

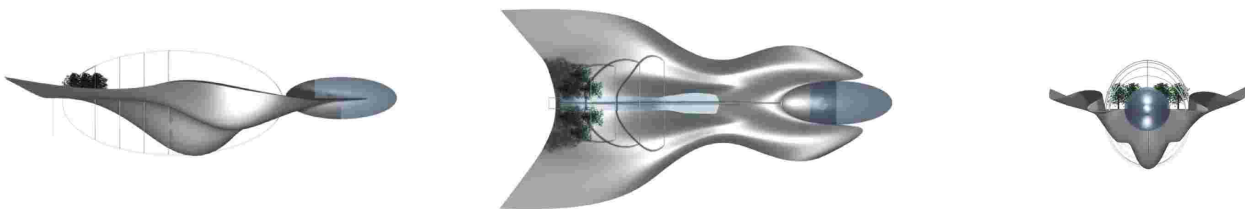
expeditio - "journey into virtual space"
 expedition report in 7 episodes
 30 minute animated film

idea and realisation: Susanne Wiegner
 speaker: Helmut Becker
 music: Eppie E Hulshof

videos and more information:
www.susannewiegner.de/expeditio/exvideo.htm

As the last remaining undiscovered regions are located in the mind, a creature-shaped spaceship travels into virtual space. The vehicle is the hero of the story, characterized by a nimbus of superiority. It is able to swim, fly, dive, undock the capsule, change it's size etc. Above all, the spaceship is equipped with all imaginable appliances for observation as various special cameras, microphones, sensors, x-ray units etc. By these means it is not only able to perceive but also to analyze and archive its perception.

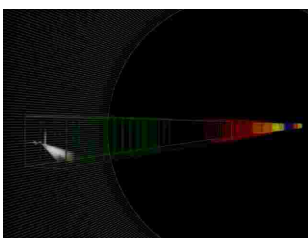
"vehicle"



Imagined and subjective, and hence virtual, spaces are thereby turned into objective and real spaces since they can be described and presented in a language which is similar to scientific documentation. It's an ironic play on contemporary creation and representation of pseudo-realities in digital imagery. Common methods of demonstrating and thereby "verifying" these "realities" are exaggerated into the realm of the fantastic.

The adventures take place in acting and altering spaces, all principles of statics and logics are suspended. Reacting to each particular situation, the spaceship collects data, analyzes, annotates and reflects them in the further course of the flight. The language used is as well scientific as poetic, like the former reports of expeditions. The end is very surprising and gives two short hints that the film is a reminiscence to Jules Verne and Adalbert Stifter

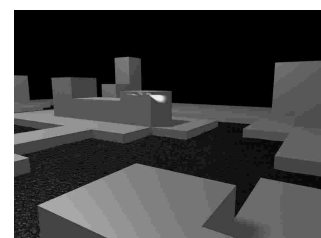
"border-window"



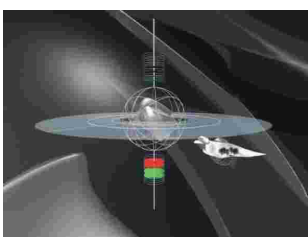
"shadow-storage"



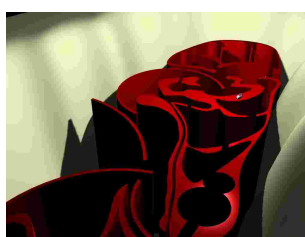
"crystal-canal"



"veils-island"



"mirror-wood"



"home-coming"

