

Sive Hamilton Helle

I make films and multimedia projects intended for the cinema, artistic and academic platforms. In recent years I have sought to advance my skills in computer generated images through photogrammetry and computer games. I find potential in aesthetics that play with our notions of the otherworldly.

With a background in filmmaking studies as well as history of ideas and environmental history, my work is informed by philosophy, history and environmental concerns. I'm engaged with mediations of nonhumans and relational worldviews. Considering the commodification of images today I believe in the filmmaker's responsibility to propose other ways of looking at the unknown.

In the past few years my research has dealt with complex landscapes, multispecies and parallel narratives. By striving to re-position the human from an interdependent framework, I'm drawn to landscapes that encompass both humans and nonhumans. In my recent short film, *Forest* (2020) I aimed at enlarging our perspective over who has agency through questions such as; can a tree think? And, how can I rid myself of predetermined knowledge? The film aesthetics play with scale, ambiguity and the imaginary.

Working primarily with place-based approaches through walking and re-mapping of landscapes, I search to detect conflicting interests and latent stories. By revealing absurd meeting points of the "natural" and "constructed", I want to highlight these overlaps which we otherwise fail to recognize.

Overall, I aim to offer imaginaries that inspire co-existence between multiple different beings and curiosity for a more-than-human world.

