

Statement The purpose of this video essay is to create another iteration project expanded from the previous enquiry 'Finding Surface', rather than recording a documentary or achievement of the previous works. It is an experimental film to make the audience mentally engage in the gesture of 'finding surface' while they are watching the screen which shows the various kind of rubbing movements.

Since the line of enquiry throughout the whole project had the gesture of 'rubbing', the key methodology of this video is also rubbing. And I defined this rubbing gesture in the video as 'Digital Rubbing'. Scratches earned by rubbing the objects, scratches recorded by doing frottage, and images generated on the scanner by rubbing gesture could be defined as a 'digital rubbing'. It is because all these images are made into moving images. Since I tried to capture and find the surface by rubbing, in the video, also found surfaces reveals on the part the digital rubbing was conducted.

This experiment implicates the purpose of digitalizing the rubbing gesture and focusing on the surface of the screen, extension from objects with materiality. And it suggests the audience think about 'What meaning does the surface of objects and spaces around us imply in our daily life?' ¹Are We Human(Colomina and Wigley, 2016) mention the human engagement with the surface by connecting the idea of modernism design.

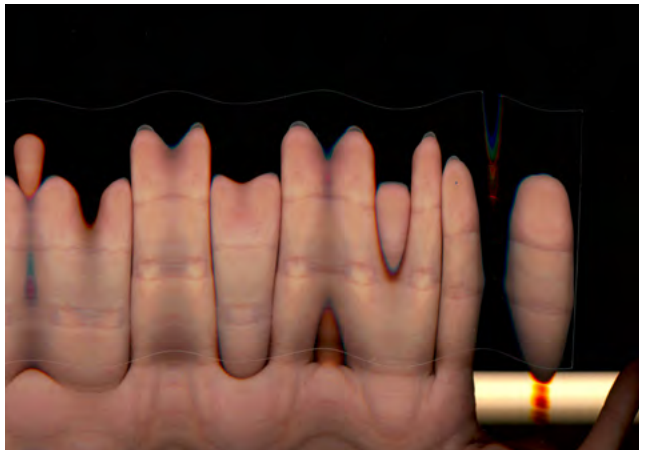
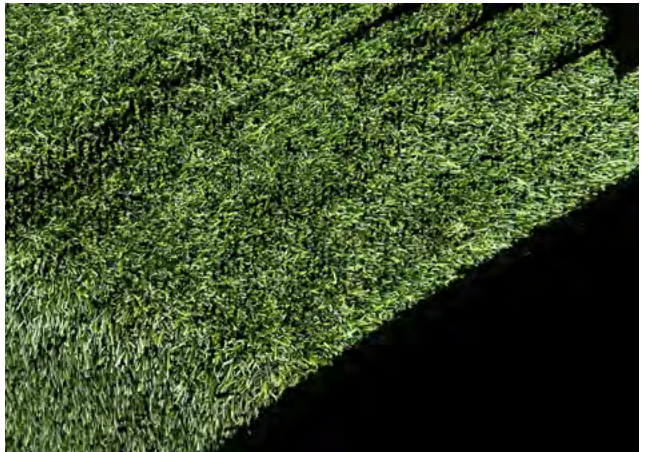
According to ²Bruno, the screen could be both a surface of an object and the contents itself(Bruno, 2016), the main idea of the video is to show the two aspects of the screen monitor and the screen for projection. By the gesture of rubbing, the monitor screen could bring back its own surface by erasing the contents and making the screen blackout just as the monitor is turned off. In the contrast, the screen(textile) for projection brings back its own surface in the same process but by making the screen white as the projector is turned off.

¹ Colomina, B. and Wigley, M. (2016). *Are We Human? : Notes on an Archaeology of Design*. Zürich, Switzerland: Lars Muller.

² Bruno, G. (2016). *Surface: matters of aesthetics, materiality, and media*. Chicago London University Of Chicago Press.

Structure

The video starts from the image of the desktop screen that the filmmaker watching and finally ends with the screen that the audience is facing by crushing the image on the screen and remaining as a white surface. In other words, this is a journey from the monitor screen to the screen for projection with various rubbing gestures between them. In the middle section, the video is presenting the main methods I explored during the enquiry as a form of 'digital rubbing'. It is showing the 3d object, UV map of the 3d object, frottaged videos and scanned videos made by rubbing gestures.

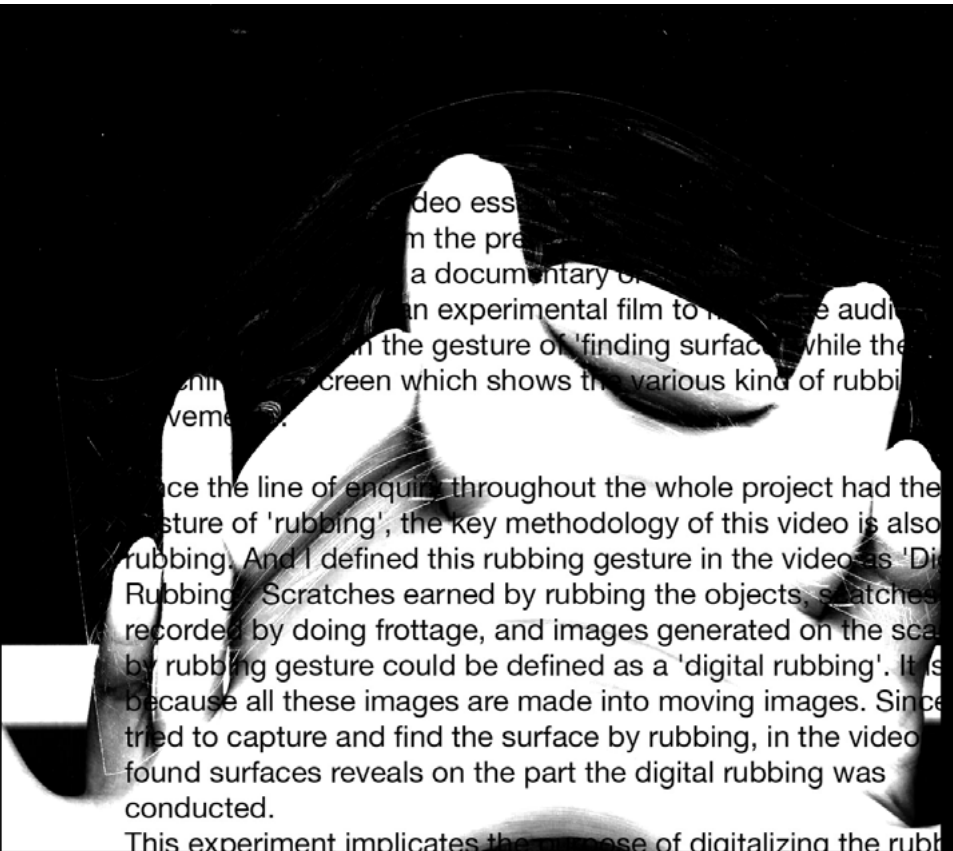


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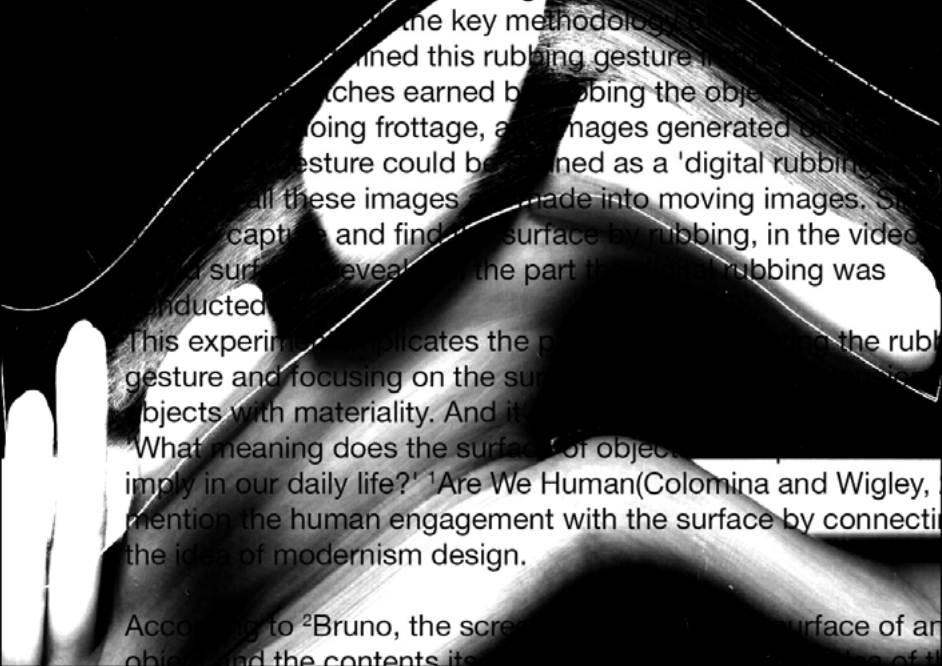
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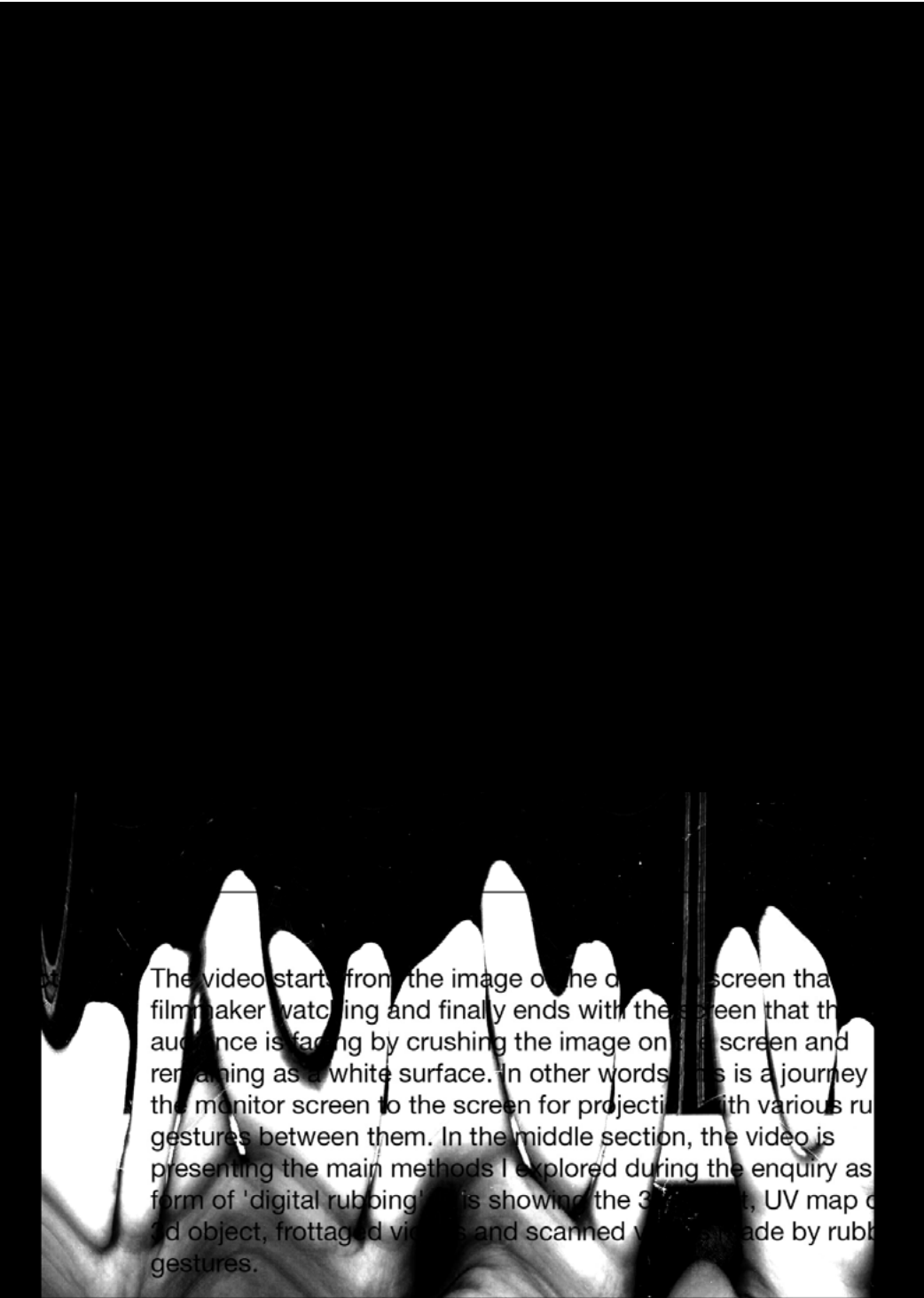
This experiment implicates the process of finding the rubbing gesture and focusing on the surface of the object, which is objects with materiality. And it is a process of finding the

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