

# Shadowlands

Year: 2006  
Level: First Year, Spring Semester 2  
Unit: 100397 Creative Strategies 2  
Duration: 3 days  
Dates: August 30, September 6, 13

## Origin

'Shadowlands' was the third step in a four step project. The structure of creative strategies this time around required that students present every other week rather than every week, this allowed additional time to work on each step in the sequence.

## Premise

The previous step, conceived by Rhett Brewer, involved the construction of a box, no larger than a shoe box that was to contain an object or objects. The relationship between the container and its contents had to be considered and make reference in its title to one of the following: most beautiful, stupidest, most dangerous, funkiest, most modern.

I decided to engage with the closed boxes as dark spaces and required that each participant imagine themselves as a cockroach trapped within their box and to 'view' or engage with the contents of the box from a cockroach's perspective. The assumption was that everything would appear oversized, as terrain to clamber over and under. The cockroach was equipped with a torch to illuminate the cavernous space it inhabited as it explored its predicament. I used the analogy of potholers (speleologists) with lights beaming from their helmet illuminating the darkness. The play of shadow and the way things were revealed or concealed or misread was to be noted. Each student-as-cockroach was to document their journeys of exploration and present their 'findings'. They were asked not only to attend to visual information, but also acoustic 'soundings' and maybe things they might eat along the way.

By way of amusement in my introductory briefing, I conducted the talk in the dark, with a torch poorly illuminating the text on the visualiser, which appeared very shadowy and glimmering on the screen, as if read by fluctuating candlelight. The information sheet was also deliberately photocopied badly to shadow or obfuscate the text, with a silhouette of an oversized insect placed upon it.

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*"Light is determined by darkness and so is darkened light, and darkness is determined by light, is illuminated darkness." G.W.F. Hegel*

# SHADOWLANDS

**A patch of shade.**

**A dark figure projected by anything.**

**The darker or less illuminated part of a picture.**

**A faint representation.**

**Indistinct image.**

**An inseparable companion.**

**To dog or attend closely the movements of a person or thing.**

**Shadower: one who dogs the footsteps of another.**

**Shady: suspicious**

**Obfuscate: to darken (to confuse or bewilder)**

**Obscure**

**Chiaroscuro (bright-dark)**

**Silhouette**

**Ombre – shade Umber Umbrage Umbrella Sombre Sombrero**

**Dim: not bright or distinct, faint**

**Gloom**

**Speleology for beginners**

**Consider your container and what it contains as a space of apparitions enshrouded in darkness. You are to enter the space of your container as a cockroach with a torchlight and illuminate the qualities of darkness you encounter. Document what you indistinctly see. Be attentive to any sounds you might hear emanating from the darkness. Inevitably shadows will be cast: capture these shadows: work through obfuscation, for is it not the case that you are working in the dark?**

COREUNIT 100397	PROJECT SHEET <b>CREATIVE STRATEGIES 2</b> Project 1 Step 3	1 2 YEAR SEM
SUBMISSION September 13	SCHOOL OF COMMUNICATION ARTS UWS	<b>2006</b>

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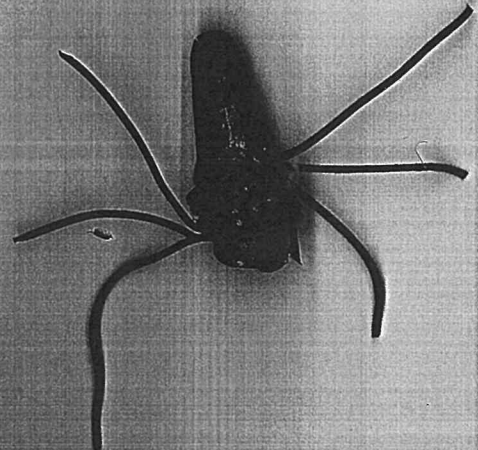
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## SPELEOLOGY FOR BEGINNERS

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