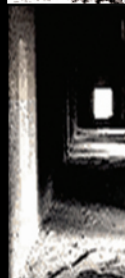
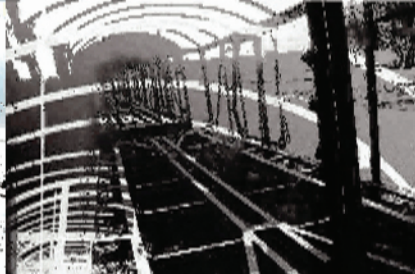


A graphic experience in the pixel world of consumer based technology ( DV ), **Making the city** layers rhythm, tempo, color and form, capturing the movement and transposing the banal in the frame of performance; a live video and music performance based on tension between image and sound.

**Making the city** is a subtle play between fiction and reality; it stimulates the public, involving them in a game-like experience about the postwar condition of the city they dwell. The spectator moves within the city from high-rise buildings to street corners, consumer spaces to abandoned sites, cutting across a range of iconographic personas on billboards and posters.

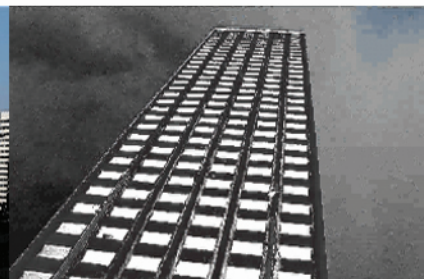
DVD-R - PAL - Stereo 25 min © 2005



# MAKING THE CITY

# MAKING THE CITY

Live video and music performance



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