

Early

At first we looked at video as a singular discipline. We, as well as the others, used wide register of genres, from work with abstract electronic imagery to documentary forms in a tribal aesthetic unity, escaping serious division plaguing other media, namely film. The portapack itself was a dominant and unifying tool for all.

We were introduced to the alteration of Video images through the basic equipment available. We could manipulate the scan lines by changing the deflection controls of the monitor, use the recorder to freeze frames, advance or backtrack tapes manually and look into processes within a frame (Decays I, II). We learned forced editing and asyn-chronous overlays on the first generation 1/2 inch video equipment (CV) and practised all methods of camera/monitor rescan, the only way for us to capture and preserve the violated state of a standard television signal. Progressively, through new tools, we learned the principles of generating and processing of images, having access to internal structuring of the video signal itself.

A decisive tool in our early collection was a sound synthesizer (Putney) which pointed us in the direction in sound and image generation and in a mutual inter-hangeability of both.

Most significantly, we used a matrix of video screens to relate movements of video frames, a function of time, from which the horizontal relationships lead us to a more environmental understanding of video.

In the Fall of 1970, we laid down a cable from our loft on 111 E. 14th St. in New York City, over the roof of S. Klein department store, to 101 E. 14th St., the studio of Alphons Schilling, to experiment for a short time with one-way video and two-way audio transmission.

By 1971, it became obvious, that we could not accommodate the traffic of interested people, visiting our studio. We decided then to establish a permanent place for video and other electronic arts elsewhere. On June 15th of that year, we opened The Kitchen at the Mercer Arts Center in New York.

Steina and Woody