During 2007, SEBASTIAN BUERKNER, RICCARDO IACONO and JANE CHEADLE will each be resident for ten weeks in the animation department at LCC. The Animate residencies, funded by a grant from Arts Council England and supported by Channel 4, are offered to artists whose work challenges the boundaries of animation practice. It offers artists the freedom to explore new narrative and aesthetic possibilities in the moving image beyond live-action and the frame-by-frame confines of conventional animation. JACQUI DAVIES asks them about their current practice and their plans for the residency.





## SEBASTIAN BUERKNER

Buerkner was born in Berlin and has an MA in Fine Art from Chelsea College of Art and Design. He recently completed Purple Grey, an Animatety commission. His work has been shown at many international festivals, and solo shows including The Unameable (LUX at Lounge Gallery) earlier this year. His work focuses on time-based media, using animation to alter perception, and explores how this can affect the viewer's experience.

**JD:** What interested you in the residency?

SB: I produced an Animate film last year and I was quite amazed how free and how un-edited it could be. For the film I used non-conventional techniques and so during this residency I want to reinvestigate them. I have quite a tight working plan to look at 10 little projects or investigations in a certain area that is unknown territory to me, or even in general animation itself. I want to explore subliminal editing techniques, animation that is faster than the eye can conceive, ways in which to hide objects, or to focus on certain areas of the stream so the viewer is tricked into following certain directions, and so in a way becomes the author of the piece.

JD: Your Animate film last year was severely challenging to Channel 4. I think the Harding FPA machine recorded

more than 900 failures in a seven-minute film. I think that was a record for them, that there could be that many episodes that could trigger an epileptic seizure.

SB: Yeah, certain scenes of the film for broadcast had to be calmed down because I had used some flashbacks that were quick-edited, so on viewing it you wouldn't see every scene. There were big issues with strobing although there actually wasn't any, it was animated effects. The problem was that I used such a quick change of image that the eye was mixing the colour; it was mixing what was happening every third frame. So I calmed it down and made a few cuts so it was possible to broadcast. It will be good to explore these further without actually having to make a finished film this time.

**JD:** Do you think that giving yourself these structured projects will help you to explore the areas rather than finishing work?

SB: Yeah, I know how I work and I get carried away so I hope I don't get bogged down in trying to finish something. But then I don't see the residency being like that anyway. I really want to accelerate things with these little tasks and maybe use these findings to develop a piece at a later date - let's see what happens.