Plume is a new two-channel audiovisual work created from material collected in 2014 during residencies within Banff, Canada and Bainbridge Island off the coast of Seattle, USA. The work has formal similarities to Morrison’s previous work through the use of the natural landscape as palette, however Morrison conceives of the work as a departure point, a farewell, a celebration and a reconciliation of an extreme and impressionable period of self-reflection.

Each evening Morrison would find himself positioned amongst the various trails and treks, high in the ranges he would gaze upon the deep textures of the trees at various distances, bending and ebbing to the wind. For Morrison this was a deeply hypnotic and meditative vantage point, which allowed his thoughts to drift. Morrison states; “There was a resounding sadness and simplicity in this viewpoint that despite all the hiking and physical undertakings throughout, I would return to every evening and sit with my equipment and let the forest sing out.”

Plume presents the viewer with an expansive landscape that pulses, expanding and contracting within a constant motion. The combination of movements, documented as well as created through editing and superimposition, acts as a metaphor for the way natural landscapes can and have been used as sounding boards for internal thought.

Plume was constructed as a result of Morrison’s personal experience and emotions, rather than articulating these emotions directly, he presents the viewer with a dynamic and rhythmic landscape as an invitation to engage with viewer in a space of contemplation.

Scott Morrison is a Melbourne-based artist. He has held solo exhibitions at spaces such as Beam Contemporary, Level 17 Art Space, Canberra Contemporary Art Space, and the Institute of Modern Art. Morrison has been involved in numerous group exhibitions, screenings and festivals, and has exhibited work at Tate Modern, West Space, Brisbane Powerhouse, New Low, CAST and Gertrude Contemporary and his work was included in the program of the inaugural Channels video festival in 2013. Live performance is an important aspect of Morrison’s work and he has taken his live editing and sonic performances both nationally and abroad, participating at the 2012 MONA FOMA Festival and the 2012 Liquid Architecture Festival among others. Plume is Morrison’s second solo exhibition at Screen Space, following ‘Transmission’ in 2011.


Small Screen

Mikko Lautamo

_Agro_

_Agro_ is a generative animation. The work is produced via software in real time, and displays constantly varying environments of flat, mandala-like, shapes. Operating independently, these shapes, virtual ‘individuals’, appear and disappear within a matter of minutes, vying for resources and growing and expanding in a manner commensurate with the quantity of resources they can procure from others and their environment. The work visualizes cycles of growth and depletion, as shapes rapidly develop and become lifeless, and both complimentary and antagonistic ‘personalities’ emerge, mutually affecting growth and the environment. Visually, _Agro_ is an abstract virtual environment of line and colour, yet its software and structures connect the work to the feedback systems in which we are entangled, from social interaction through to evolution and capitalism.

Mikko Lautamo is a US-based emerging artist, who holds a Master of Arts (Studio Art) from California State University, Sacramento.


_Screen Space_ is a not-for profit art gallery that opened in Melbourne’s CBD in September 2010. Screen Space is rent-free for artists and curators and incorporates a purpose-built gallery. The main exhibition space has been designed specifically to enable the gallery’s curatorial focus on exhibitions that incorporate screen technology or which engage with screen culture, regardless of medium. The Screen Space 2014 program includes exhibitions by local, interstate and international artists.