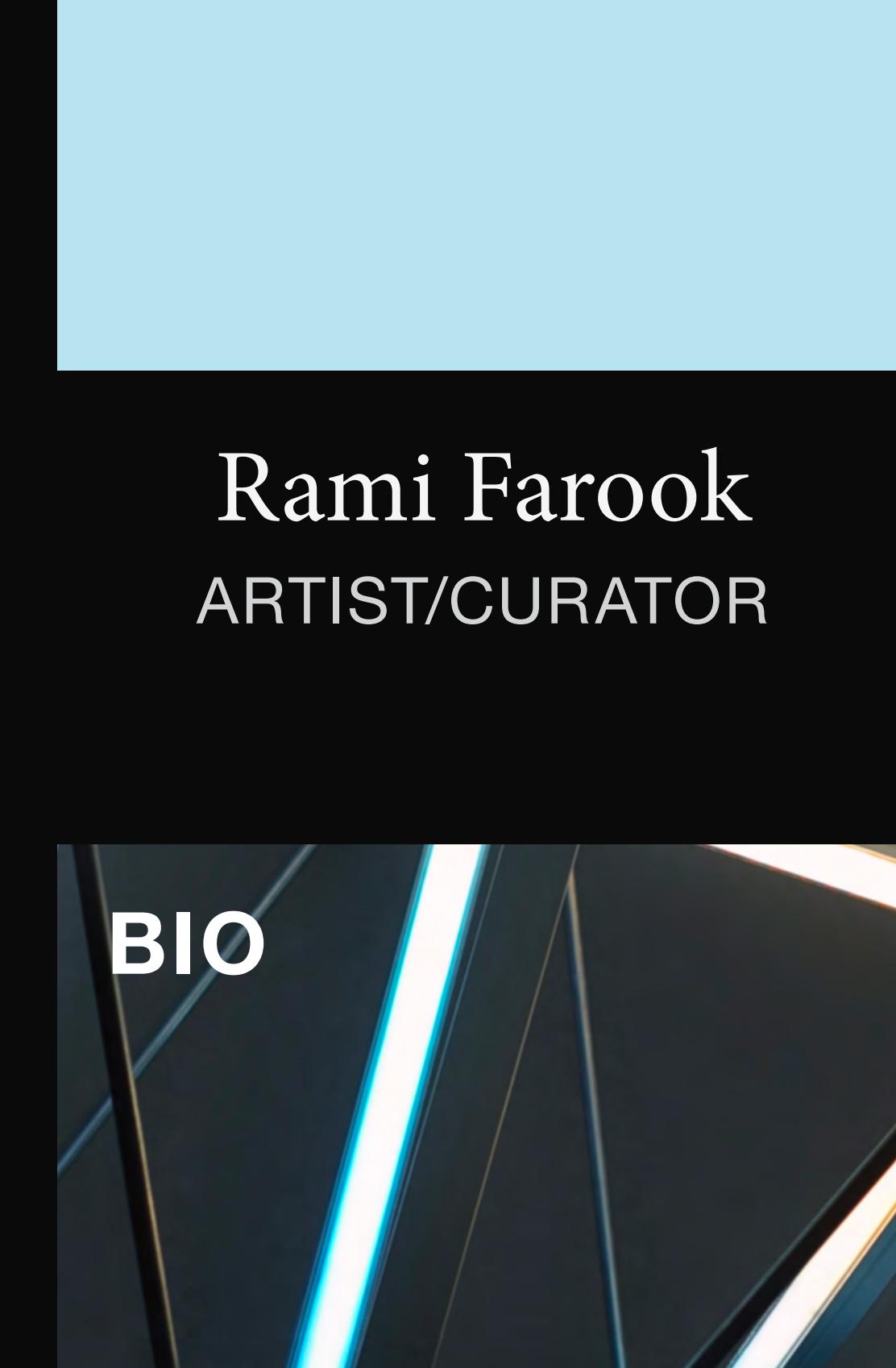
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Tami Lim Ledesma
ILLUSTRATOR



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Todd Holoubek
ARTIST/PROFESSOR



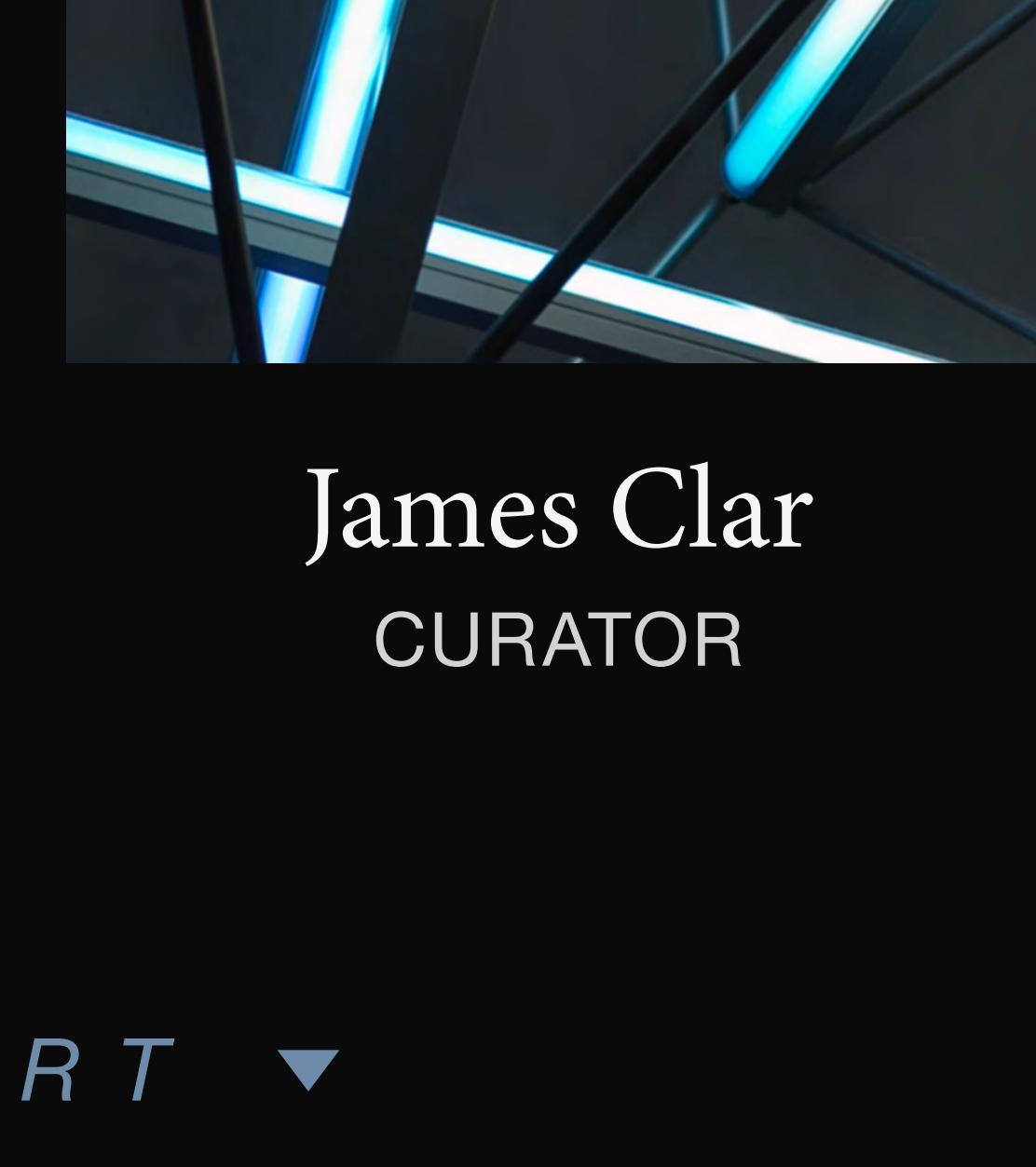
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Alex Czetwertynski
ARTIST/CURATOR



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Cindy Jeffers
ARTIST



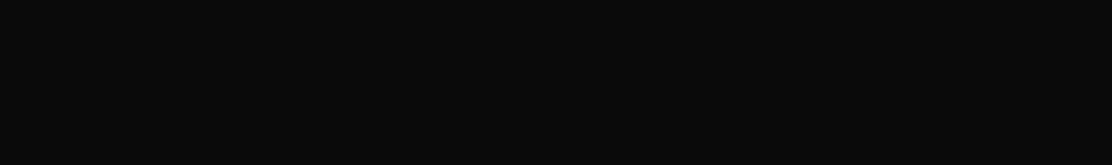
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Dexter Callender III
ARTIST/RESEARCHER



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Alex Trochut
DESIGNER



16

Rami Farook
ARTIST/CURATOR

17

Yeseul Song
ARTIST/PROFESSOR

18

James Clar
CURATOR