

Illustration 1: film grain and digital matrix

Film Lab Proposal. graeme hogg + james balmer

Our proposal is for a film/celluloid based Lab to be set up and **RUN** in the Gilbert's Chocolate Factory space alongside the letterpress.

Photographic based processes in moving image are entirely different from those produced by electronic or digital means and offer a wide range of Artistic possibilities.

The Cinema industry is currently undergoing a sea-change and specialized equipment that was previously unobtainable is now going for scrap - this is to the great benefit of artisans who now have the possibility of accessing and experimenting with this technology for their own creative purposes.



Illustration 2: 16mm projector

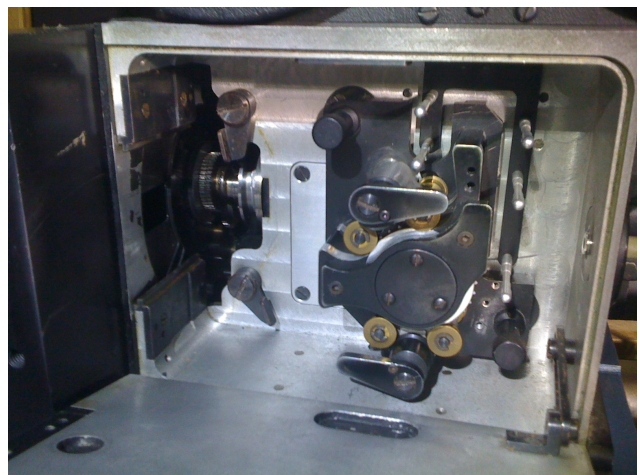


Illustration 3: 35mm animation camera

We would provide facilities in the three main formats of 8, 16 and 35mm. In time video/digital aspects would also be added.

To achieve this, maintenance, customisation, fabrication of equipment and machinery is necessary, and these form central aspects of our interest.

The Lab will offer the chance for anyone interested in working with motion picture film to come and learn how to shoot, develop, process, print and project.



Illustration 4: super 8mm cameras



Illustration 5: 16mm bolex camera

There is already a strong independent Lab network across Europe which we will become associated with once facilities are in place. Commonly, these Labs work as member organisations whereby members pay a subscription and can use the equipment after receiving appropriate training.



Illustration 6: Oxberry control panel



Illustration 7: Oxberry optical printer

They also run workshops which explore aspects of film production. These are open to anyone; film makers, artists, hobbyists, activists, media producers, etc. Examples of workshops include; DIY film emulsion, hand processing film using caffeine, integrating Arduino and Raspberry Pi (user programmable microchips), using the Bolex clockwork camera, optical printing.

We aim to assume a similar Lab model, but our motivation for setting up and running the lab is not to receive re-numeration in return for providing services, rather the primary focus is our own practice and the desire to foster a place where like minded individuals can input and further their technical expertise and creativity to the benefit of all those associated.

A well functioning Lab for the Bristol and south west area also enables the opportunity for international visitors and residencies. As well as local and national artists there is an ever growing number of touring film workers and artists who would want to come to Bristol to make use of the facility and be involved in the space.



Illustration 8: 16mm rig for Artists show



Illustration 9: spools of 16mm tests

To summarise - a film Lab consists essentially of camera and projection equipment, darkroom facilities, plus technical knowledge and creativity. These things combine to provide a framework through which artists, film makers, students etc. can contribute and develop. The connective power of film will also be exploited as a way to engage with communities and special interest groups.

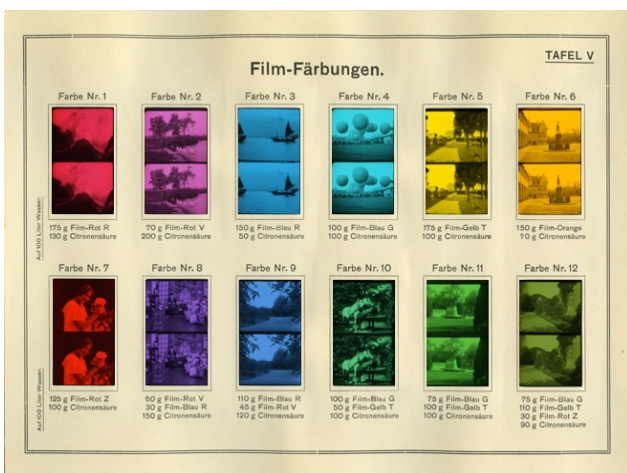


Illustration 10: colour tinting of film



Illustration 11: typical wet area



Illustration 12: agfa hi-con stock

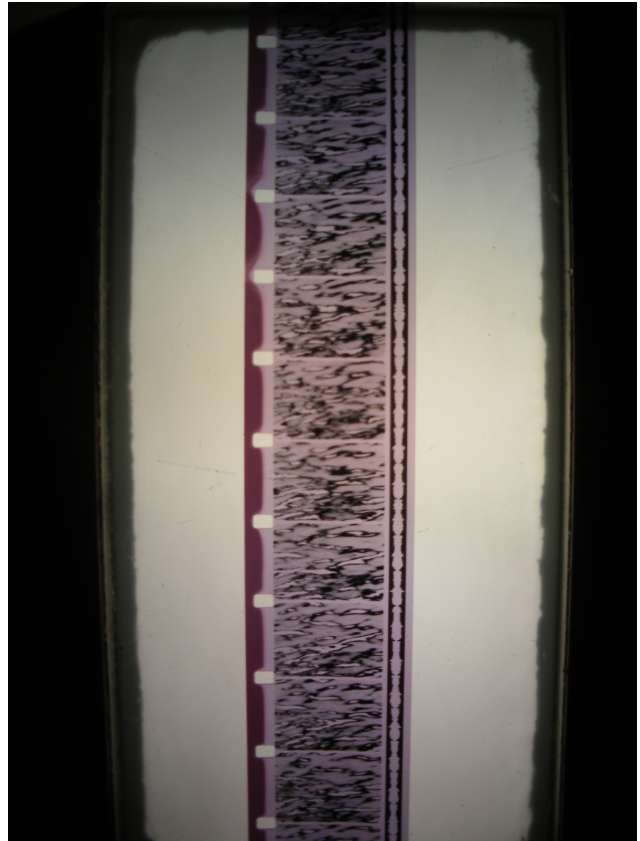


Illustration 13: 16mm neg test

Graeme Hogg is an artist who works with film and audio. He co-founded the Cube Cinema in 1998 and has been continuously involved with its running and development.

James Balmer is an artist/maker who has been involved with film and cinema, the design and building of PA sound systems, musical instruments, and amusement rides.