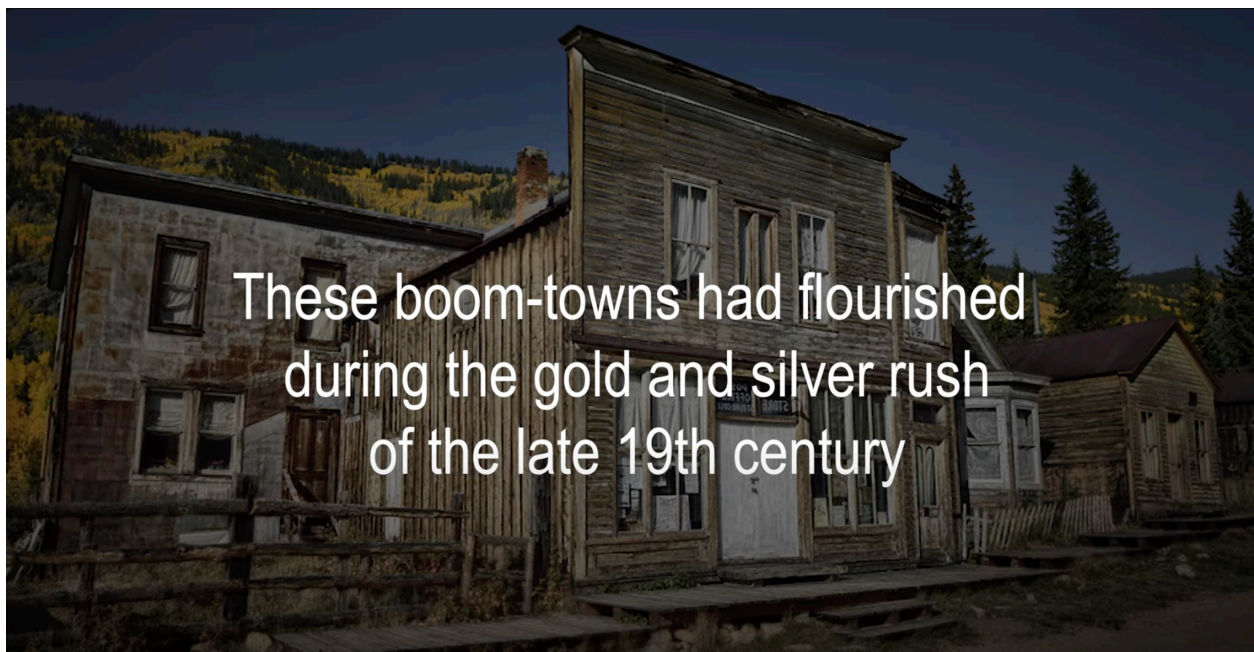


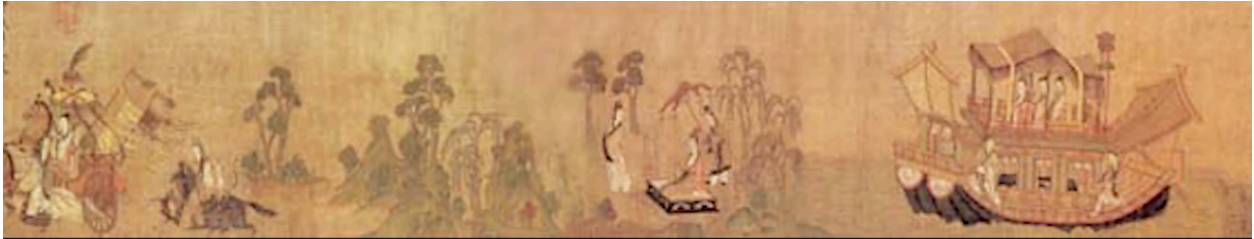
*This is to give viewers some insight into the evolution and creation of “**Spirits of Promise and Loss**”, a video installation project which I worked on between 2019-2021. These slide images are from a short video I created to explain the steps in the process.*

A strong memory I had growing up was of our car speeding past the abandoned ghost towns of Western Colorado.

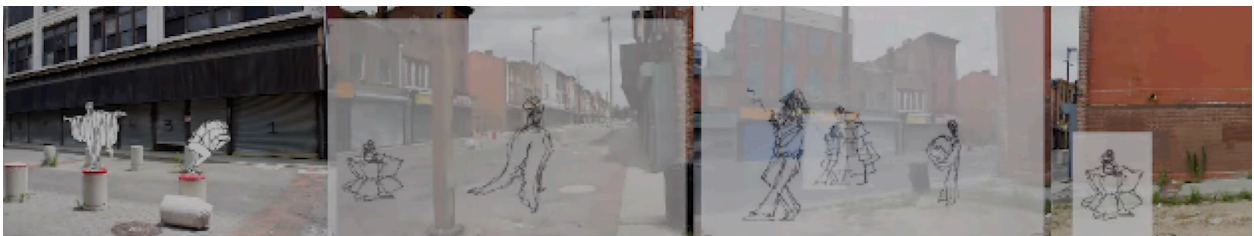




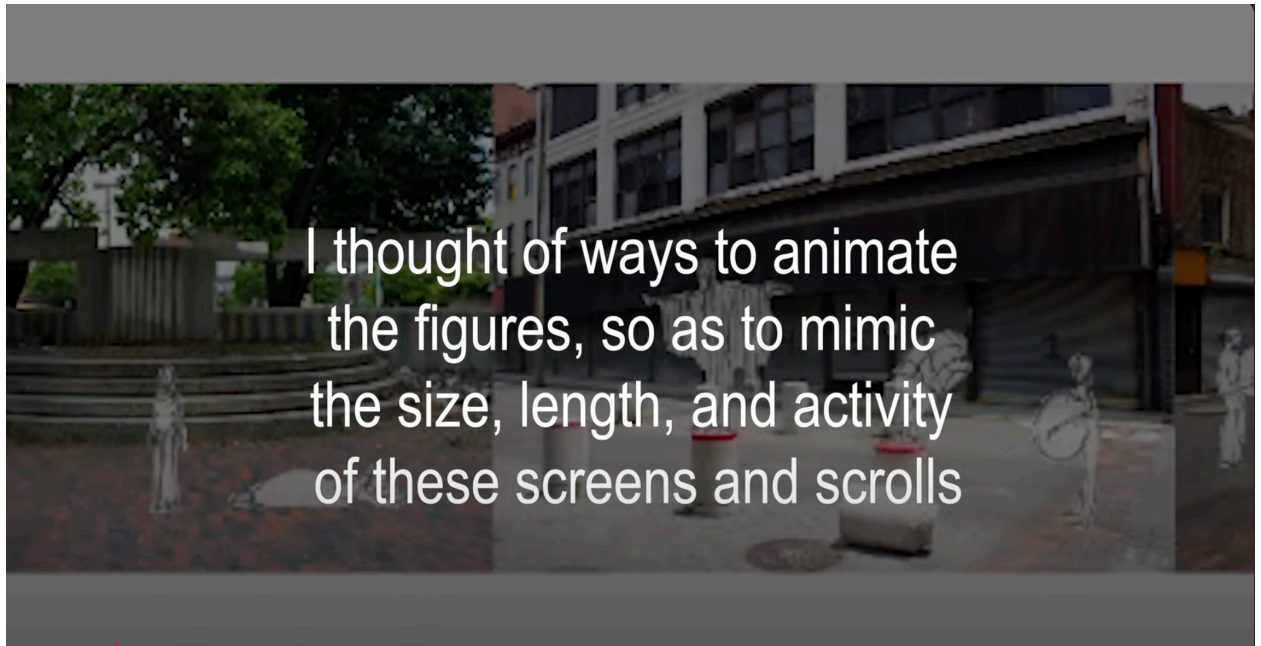
I spent an afternoon there photographing
the site thinking about ways
to create an experience that would convey
its current and former life



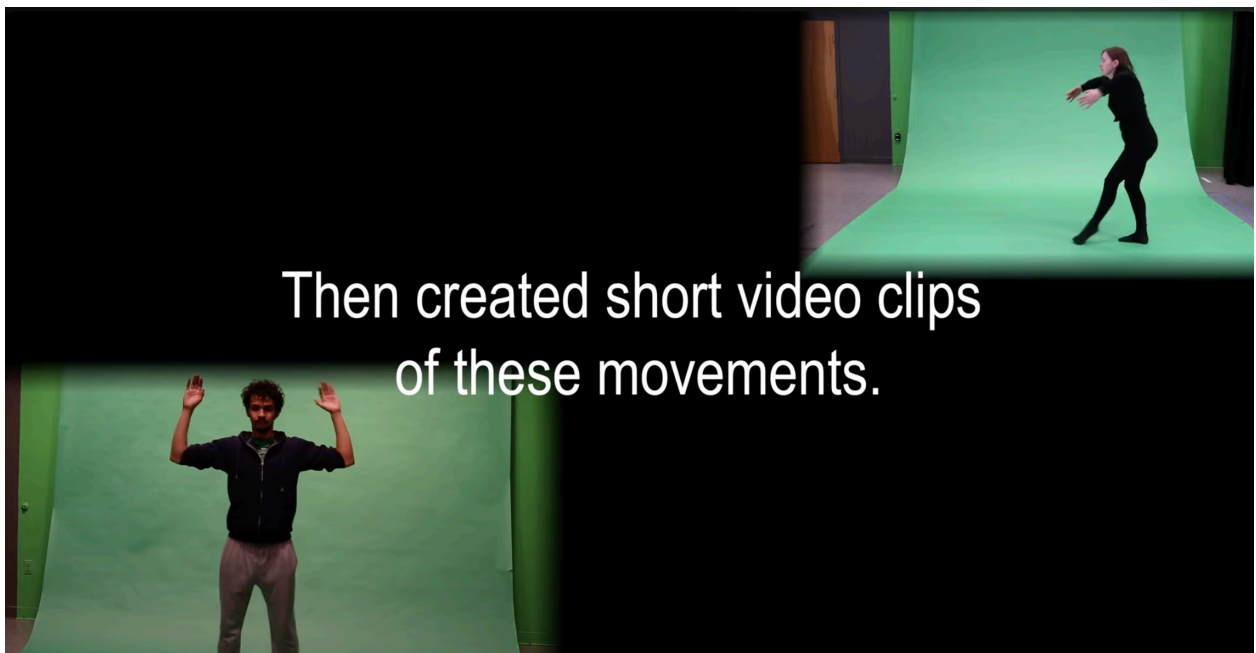
I had been influenced by a museum exhibit
of Asian screens and scrolls



Back in my studio,
I placed the printed images
in a long horizontal strip and
drew ghost-like figures
on tracing paper over the photos

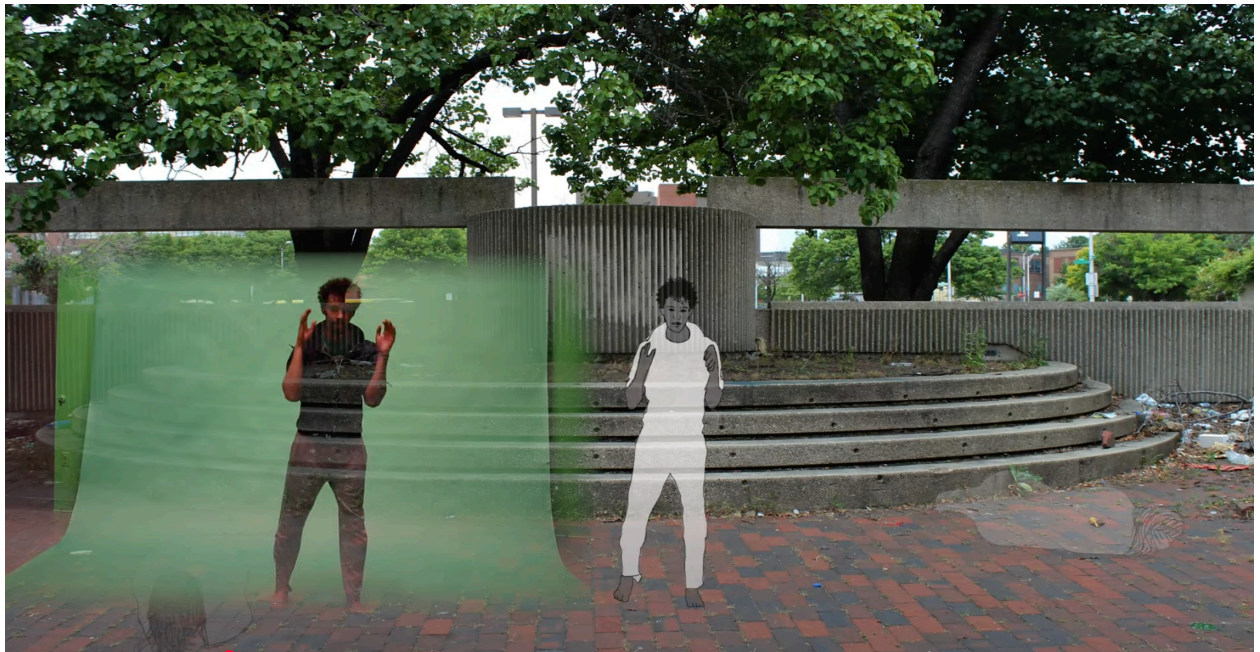
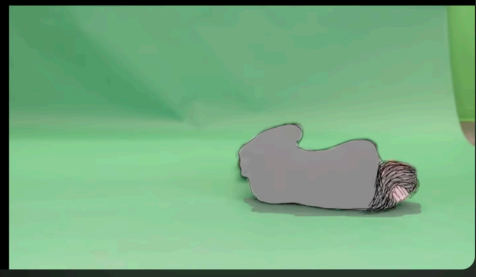


I found Volunteers from the UMBC dance Department who were able to perform the movements and gestures that I imagined in the initial sketches.

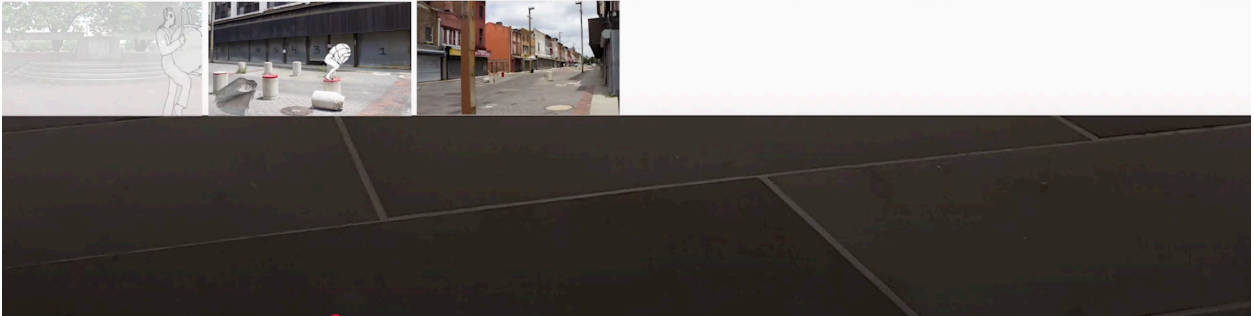


For each character, I made tracings on a Wacom tablet to show their motion

There are about 15-50 drawings per character



By adding white mats and dissolves, each sequence is made to be the same length



This digital schematic was helpful in allowing me to envision the final iteration of the large-scale installation.



In Audition, I imported files from my audio library, and created one multi-channel audio track for each MPEG scene/sequence

In considering a scroll,
I wanted each sequence to
open then fade, gradually over time

