

<http://peoplelikeus.org/2014/shutter-a-new-solo-exhibition-by-vicki-bennett/>

SHUTTER – solo exhibition

Leeds College of Art Blenheim Walk, Leeds, UK

14 February – 7 March 2014

Shutter is a new audio-visual exhibition by film and sound collagist Vicki Bennett that enables us to peer into a parallel cinematic world that exists between the edits, when we are not looking at the screen.

The exhibition consists of three a/v video works (one projected and two on video monitors) and nine prints. There is also an edition of 20 of two of these prints.

“The Big Sleep” [2014] Video (19 mins, 12 secs) <https://vimeo.com/89513542>
Sleep deficient actors drift in and out of consciousness.

“Blink” [2014] Video (1 hour, 35 mins, 39 secs) <https://vimeo.com/92128821>
Every frame missed while watching A Nightmare on Elm Street.

“Dreaming” [2011] Video (4 mins, 16 secs) <https://vimeo.com/91969685>

Nine 12×12 inch B/W and Colour Giclee Prints





“Shutter” is a new audio-visual exhibition that enables us to peer into a parallel cinematic world that exists between the edits, when we are not looking at the screen.

Actors aren’t seen to rest a lot in films, considering people on average sleep 8 hours a day. More often than not, feature films contain a stream of attention-grabbing imagery and noise, and if the mood does slow down there is still dialogue, music and other distractions.

In feature films we don’t see the real-time flow of everyday life, we don’t see the actors queuing, watching TV, reading a book, sleeping. Nor do we witness the mundane – we see the James Bond car chase but no stopping off to eat a panini. Reality can be brought back into film by revealing actors in their normal, uneventful moments. Actors need to sleep as well. Where do they go after a film has ended? What do we miss when we blink while watching a movie? What is it really like on the other side of the screen? This exhibition addresses these subjects and attempts to take us to these places.

2 editions of 20

