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3D Design

Final Project: *Fabricating Time*

In my first project proposal, I felt that fabricating time was a near impossible task to perform. Time is an abstract concept, and it is hardly ever taken out of its abstract context to be translated into a three-dimensional reality. However, time is everywhere. It runs our lives and controls our feelings. It is such a tremendous force in our world, that we, as humans, have devised a countless number of notions, instruments and elements in order to generate an illusion of control over it.

The portions of our “own” time, known as our “past” and “present”, are all evidence of the human obsession with the possibility of dominance of time. We unconsciously delude ourselves into thinking that indeed time can be controlled - stopped, managed, perfected. Humans have, over the years, achieved these ideas with the use of modern technology - producing memories through photography, dividing time with calendars or palm pilots, and ultimately constructing perfect atomic clocks to get the *exact* time of day. And yet the question remains - are we really able to dominate and control time, at least our own?

After many deliberations about time and control, I was able to come up with an answer for such a troubling question: our mind runs our perception of time, therefore controlling how we remember our past. We use technology to preserve moments in time - *memories* - and through these, we *can* control our past.

As I worked on my final project, I kept the past considerations in mind - I had not realized how time and control were so closely linked together, and thus to understand this connection, I decided to make it a reality. Given that my project deals with the manipulation of memories to control time, I chose to include photographs (since they are the evidence of our memories) as one of the main materials for my project. Nonetheless, photos are a very generic solution, so, to make my project unique, I transposed many elements of my personality into the way the photos are displayed. To illustrate how much control we have over our memories, I drew negatives for each photo, and placed them in the back of each panel. On the back of the panel, I took words or phrases that expressed how I felt at the time the photo was taken, and in some panels, I included phrases that dealt with the perception of time. There is continuity throughout the project, and yet this continuity co-exists with the variety of each photo and each word describing my memory.

I designed my project to work how the human mind does - moments in time are only lived once, but we can rerun our memories whenever we want. Moreover, to understand our memories, we must arrange them coherently, and then replay them in our mind slowly to ultimately “relive” those moments. My Jacob’s ladder works like the human mind, replaying memories after arranging them carefully - it also illustrates time with its movement and its visual rhythm. I achieved 95% of my original design, but that 5% of “impossibility” would have made my project perfect - something that, we as humans, are not, thus, these challenges made my project much more human.

Under certain conditions, such as admitting your own memories, and being true to

them, we *can* fabricate time, but only our own, the one we have already lived.