Time rolls on

Photo and words by artists Denis Gerne and Anne Clery

In the psychology of motion, time is experienced as a series of events that occur in a sequence. However, in the realm of digital animation, time is represented as a series of frames that are displayed at a rapid rate to create the illusion of movement. The way in which these frames are created and presented can have a significant impact on how we perceive time.

In the case of the animation presented, the time dimension is represented through a series of images that are displayed at a rapid rate. Each image is a snapshot of a specific moment in time, and the sequence of images creates the impression of motion. The viewer's perception of time is altered by the rapid succession of images, which creates a sense of movement.

The animation also incorporates elements of interaction, allowing the viewer to control the speed at which the images are displayed. This interaction allows the viewer to explore the relationship between time and motion, and to experience the sensation of time passing in a more direct and visceral way.

Overall, the animation presents a fascinating exploration of the way in which time is experienced and represented in digital media. It challenges our perceptions of motion and time, and invites us to consider the ways in which these concepts are integral to our understanding of the world.