

## The Camera

*Serge Tousignant – Clip 7*

The camera lends itself fantastically to all sorts of perceptual games. The camera doesn't see the way the eye sees. The camera sees objectively. When we take a picture, we can play with effects of flatness and perspective, because the camera sees "flat" - it has only one eye, whereas we see in perspective because we have two eyes. Whenever we look at an object, we see it from two different angles. Photography allowed me to do this, while also enabling me to play on many levels and to create work just about anywhere, in my studio, outdoors, indoors, to play with various types of light, using natural or artificial light. And in many of my works, I mixed the two types of light using various techniques. So I think that's why I turned to photography and why I'm still playing around with the camera.

