

## a challenge

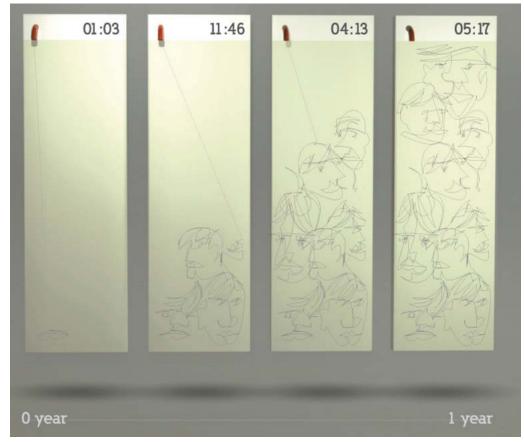
The first annual render demo design competition challenged participants to change the way we think about time. Our world has become increasingly geared toward the "immediate." We are constantly aware of the time that constrains our lives, how much time we have for lunch, how much time we have to finish a project or test. We plan in hours, minutes, and seconds.

The idea of "killing time" became the driving force for me and my fellow collaborator John Healy. We thought of how we could alter the experience of telling time, have people forget about the short intervals they have grown accustomed to living there lives by, and look at the bigger picture.

Our final concept attempts to slow down time in a very unique way. A micro-filament string is placed on a black (or colored) canvas, which is then painted over with a contrasting medium. Over the course of 365 days, a motor that is attached to wheels behind the canvas, slowly retracts the string. This astonishingly slow process gives an interesting perspective on time as well as creativity. In effect the art is in motion but you may not even see it move.

The contour line image is revealed to the viewer day to day, week to week, month by month.





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