

Crisis of Perception – Julie Meitz



My show will metaphorically represent the book's two main concepts; "a clock that embodies deep time for people and reframes the way they think" and "a library of the deep future, for the deep future that stores kinds of information deemed especially useful over long periods of time."



At Zeitgeist, the viewer will encounter "dominant world topics and the archival library info as it is sorted through, analyzed and possibly debated over". At OneX, the viewer will encounter "the archival place where the info is stored and possibly debated over, the clock mechanism itself and the futuristic ideas promoting long term thinking"

If you're not familiar with this book, the above may sound confusing as heck. So, think of it this way; when you enter Zeitgeist, you'll follow a pathway that leads you in and out of various areas. Each area will present one or many sub-topics from the book, in the forms of multi-media, actors, etc. Then you will enter OneX - into an open space without pathways - and face a similar adventure of sub-topics from the book, presented as an orchestrated dance-theatre performance, in the forms of multi-media, actors, dancers, etc.



Well, if my ideas are still foggy to you, just get involved or come to the performance and it should all jive then, and hopefully be an educationally-entertaining time for all...J'espere...



I plan on exhibiting this show at two places in Detroit - [Zeitgeist Theatre & Gallery](#) and [One X Warehouse Dance Club](#).

First, you will visit Zeitgeist then journey down the sidewalk to visit OneX and as you can see by the picture above, both spaces are less than a block away from one another.

When I decided to do this show, I wanted to combine two different types of environments together - a dance club and a theater in order to create a more stimulating environment. Also, both places are structured to represent the two main concepts of the Long Now Foundation (book) respectively; Zeitgeist, the archival Library and OneX, the long-term Clock.

Project info submitted for State of Michigan Art Grant [Art Serve](#)

About the Art Grant

After two and a half month delay, I finally received my Art Grant rejection letter - I was 5 points away from a winning score. The panel's comments were "unique idea" and "educationally appealing".

The show will go on as schedule, only on a limited budget. So, I will greatly appreciate anyone who is interested in volunteering, but will also attempt to pay / barter with those individuals who can contribute their skills and artwork to the show.

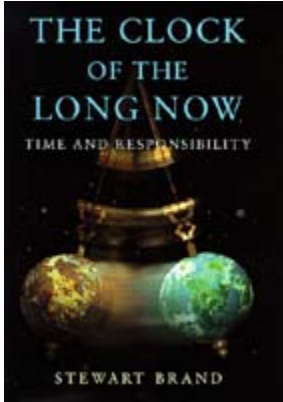
My Artist Statement

Since the 1990s, I've worked on various projects in the fields of filmmaking, videography, photography and computers. In 1997, I began creating thematic installation environments on a self-financed, limited budget. My aim was to educate the common man and woman, with two concepts in mind. First, lead the viewers into reflective states of mind by providing an abundance of thematic information. This information is placed into interactive sets composed of original short films/videos and selected stock footage, live manipulated sound and music, performance art and three-dimensional object collages. Second, since exposure to the media often makes the viewers slip into apathetic ways of looking and thinking, I attempt to awaken the viewers' attentions by exposing them to an overwhelming environment of conflicting sights and sounds.

My early installations focused on personal themes, such as problematic human relationships, the stride for individuation and the creative process. Involving myself in art therapy, I exposed my personal life within the installation theme, in an attempt to make the viewers relate and question their own lives. My later installations focused on reality and its media representation, stating the detriments of television addiction, the power of violence in media and compulsive consumerism.

When I decide to create an installation environment, I begin by selecting a problematic topic and conducting literary research on it. Then, while reflecting on the information gathered, I start designing the installation layout, sketching sets, with legends and thematic commentaries. My next task consists in building prototypes of the sets in my studio, to test their educational force. In parallel, I shoot and edit new films/videos and select stock footage, sounds and music. Finally, I assemble the sets into the performance space.

The ideas behind the world's slowest computer by Stewart Brand



"Civilization is revving itself into a pathologically short attention span. The trend might be coming from the acceleration of technology, the short-horizon perspective of democracies, or the distractions of personal multitasking. All are on the increase. Some sort of balancing corrective to the short-sightedness is needed---some mechanism or myth that encourages the long view and the taking of long-term responsibility, where 'the long term' is measured at least in centuries. What we propose is both a mechanism and a myth[;]...a clock that would embody deep time for people...and reframe the way they think...and a library of the deep future, for the deep future...taking [and storing] kinds of information deemed especially useful over long

periods of time..." - Stewart Brand

"In Civilizations with long nows, you feel a very strong but flexible structure...built to absorb shocks and in fact incorporate them" - Brian Eno "All Civilizations suffer shocks, yet only those that absorb the shocks survive." - Stewart Brand

"...since the living have greater impact on the unborn than ever before, thanks to depletion of natural systems, atmospheric disruption, toxic residue, burgeoning technology, global markets [etc.]...[by] accepting responsibility for the health of the whole planet...means responsibility for the whole future. The worst of destructive selfishness is not Me! but Me! Right now!" - Stewart Brand

"Zen buddhists define their task as 'infinite gratitude for the past. Infinite service to the present. Infinite responsibility to the future.'" - Stewart Brand

"...[the] self accelerating [exponential] rate [of technology which falls into the realm of Moore's Law, in essence] becomes Moore's wall...[having a disturbing] effect on humans who do not live exponentially..." - Stewart Brand

"Earthquakes, war, murder, the burning of libraries...bad things happen fast. Reforestation, the growth of a child, the maturing of an adult, building a library...good things happen slow." - Stewart Brand