



The Library

UC SAN DIEGO

T2ERU

February 20, 2014
4 minutes, 28 seconds

Speaker: Michael Trigilio

Transcribed by: Samantha Muñoz

[IDEAS Performance Series](#)

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Time	Transcription
0:03	[music]
0:05	[IDEAS Initiative for Digital Exploration of Arts + Sciences]
0:09	[Michael Trigilio / Multi Media Artist, T2ERU / Professor Visual Arts UC San Diego]
0:09	<p>Michael Trigilio: <i>Tell Them Everything Remember Us</i>, or <i>T2ERU</i>, is based around this central notion of memory. It's a subject I've been really interested in for some time. What's worth remembering in 4,000 years, how might we preserve or consider our own experience and present it to our distant millennial heirs, or to foreign species, alien species, artificial intelligences, other dimensions. And what kinds of strategies could we employ to represent this notion of sort of who we are and what we're doing. We might think about how could we begin to use what is otherwise sort of speculative media. Media that doesn't really exist on the market, display systems like the one you see behind me. For the SESMI [Socially Engaged Speculative Media Initiative] Initiative, I began working with community members, Qualcomm Institute staff, and students to begin to develop a sort of large-scale multi-media suite of works. Of photographs, 3-D panoramas, 4K cinema, LiDAR scans. So some of what you see on the wall behind me is a result of some of this work. One of the things I always think about when dealing with this project, with memory, is archeology and the things we dig up from 4,000 years ago. We may dig up a dagger or a knife. We may dig up an altar, a cloak...and these are objects, these are things, these are the artifacts. But that's not as interesting to me as the fact that whoever— that the high priest who enacts the ritualistic sacrifice looks at himself in the mirror and says, "I feel fat. I don't— I'm not happy. Like I don't— like why am I doing this?" Right, there's a feeling just, "I don't know, I don't feel good. My stomach..." This is— this had to happen but all we have is a dagger and an altar and a cloak. We don't get the other stuff. The other stuff is what really matters, right? The fact that we actually do fall in love and we have our hearts broken and people we love die. Well, there aren't really artifacts that we can bury in a time capsule and dig out to sort of show people that. But what if we can begin to explore these technologies from cinema to panorama; to think about what kinds of metaphors, what kinds of poetics can we generate? We generated almost 30 original works, all of which are sort of housed here, right, which can be shown in demos. What I was really wanting to do and when I was working with students and other artists to do, is to think about how can we employ the specific limitations but more importantly specific opportunities provided by these technologies to really cut into and experiment with how can we explore these ideas-- these ideas of memory, of connection, through the specific technologies of the Qualcomm Institute. The other thing I have on the screen here</p>

is a score, and I was thinking about other ways to realize this work and what are some of the design aesthetics of T2ERU are.

3:15 [Michael Trigilio / Multi Media Artist, T2ERU / Professor Visual Arts UC San Diego]

3:15 [music, overlapping audio] Be near the person as much as possible [repeatedly, cut up, distorted, in different voices]

4:23 [IDEAS Performance: T2ERU by Michael Trigilio / 2-24-2014 / Calit2 Theater, VROOM, NexCAVE, Atkinson Hall]