

project // project

agenda, production & methodology

Hulme's demolished past is the source of inspiration for our proposed installation. Hulme has experienced many radical architectural and social upheavals throughout its existence, particularly in the last forty years. Our aim is to reveal the scars of these transformations by creating a projected palimpsest of Hulme, transgressing temporal boundaries to overlay Hulme as it is experienced today, with how it is remembered.

The public installation will be a film montage of past and present Hulme, using the North-West Film Archive's footage as well as new footage, which will be projected onto a series of models. These models will also be 'palimpsest' in nature, and will be created using 3DSMax to model elements of demolished Hulme, then subtract elements of today's Hulme from the modelled mass – a process that will be repeated until the final models become abstract forms, hung in space, and act as the screens onto which the film montage will be projected.

place

We hope to locate the installation within Hulme's abandoned Hippodrome, one of the few remaining architectural elements of old Hulme and was once integral to Hulme's rich cultural heritage. The proposed installation will aim to tap into the shared cultural subconscious through collaboration with local residents.

collaborator[s]

Tapping into the collective memory of Hulme: artists and activists who had a role in the reclamation of the Crescents, after they were abandoned by Manchester City Council. Hulme's current residents.

Raw film footage: We will also be collaborating with the North West Film Archive to gain access to the raw film footage of past Hulme, which will form an integral part of our installation.

mastercraft

Key skills that students will acquire during this workshop will include:

- 1) Video montage – using film making software
- 2) 3D Modelling (linking 3DS Max and installation construction techniques)
- 3) Community engagement / awareness