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Boyd, Ela

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## UNIVERSITY OF CALIFORNIA, SAN DIEGO

#### **INSTANCES INSTANTIATE**

A thesis submitted in partial satisfaction of the requirements for the degree Master of Fine Arts

in

Visual Arts

by

Elanor Boyd

## Committee in charge:

Professor Sheldon Brown, Chair Professor Louis Hock Professor Teddy Cruz Professor Clinton Tolley

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The thesis of Elanor Boyd is approved and it is acceptable in quality and form for publication on microfilm and electronically:	or the
Chair	

University of California, San Diego 2013

#### **DEDICATION**

I would like to dedicate this work to the artists that have inspired my creative practice—Light and Space artists, James Turrell and Robert Irwin and experimental filmmakers, Maya Deren and Chris Marker.

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# ABSTRACT OF THE THESIS INSTANCES INSTANTIATE

by

#### Elanor Boyd

Master of Fine Arts in Visual Arts
University of California, San Diego, 2013
Professor Sheldon Brown, Chair

Ela Boyd's video installation work explores issues of representation and visual perception in terms of the body, time and space. In her Visual Art MFA thesis exhibition catalog essay, Instances Instantiate, she considers the ways in which instances of multiplicity instantiate the actuality of simultaneous modalities of embodied presence. Outlining her research and practice, Boyd looks to constructions of cinematic production, (character, set, context and linear succession) as an analogy for our experience of perceiving, apprehending and simulating a continuous reality. Whereas the formal aspects of film/video media, such as frames, pixels, editing/remixing and spatial presence substantiate properties inherent to space-time outside of our perception of it. Boyd utilizes Gilles Deleuze's philosophy of film and Henri Bergson's philosophy of time to evince her own ontological theory of multiple selves existing in various modalities simultaneously. Expanding upon this theoretical trajectory to posit multiple selves as proliferating via mediated spaces and "time-traveling" within conscious apprehension and projection. She looks at the metaphysical body, the cinematic/iconic body and the fantasy body (imagined or dream self). Boyd uses the body-in-space to address what is considered to be actual/viable embodiment, new forms of intersubjectivity and to

generate a sense of a de-centralized presence. Through film theory and her own artistic practice, Boyd unfolds three temporal scenarios; multiplicity, parallel and potential.

Lastly, expanding upon the ontological implications of flattened, extended and multi-dimensional/ conceptual space, Boyd is able to advance her theory of embodied perception.