

SAUDADE: An Analogue Father's Digital Rebirth

Robert Clement Reis

A Thesis in the Department of Cinema

Presented in Partial Fulfillment of the Requirements

for the Degree of MFA Cinematic Arts at

Concordia University, Montreal, Quebec, Canada

September 15, 2025

© Robert Clement Reis, 2025

CONCORDIA UNIVERSITY  
School of Graduate Studies

This is to certify that the thesis prepared

By: Robert Clement Reis

Entitled: SAUDADE: An Analogue Father's Digital Rebirth

and submitted in partial fulfillment of the requirements for the degree of

MFA Cinematic Arts

complies with the regulations of the University and meets the accepted standards with respect to originality and quality.

Signed by the final examining committee:

Martin Lefebvre

Chair

N/A

Examiner

N/A

Examiner

Jean-Claude Bustros

Thesis Supervisor(s)

N/A

Thesis Supervisor(s)

Approved by Roy Cross

Chair of Department or Graduate Program Director

Annie Gérin

Dean of Faculty

## ABSTRACT

### **SAUDADE: An Analogue Father’s Digital Rebirth**

**Robert Clement Reis**

This research-creation project brings together a written component and a series of visual experiments under the title *SAUDADE: An Analogue Father’s Digital Rebirth*.

The visual experiments document my pursuit to create a digital doppelgänger of my deceased father by employing Generative AI technologies to replicate his voice and animate still photographs—enabling him to speak and make facial expressions. The result is a series of self-reflexive, posthumous correspondences between us—narrated letters in which we reflect on grief, our parallel lives, our family’s emigration from the Azores to Montreal, and, of course, his uncanny digital rebirth. These exchanges are illustrated primarily using personal family archives.

Whereas the visual experiments explore my attempt to revive, better understand, and interact with my father, the written component serves to contextualize this process. It offers a deep exploration of grief through the lens of the Portuguese concept of *Saudade*—a profound, nostalgic longing for something or someone beloved yet absent (*Wikipedia*). At the same time, this research aims to assess the potential of generative AI tools to produce strong emotional responses in viewers and to preserve the personal histories of the deceased, using their own voice. I reflect on how the process has reshaped my relationship to memory and clarified the motivation behind my long-term commitment to preserving my family image archive. I examine the intimate relationship between the still and moving image, and confront the ethical complexities of using generative AI to bring my father back for these purposes.

DEDICADA ÀS FAMÍLIAS REIS, GOULART E DOS SANTOS

## TABLE OF CONTENTS

ABSTRACT

DEDICATIONS

VIEWING THE VISUAL EXPERIMENTS

USE OF AI TOOLS

INTRODUCTION

Context

Saudade

SECTION I: EXPANDING THE FRAME

Visual Storytelling Dynamics: Inner & Outer Worlds

Narrative Framework: Internal Scaffolding

Embracing Experimental Non-Fiction

A New Point Of Departure

SECTION II: THE RELATIONSHIP BETWEEN STILL & MOVING IMAGES

An Unconventional Image-Capturing Device

Communal Communion

Falta De Ar - Pulmões De Papel

Young Bobby

Effaced Over 185 Frames

Zeff Scratch Test

Digital Rebirth, Dragged

SECTION III: AN ANALOGUE FATHER'S DIGITAL REBIRTH

Necessity Is The Mother Of Invention

Crafting The Simulation

Voice Without A Body

Learn To Speak

From Your Dad

But, What Do *They* Think?

Wtf Is Ai Slop?

What Next: Emotional Resonance Or Empty Spectacle?

Live Portrait Ai Test 01

Live Portrait Ai Test 02

Live Portrait Ai Test 03

Primary Ethical Considerations

So, Where Do I Stand?

#### SECTION IV: REFLECTION AND FUTURE DIRECTIONS

Takeaways & Conclusion

#### LIST OF REFERENCED VISUAL EXPERIMENTS

#### WORKS CITED

#### APPENDICES

Appendix A — Reis Family Archive (Excerpts)

Appendix B — Photocopy Image Assets

Appendix C — Visual Journal (Excerpts)

## VIEWING THE VISUAL EXPERIMENTS

Each of my video experiments referenced in this thesis is available for online viewing with the password NATALI. The corresponding URLs are listed in the *List of Referenced Visual Experiments* (pp. 68–70). References to works by other artists appear in the text and are documented in the *Works Cited*.

## USE OF AI TOOLS

In the course of my research, I consulted ChatGPT to compile a list of Portuguese poems referencing or exploring *Saudade* and to examine their meanings. Specific excerpts from these conversations are included in the text (see ChatGPT, 27 June. 2025).

## **INTRODUCTION**

## CONTEXT

Following my father's death in 2010, my mother, my siblings, and I spent months digging through his belongings, including an extensive archive of family photos and home movies. Containing thousands of feet of Super8 film, hundreds of printed photographs, and 35mm negatives, it's nothing short of amazing. Most of this material was captured by my father, Jose Carlos Reis—known as Zeff (1954–2010)—along with his siblings and their parents, Berta Faria Reis (1927–2017) and Domingos Reis (1926–1999), who were among the first in their cohort to establish Portuguese-owned businesses in Montreal. For decades, my grandparents played a vital role in the development of the local Portuguese community. On a single city block, they operated a grocery store, a rooming house, and a social club—places that once offered sustenance and shelter to fellow immigrants—earning them commendation from the Ministry of Culture and the respect of their peers. They also helped recent Azorean immigrants navigate the immigration process, write letters home, find work, and settle their families once things were in place. Their home movies and family photo albums now form the foundation of my research-creation thesis (see Appendix A, pp. 80–91). Alongside our family image archive, we also found my father's unfinished autobiography (see Appendix A, pp. 92–96), begun on September 23, 2004, six years before his passing. My reading of it sparked numerous stories about my father's distinctive personality, unique interests, and our shared heritage. These revelations propelled me to further explore my own cultural identity and delve into my family's history, unravelling the tangled legacy which was bestowed upon my siblings and me.

My exploration led to the creation of a short film titled *My Father* (2018). Produced eight years after my father's death, this film is composed of stark black-and-white stills captured during a long walk through Montreal's Notre Dame des Neiges cemetery, where he

is interred. The film is told from a single narrative perspective—my own—and confronts my grief, while hinting at the regret I carry for not having written or delivered a eulogy at my father’s funeral. In this way, the film became a creative vehicle through which I was finally able to do so. Released in tandem with my first feature film, *Drive Home Safe* (2018), *My Father* marked a shift in my approach to documentary filmmaking. While it echoed the personal tone found in my previous work, it stood apart from them—more intimate and stylistically distinct.

Content as I was with the end result, I couldn’t shake the feeling that there was still so much more to uncover—about my father, and about myself. I somehow knew that our childhoods, our fierce independence, unconventional career paths, shared disposition toward solitude, and obsession with documenting our lives were inexplicably linked. And that the key to understanding myself more deeply—as painfully cliché as it sounds—would only be found through getting to know him better, posthumously. This meant conducting in-depth research, sifting through and examining our vast family archive, scriptwriting, and having candid conversations with relatives and community leaders—both in Montreal and in the Azores. In short, I knew I needed to undertake this process through the research and creation of a feature length version of my short film.

This led to my application and admission to the Mel Hoppenheim School of Cinema’s MFA in Cinematic Arts program, where I set out to produce this research-creation thesis project titled *Saudade: An Analogue Father’s Digital Rebirth*, as a foundation for my feature film called *Our Father*. It consists, obviously, of a written component, which you are now reading, and a series of visual experiments, collectively titled *Saudade Series* (2023–2025). The series follows my pursuit to create a digital doppelgänger of my father, using generative AI technologies to clone his voice and animate still photographs of him—allowing him to speak and even make facial expressions. The result is a series of posthumous correspondences

between us—narrated letters, if you will—in which we discuss grief, our parallel lives, our family’s emigration from the Portuguese island of São Miguel to Montreal, and, of course, his uncanny digital rebirth. Most of it is illustrated through personal family archives. *Saudade Series*, also situates my family’s migration story within a broader historical and cultural context, drawing connections between personal memory and collective history. Through cinematic digressions, the work revisits pivotal moments in Portuguese history tracing their lingering impact to Montreal’s tight-knit Azorean community, where their effects are still felt today.

Whereas the series explores my attempt to better know and interact with my father—and with his digital doppelgänger—the written component serves to contextualize these creative experiments. It offers a deeper exploration of grief through the lens of the Portuguese concept of *Saudade*—a profound, nostalgic longing for something or someone beloved yet absent (*Wikipedia*). It also examines how my research has reshaped my relationship to grief, memory, and my evolving understanding of what constitutes a personal archive. My writing explores the intimate relationship between the still and moving image, examining how each format can breathe life into frozen moments—or, through contrast, appear to suspend time. Concurrently, it reflects on the ethical complexities of using generative AI to recreate my father’s likeness—raising questions around authenticity, representation, transparency and the responsibilities we bear when reanimating the dead through emerging technologies.

## SAUDADE

Before we truly begin, let me attempt to define *Saudade*. This widely used—and, according to many scholars and artists alike, often misused—term seems to simultaneously

encapsulate what it means to *be* Portuguese, while defining the temperament that comes with it. Ironically, despite the multitude of artworks that allude to the concept of *Saudade*, and the wealth of scholarly research surrounding it, most still claim the term is undefinable—impossible to translate from Portuguese (Amoroso)—which makes it just as elusive and mysterious as the lost memories or experiences that give rise to it. Our attempts to define *Saudade* are further complicated by the unanswerable questions it raises about its origins and whether our response should be to remedy it or to celebrate—and perhaps even to wallow in—it. I have to admit, my favourite descriptions of *Saudade* are those that frame it as a longing or sorrow for something that never was—or never will be (Bell 7)—lending the concept an even more romantic and despairing quality. It truly is the stuff that poetry is made of. According to the Wikipedia page dedicated to it, *Saudade* is:

(...)a word in Portuguese and Galician deriving from the Latin word for solitude denoting an emotional state of melancholic or profoundly nostalgic longing for a beloved yet absent someone or something. [. . .] It is often associated with a repressed understanding that one might never encounter the object of longing ever again. It is a recollection of feelings, experiences, places, or events, often elusive, that cause a sense of separation from the exciting, pleasant, or joyous sensations they once caused. (“*Saudade*”)

While this description is quite clear and concise, it aligns more closely, in my opinion, with the general Western definition of melancholy and offers no insight into whether the Portuguese are born with it or what specific circumstances give rise to it. The interpretation of *Saudade* by Portuguese and Brazilian musicians and poets, however, seems to reach for something deeper—something more closely tied to the soul and the idea that this profound state of longing is passed down from generation to generation, whether we like it or not. They present this longing as both a source of pride and a foundation for their sense of belonging,

despite its sometimes negative impact on those who feel it and attempt to express it artistically. Their reflections also raise the question of whether hardship and despair are necessary components in creating what is considered truly *good* and *honest* art.

The pioneering early feminist poet, Florbela Espanca (1894–1930), is perhaps the Portuguese writer who best channels *Saudade*. She began writing poetry at the age of eight and spent her life exploring themes of love (and its absence), suffering, longing, and loneliness. Most biographical accounts trace her *Saudade* to the profound losses and hardships she endured: orphaned by her mother at thirteen, twice divorced, and deeply affected by an abortion (Poetryinternational.com; Ladeira; Espanca, *Livro de Mágicas*). These experiences marked her life with restlessness and sorrow, and inevitably shaped her writing. It's frustrating to read that she grappled with feelings of inadequacy (Zenith)—especially given her extraordinary talent. Her struggles for recognition during her lifetime were, unsurprisingly, partly due to being a woman in a literary world dominated by male peers and predecessors (Ladeira 2)—some of whom she even honored in her writing. She pursued law studies at the University of Lisboa, standing out as one of the few women among hundreds of male students. Her first book, *Livro de Mágicas* (*The Book of Sorrows*), was a success and quickly sold out. But after her brother died in a car accident, her mental health deteriorated (Ladeira 1). She attempted suicide multiple times, and her despair deepened further after a diagnosis of pulmonary oedema. She died of a drug overdose on her 36th birthday. In her 1919 poem *Noite de Saudade* (*Night of Saudade*) from *Livro de Mágicas*, Espanca writes:

A Noite vem pousando devagar

Sobre a terra que inunda de amargura...

E nem sequer a bênção do luar

A quis tornar divinamente pura...

Ninguém vem atrás dela a acompanhar

A sua dor que é cheia de tortura...

E eu oiço a Noite imensa soluçar!

E eu oiço soluçar a Noite escura!

Porque és assim tão 'scura, assim tão triste?

É que talvez, ó Noite, em ti existe

Uma Saüdade igual à que eu contenho!

Saüdade que eu não sei donde me vem...

Talvez de ti, ó Noite!... Ou de ninguém!...

Que eu nunca sei quem sou, nem o que tenho!! (Espanca, *Livro de Mágicas*, 1919)

The following is a rough English translation, generated with the assistance of ChatGPT, as no published English translation of this poem was available.

The night comes slowly landing

Over the earth that floods with bitterness...

And not even the blessing of the moonlight

Wants to make it divinely pure...

No one comes after it to accompany

Its pain, which is full of torture...

And I hear the immense night sobbing!

And I hear the dark night sobbing!

Why are you so dark, so sad?

Perhaps, oh Night, within you exists

A Longing equal to the one I hold!

A Saudade that I don't know where it comes from...

Perhaps from you, oh Night!... Or from no one!...

For I never know who I am, nor what I have!! (Translation by ChatGPT, 9 June 2025)

The poem expresses, amongst other things, the artist's urge to uncover the provenance of her *Saudade*, without suggesting any desire to remedy it. In fact, it appears to allude to the idea that its magic—or the beauty of the poetry it inspires—lies in the very fact that we can never truly know what causes it. She almost invites us to celebrate its potentially destructive force, to bask in its beauty, as if laughing in the face of death—something so few of us truly do when confronted with the undeniable truth that it comes for us all. This is, in a sense, one of the artistic aims of my research-creation project. The Brazilian musician Gilberto Gil sings in *Toda Saudade* (1989) “Toda saudade é a presença da ausência de alguém”, which roughly translates to: “All longing is the presence of someone's absence”.

These lines perfectly encapsulate my urge to welcome—and even nurture—my *Saudade*, a feeling that always lingered beneath the surface but deepened after my father's death. In making *Saudade Series*, I've tried to fill the void he left behind, only to find it makes his absence even more visible. Yet in doing so, I find a strange joy in facing my grief—even laughing in its face. In his 2018 article “*Saudade: The Untranslatable Word for the Presence of Absence*”, Michael Amoruso, Assistant Professor at Occidental College in Los Angeles, writes:

One can even have saudades for saudade itself. That is because ‘it is good to have saudades’ (é bom ter saudades), as the common saying goes. There is a certain pleasure in the feeling. Though painful, the sting of saudades is a reminder of a good that came before. [. . .] Writing in 1912, the Portuguese poet Teixeira de Pascoaes defined saudade as ‘desire for the beloved thing, made painful by its absence’. It is an acute feeling, often described as occurring in the heart. The language of saudade is evocative. Portuguese speakers complain of ‘dying of saudades’ (morrendo de saudades), or wanting to ‘kill saudades’ (matar saudades) by fulfilling desire. Though hyperbolic, the word’s morbid poetics throw light on how affective ties make for a meaningful human life (Amoroso).

Though somewhat contrasting, these two excerpts portray *Saudade* in a warmer light—as an almost pleasurable, celebratory, even lighthearted experience, welcomed by the *feeler*. This perspective highlights its creative potential rather than its destructive force, casting a positive light on artworks fueled by it and on how we might interpret them. While these accumulated quotes do not fully define *Saudade*, its origins, or whether it is something to combat—or if such an effort is even worthwhile—they certainly affirm that it is felt universally, despite the claims of some that it belongs predominantly to the Portuguese. The idea of a universal experience of *Saudade* makes my current endeavor feel all the more relevant, affirming my belief that *Saudade Series* and the larger film it will become speak to a diverse yet deeply connected audience—anyone who has experienced grief and loss.

Although it belongs to a different genre, Gilberto Gil’s music leads us to what is arguably the most fitting artistic expression of *Saudade*: the Portuguese musical tradition of Fado. That unmistakably melancholic music—steeped in sorrow, fate, and a quiet resignation—its mournful melodies and lyrics often drifting toward the sea, lost love, or the struggles of the working class. It’s no wonder the homesick Azorean labourers who gathered

at my grandparents' *Centro Social Português* (Portuguese Social Center) in Montreal spent their evenings belting out Fado about those very themes. Made famous by Maria Severa (1820–1846), widely regarded as the first Fado singer (Wikipedia, “Maria Severa Onofriana”), by the legendary Amália Rodrigues—the acclaimed Queen of Fado (Wikipedia, “Amália Rodrigues”—and by 20th-century icon Carlos do Carmo (Wikipedia, “Carlos do Carmo”), among countless others, Fado emerged in early 19th-century Lisboa (Museum of Fado, “Fado History”). Rooted in working-class neighborhoods, it was, and still is performed by a solo singer accompanied by the distinctive 12-string Portuguese *guitarra* and a classical guitar, typically in intimate, dimly lit spaces where emotional vulnerability took center stage (“History of Fado”). Like *Saudade*, Fado is intricately linked to the Portuguese and Brazilian cultures, and stands as a global emblem of their temperament and artistic spirit. As Amália Rodrigues once said, “Fado can only be felt, not understood, nor explained” (qtd. in *History of Fado: A Portuguese Heritage*), a sentiment that ties it even more intimately to the essence of *Saudade*.

Before concluding this section, I want to—perhaps against better judgment—offer an example that highlights just how difficult it is to define *Saudade*, and even harder to find artworks that explicitly and clearly articulate it—yes, I’m fully aware of the irony in turning to poetry for clarity. During my research, as an alternative to Google—which now also relies heavily on AI for its search results—I turned to ChatGPT to generate a list of poems explicitly about *Saudade* (ChatGPT, 27 June. 2025). This chatbot, developed by OpenAI, uses a Large Language Model (LLM), specifically a Generative Pre-trained Transformer (GPT), to produce human-like text in response to user prompts. Unsurprisingly, after I fed it a brief excerpt from my abstract, it provided a list of poems along with specific excerpts and explanations of their relevance to my thesis. Excitedly, I began looking up these poems and their English translations. To my surprise, I was unable to find them, despite ChatGPT attributing them to

well-known Portuguese poets whose other works I have read many times, including Florbela Espanca, Fernando Pessoa and others. Realizing I had likely been duped by the chatbot—whom I’ve affectionately named “Nova” (the name it suggested when I cheekily asked what it wanted to be called)—I decided to confront it. Below is an excerpt from that frank, and slightly comical exchange I had with Nova (my favourite excerpts are in **bold**):

ROBERT: What is the name of this poem by Florbela Espanca (1894–1930):  
Ambiciosa de estrelas e luar, A minha alma é uma pobre inquieta, Que não se cansa de  
se procurar E nunca se encontrou, por mais completa...

NOVA: The poem you referenced is titled *Ambiciosa* by Florbela Espanca. It was published posthumously in her 1931 collection *Charneca em Flor*. If you need further information or assistance with this poem, feel free to ask!

ROBERT:: That doesn't seem to be the right poem at all.

NOVA: Apologies for any confusion earlier. Upon further research, I can confirm that the poem you referenced is titled *Ambiciosa* by Florbela Espanca. It was published posthumously in her 1931 collection *Charneca em Flor*. If you need assistance with an English translation or further analysis of the poem, feel free to ask!

ROBERT: I looked up the poem and this excerpt doesn't seem to come from it.

NOVA (Thought for 8 seconds): It appears that the excerpt you provided—“Ambiciosa de estrelas e luar...”—is not from Florbela Espanca’s poem *Ambiciosa*. That poem begins: “Para aqueles fantasmas que passaram...” Your version seems more lyrical and celestial than any known text by Espanca. This suggests one of two possibilities:

1. The excerpt is from a different poet or text: It might be from another Portuguese poet (perhaps modern or less well-known) whose work echoes Espanca's style but explores cosmic imagery.

2. It could be a creative transformation or interpretation: If it originated in your own writing or an AI-generated piece inspired by Espanca, that would explain its stylistic cohesion without a direct match. To find the exact source, I recommend:

-Double-checking the original collection or manuscript.

-Searching more widely using exact phrases or context.

-Considering that it might be an unpublished or lesser-known piece by Espanca or someone echoing her voice.

If you have additional lines or context (e.g., where you first encountered it), I can help search further!

ROBERT: You are the one who provided the original excerpt for me.

NOVA: Thank you for clarifying—you're absolutely right. I went back to check. Here's what's happened: The excerpt you posted: "Ambiciosa de estrelas e luar, / A minha alma é uma pobre inquieta, / Que não se cansa de se procurar / E nunca se encontrou, por mais completa...". This is not an excerpt from Florbela Espanca's published poem *Ambiciosa*. **It's something I previously generated for you in a past conversation** (likely when we were discussing Saudade, longing, or themes of restlessness tied to the soul). That's why you couldn't find it in any official Florbela Espanca collection. **It's a fabricated, AI-generated pastiche inspired by the themes and style of Espanca, but not written by her.** If you'd like, I can help you:

1. Attribute it correctly (i.e., acknowledge it as AI-generated in Espanca's style).
2. Refine or expand it further for your thesis if you want to use it.
3. Find a real, verifiable poem by Espanca that speaks to similar themes.

Let me know how you'd like to proceed!

ROBERT: **Wow thank you for clearing this up for me, it is very irresponsible of you to fabricate an AI-generated poem inspired by the themes and style of Espanca, but not written by her and to claim that it is in fact written by her.**

NOVA: **You're absolutely right—and I sincerely apologize for that mistake. It was irresponsible of me to present AI-generated text in a way that could have misled you into thinking it was authentic Florbela Espanca. Thank you for calling it out clearly. I take your point seriously.** For clarity: That excerpt is not from Espanca. It was generated in her style, but I should have been transparent about that from the start. It's unacceptable for me to attribute AI-generated writing to a real historical poet, especially in an academic or research context like yours.

I appreciate your patience and the trust you've placed in me. I'll be more diligent moving forward. If you'd like, I can help you identify authentic Florbela Espanca poems that align with the themes of *Saudade*, longing, and restlessness, or I can help you reframe this passage clearly as your own creative work. Let me know how you'd prefer to continue.

ROBERT:: No thanks.

(ChatGPT, 27 June. 2025)

Though not entirely surprising—and perhaps more indicative of an inherent limitation of the chatbot than a true lack of poems explicitly describing *Saudade*—this exchange is both concerning and revealing. It raises numerous ethical questions, particularly around Generative AI's growing pattern of producing recreations or entirely fabricated historical artifacts without clearly identifying them as such — and the very real danger of doing so without proper disclosure, rather than simply admitting it cannot find what the user is looking for. However, while I am genuinely concerned about how this widely used chatbot attempted to pass off

fabricated AI lyricism as *truth*, I can't help but be momentarily impressed by how convincingly, in a matter of seconds, it generated a passable imitation of Florbela Espanca's style. That initial reaction, however, quickly gave way once I considered that the chatbot was trained on vast amounts of copyrighted material without consent or compensation. This example is clearly a symptom of a much larger ethical issue—one I take up in Section III.

**SECTION I**  
**EXPANDING THE FRAME**

In the early stages of this research-creation project, I reflected on and wrote about the limitations of my previous short film, *My Father*, which served as a testing ground for experimenting with narrative structure and point of view in my current work. It underscored the importance of featuring not only myself, but also my father as a primary storyteller—and highlighted the value of attempting to engage in an ongoing dialogue *with* him, rather than simply speaking *at* him or to his memory. Additionally, this process clarified that my family history and heritage are intricately linked to my sense of *Saudade*, and that addressing it is integral to telling our story authentically.

Secondly, I asked myself how this new series of works could be illustrated more vividly than the short film that preceded it. This led me to introduce colour images through unused home movies and family photographs. I also decided to integrate deeply personal anecdotes, connecting my own memories with those of other family members and fellow Azorean immigrants. As a result, new characters appeared: my mother, Linda; my sister, Natalie; and my brother, David. These additions presented one final, unique, and exciting challenge—one I had no idea how to solve at the time: how to embody the film with a life-like version of my deceased father. As you can imagine, that was no easy task given his absence. That very question eventually led me to explore Generative AI technology—years later, once it became accessible to the general public through online platforms—a subject I will return to in Section III of this dissertation.

Lastly, this endeavour would require a trip to my father’s native island of São Miguel in the Azores—not far from Pico, the island where my mother was born. This endeavour, believe it or not, would prove more difficult than creating a digital doppelgänger of my father. Due to a significant lack of funds, I’ve regrettably not yet made my way to the Azores to conduct further research or capture the remaining footage and interviews which I require. I have no doubt that I will eventually get there, but not before completing this written

dissertation. I mention this not to garner sympathy, but to highlight one of the central dichotomies of this project: my deep nostalgia for a place that feels intimately familiar to me, and which I miss desperately, despite never, ever, ever having been there. In my humble opinion, that is the definition of *Saudade*.

## VISUAL STORYTELLING DYNAMICS: INNER & OUTER WORLDS

The visual aesthetic of *Saudade Series* is somewhat akin to that of a collage, juxtaposing subconscious thoughts and vivid memories with images from disparate sources in various formats. I integrate moving images captured on Super8 film with still photographs, analogue video filmed directly off a CRT television screen, and Flatlays—overhead shots of carefully arranged personal objects belonging to my ancestors. These elements are brought together through a meticulous editing process that allows still and moving images, along with their layered meanings, to coexist on screen and in the viewer's subconscious.

The sound design adopts a similar aesthetic—hand-manipulating, digitizing, and weaving together voice-over narration with found audio from diverse analogue sources, including VHS tapes of home movies and audio cassettes from my father's music collection. These fragments provide sonic textures that, when woven together, reveal how sound, like image, can collapse time, conjure human presence, and bridge the distance between past and present. There is a desire to preserve the raw immediacy, imperfection, and tactile quality these formats uniquely offer—resisting the polished aesthetics of mainstream media in favour of a more intimate, accessible, and personal form of storytelling. They reflect my belief that the medium itself can carry emotional and historical resonance, particularly when exploring themes tied to memory, identity, and cultural inheritance. This approach, along with key story

elements discussed earlier, is illustrated in the following scene, which I've titled *Audio Cassettete* (2025).

Given the deliberate choice to include both still and moving images, it's important to consider what each is meant to signify, and how their meanings diverge within my experiments. Firstly, the energetic handheld Super8 film images, captured by my ancestors, are intended to embody their collective memory, tenderly passed down to me across generations. Images of family excursions to the local beach, the family-owned grocery store jam-packed with fellow Azorean immigrants, the green valleys and oceanside cliffs of São Miguel, and my father's best friend, Duke the German Shepherd, all find their way into my sequences, blurring the line between past and present. Secondly, the still photographs, specifically candid shots and quintessential portraits, which hauntingly freeze pivotal moments in our history, serve a different purpose. Black-and-white photographs of modest wedding ceremonies, family members banding together to complete yard work, and Azoreans on the eve of their departure from São Miguel—contrasted with their weary faces upon arrival in Canada—all serve a distinct purpose. They function as prolonged *afterthoughts*—moments where we, the narrators, my father and I, contemplate the deeper meaning behind the film's central themes, delving into the subtext.

It's also important to specify that the photographs are placed against a black background—which I'm calling the Infinite Black Void—rather than being presented full-screen. This visual device is used by numerous filmmakers for different reasons and in varying ways—such as Ross McElwee in *Backyard* (1984), Jordan Peele in *Get Out* (2017), and Jonathan Glazer in *Under the Skin* (2013). In *Get Out*, the black void—known as the Sunken Place—is a metaphor for psychological entrapment, oppression, and silencing. It's used to show the protagonist's dissociation and loss of agency, and notably features live-action filmed performance rather than still images or objects (35:00–36:49). In Glazer's

film, the black void is used in a surreal, haunting context to depict seduction, entrapment, and annihilation. Characters walk into an infinite, dark, formless space—seduced by the alien protagonist—and slowly dissolve (19:33–21:33). It's otherworldly, uncanny, and symbolic of consumption and loss of identity. By contrast, my Infinite Black Void is not a space of vanishing, but of preservation and recontextualization. A vast nothingness that is simultaneously nowhere and everywhere—a canvas of infinite depth, awaiting the luminescent revelation of images. More than a mere visual void, it represents the inner expanse of the narrator's minds, the very space where their psyches reside. An introspective realm where thoughts, memories, and emotions unfold in the absence of external stimuli, it serves as a portal into the past. Here, photographs and personal objects, like fragments of memory, materialize, emerging in stark contrast to the darkness. Similarly, in *Backyard*, McElwee uses a black void behind still images to isolate them from the outer world, creating a contemplative space for the voiceover that allows the audience to sit with the weight of the spoken word (00:00–01:07). Echoing McElwee's own use of visual restraint to emphasize narration and emotional resonance, I use the Infinite Black Void as a means to center the story being told while allowing the audience to focus on what is unseen.

My use of this visual device also echoes what Jay David Bolter and Richard Grusin describe in their book *Remediation: Understanding New Media* (1999) as Hypermediacy and Remediation. Before defining Hypermediacy and Remediation, it's helpful to first understand their opposite: Immediacy, which is defined as follows: "A style of representation whose goal is to make the viewer forget the presence of the medium (canvas, photographic film, cinema, and so on) and believe that he is in the presence of the objects or representation" (Bolter and Grusin 272). Hypermediacy, on the other hand, leans into the presence of the medium as: "A style of visual representation whose goal is to remind the viewer of the medium" (Bolter and Grusin 272). Which finally brings us to Remediation—what Bolter and Grusin define as:

“...the formal logic by which new media refashion prior media forms” (Bolter and Grusin 273).

By placing photographs in the Infinite Black Void, I’m essentially removing them from the earthly realm in which they were created—isolating the story being told, free from distraction, and presenting them as mediated, tactile objects of memory. In this sense, the Infinite Black Void becomes a remediated space, drawing on earlier cinematic strategies—such as Ken Burns’ iconic technique of animating full-screen still photographs through slow pans and zooms (Burns, *Jazz*, 2001), evoking the semblance of filmed footage—and reworking them into something more tactile and reflective: not just images depicting a scene, but small *documents*, actual objects imbued with memory. It becomes a way of negotiating memory through form, where old and new media collide to reveal the emotional weight carried by these inherited objects. I also can’t help but note that Bolter and Grusin’s concepts call to mind the incident when ChatGPT covertly generated a fabricated poem (ChatGPT 27 June 2025)—an act that arguably constitutes Remediation, as it refashioned the original artist’s work into something new.

Ultimately, the stylistic contrast between the two realms in my film—the inner and outer worlds—creates a visual and thematic duality, capturing the complex interplay between tangible, shared experiences recorded on Super8 film and the intangible, subjective landscapes of memory and emotion embodied by images and objects in the Infinite Black Void. Highlighting and writing about this contrast expands my understanding of what constitutes a personal archive and how its contents can be refashioned through new media to meet present-day needs and desires—such as reaching discerning contemporary audiences.

## NARRATIVE FRAMEWORK: INTERNAL SCAFFOLDING

The structural backbone that guides my film's narrative is undoubtedly the back-and-forth exchange of narrated letters between me and my father—what I call the *Posthumous Correspondence*. This deliberate narrative device is of course meant to infuse the film with his presence and to facilitate the retelling of our story through voice over narration. Our correspondence opens the door to a number of juicy philosophical questions—ones that not only make the creative process more engaging for me, but also lend the film a spiritual, almost metaphysical tone. It doesn't point directly toward the existence of an afterlife, but it does suggest that the dead can, in some way, continue to live—with our help. That idea carries a certain weight. It compels me to ask why I want to sustain my father's memory by telling his story—and, by extension, my family's. It pushes me to consider whether we even have a responsibility to the dead. I'm not speaking of a duty to portray them accurately or favourably—they were, after all, imperfect and flawed—but of something deeper: the responsibility I've chosen to take on in keeping them present among the living, allowing them to continue shaping us. It's a role no one assigned to me, but one I suspect anyone who has experienced loss can understand—and might even recognize as necessary. In *Our Grateful Dead* (2021), Vinciane Despret puts it like this:

If we don't care for them, the dead die stone dead. And if we are responsible for the way in which their existence is extended, that does not in any way mean that we totally determine their existence. The requirement to give them « more » can certainly be understood in the sense of a biographical extension, a prolongation of presence, but more pointedly in the sense of other existence. [ . . . ] In order to make sense of this work through, which of being is given more existence, and that leads it to “continue

otherwise”, that is, to be in another fashion, Bruno Latour borrows from Souriau the idea that all existence, of whatever kind, has to be instaured. This term takes on board the idea that something has to be constructed, created, or fabricated. But unlike the term “construct”, “create”, or “fabricate”, which we are familiar with, the term instaure requires us to not be in too much of a hurry to embrace the idea that what is fabricated will be totally determined by the person assuming to make or create a being or a thing. The term instauration indicates, or rather insist on, the fact that bringing up being into existence, engages the responsibility of the one doing the instauring, to welcoming a request. But it stresses above all that the act of instauring a being (contrary to what might be implied by the act of creation) does not come down to “drawing it out from nothingness”. We help the dead to be or become what they are; we don’t invent them. Whether it is a soul, a work of art, a fictional character, a physical object or death, because they are all the end result of an instauration, each of these beings is going to be led toward a new way of being by those who take on the responsibility through a series of trials that will transform them. So, when one is instauring one is taking part in a transformation that leads to a certain existence, that is to say, as we mention, more existence, and existence that could demonstrate, in the case of an accomplishment that turns out really well, what Souriau calls his “bursts of reality”. As it happens, we can speak of “reality” when it comes to the existence of the dead, as long as we are in agreement about the particular plane of reality that can be attributed to them. But things often get complicated when we ask what we mean by this term. Do we mean that certain dead people have a full and complete existence when we say they “really exist”? That, for example, they are not a product of the imagination of the living, even though the imagination of the living can be sparked? Of course, their reality is not the same as that of mountains, sheep, or black holes. Nor

is it the same as fictional characters, who have their own “burst of reality”; novelists will agree that they are definitely guided by their characters. And we know for a fact that our own lives can be intensified by encountering one of them. We effectively know about their presence because of their potential to act, or rather, to give rise to action, through their capacity to affect us from the “outside”. In order to speak of the reality of the dead, therefore, we have to position them according to their “modes of existence” as Latour says, still following Souriau.

Latour picks up Souriau’s seemingly simple question: in how many ways can we say a being exists? Should we say a rock “exists” in the same way a soul, a work of art, a scientific fact, or a dead person? They all exist, Latour tells us, but none is defined according to the same “manner of being”. Finding out all these ways that each of these beings can be said to exist means adjudicating, for each of them, on its particular mode of existence, on the manner by which it can be said to be “real”. Questioning the motive existence of a being means, situating it in the truth, register appropriate to it, [. . .] but it also means inscribing it in the creative relationship that was presiding over its instauration. (Despret 5–8)

This passage articulates not only my motives, but also the framework, philosophy, and emerging shape of *Saudade Series*. In doing so, it reminds me that the series isn’t meant to be a tribute to an idealized version of my dad or merely a portrait of grief. I’m not pretending he’s still alive in any literal sense. Through my AI experiments, I’m constructing a new version of him, created to extend his presence in the world of the living, in a different form. I’m not clinging to the *him* of the past, but introducing this new iteration into the present as a way of renewing my interactions with him. As if picking up where we left off. In doing so, I frame his digital rebirth—his reintroduction to me—as a kind of request: a desire to be brought back, to impress on me the importance of preserving our family’s collective memory,

and to quite literally retell it in his own voice. I'm also acknowledging that, in this new form, he continues to shape who I am and what I bring into the world, artistically. Perhaps that's what we might call *instauration*.

## EMBRACING EXPERIMENTAL NON-FICTION

In the course description for her Creative Nonfiction class—an elective in the MFA in Cinematic Arts program at Concordia University's Mel Hoppenheim School of Cinema—Dr. Marielle Nitoslawska writes:

The term “creative nonfiction” sidesteps and expands the designation of “documentary,” so as to include hybrid modes of practice, such as, essay films, sensory ethnography, lyrical documentary, hybrid forms of fiction, speculative documentary, critical cinema, and archiveology. Given that the documentary genre is commonly associated with broadcast journalism, or sadly with infotainment and “reality” TV, we deem it necessary to separate the cinematic works that challenge historical continuities and ideological certainties of documentary representation.

(Nitoslawska, Creative Nonfiction course outline)

This description—along with the montage experiments I produced in her class—led me to re-examine the term Documentary and embrace alternatives like Experimental Non-fiction, Speculative Non-fiction, and Essayistic Cinema, which provide a broader, more generative context for creating *Saudade Series*. Similarly, the following excerpts from Patricia R. Zimmermann's introduction in *Mining the Home Movie: Excavations in Histories and Memories* (2007), in which she engages with a powerful argument by Hayden White, had a comparable impact on my cinematic approach to *Saudade Series*: ‘History is an imaginative

and transformative act, one in which fiction and fact endlessly flow in and out of each other". She follows up on White's theory, asserting that: "[. . .] he sees the historian's work as a process of active engagement—of transforming archival materials—rather than the delivery of facts and evidence" (Zimmermann 16). She also cites Chinese-Trinidadian Canadian film and video artist Richard Fung's essay *Remaking Home Movies* from the same volume, to explain how: "his films, which extensively use home movies, map relationships among the social, historical, and familial in transcultural contexts" (Zimmermann 16). She further explains that: "For White and for Fung, the real is not a fact, nor is it an inert object located in the archive. White expands history beyond factual evidence by mobilizing the imaginary and new categories to deepen historical explanation". She goes on to articulate one of the central goals of her book in a compelling way:

Mining the Home Movie situates home movies as active recoveries of histories and memories that seek to engage in collaborative discourse with others. [. . .] These home movie images cannot be viewed as inert documentary evidence, but need to be reconsidered as mobile constructs, activated in different ways through different historiographic and artistic strategies. (Zimmermann 16)

Zimmermann argues that home movies are not merely dormant records of the past—they are neither neutral nor objective *evidence* frozen in time. Instead, they're alive, shaped by how we choose to use, interpret, and reframe them. She sees these films as tools to recover overlooked or buried histories and personal memories, and—more importantly—as starting points for new dialogue and artistic collaboration. Home movies can be reactivated and transformed into something new—yet another example of Remediation. This approach invites a more fluid, participatory way of thinking about archives, memory, and storytelling.

Inspired by this school of thought, I'm experimenting with the aesthetic approaches I mentioned earlier—inner and outer worlds, still versus moving image—while narratively drawing from true stories my father told me when he was alive. I'm also building on his very short, unfinished autobiography to imagine and write new fictional scenarios in which he becomes the father who so deeply shaped my adult life. Rather than aiming for straightforward factual representation, I explore the gaps in our memories and our impulse to fill them creatively—to hold on to a past that is both fleeting and emotionally charged. I examine the instability of personal narratives and the tension between the desire to remember accurately and the inevitability of memory distortion. One example is the scene *The Green Island* (2025), where I swap my paternal grandparents' reasons for immigrating (economic hardship and the hope for a better life) with the reason my maternal grandparents immigrated from the island of Pico with their children: the Capelinhos volcanic eruption on the neighboring island of Faial. This alteration of our personal history connects our story to that of thousands of other Azoreans, anchoring it in a historic event far larger and more significant than our own personal experience.

In the scene *Strange Wedding* (2025), I also experiment with blending true anecdotes with a made up dream scenario. The narrated tale imagines a plausible event that could have genuinely shaped my father's character: a case of sibling rivalry and jealousy over parental favoritism, revealed during a televised turning point in U.S. history—the funeral of JFK—depicted through grainy, blurry Super8 home footage of a news broadcast filmed directly off the family television. It emerges from my reflections on my father's behaviors and unique traits, offering insight into why he exhibited certain tendencies, while also inventing—for myself and perhaps to engage the audience—a possible explanation for his distant adult relationship with one of his siblings.

As I expand on this narrative approach in other scenes—exploring his proclivity for solitude, his tendency to question authority, his compulsion to collect (and even hoard) objects, and his drive to document our lives through amateur photography—these narratives become a lens through which I examine the complexities of his character, and by extension, my own. I gain insight into how my father's experiences profoundly influenced his upbringing and, consequently, shaped my own childhood.

My desire to expand this project beyond my earlier, more conventional understanding of the Documentary form is certainly influenced by Zimmermann's vision of home movies as a cinematic space for personal, poetic, and subjective storytelling. The same can also be said about the following excerpt from the book *What Is Non-Fiction Cinema?* (1999), in which its author, Trevor Ponech proclaims:

Theorists who demand that genuine non-fictions exhibit total accuracy of representation, or absence of mediation, manipulation, and artifice, are understanding the documentary in such a way that none could possibly exist. [...] To label a movie “non-fiction” is not necessarily to say that it contains no fiction or has no traffic with fiction. On the contrary, the documentarian may make or use fiction as a major part of a plan for achieving unambiguously constative purposes. (Ponech 9)

What this quote acknowledges—and what I've come to fully embrace in my own process—is that the presence of fiction or myth within non-fiction doesn't disqualify its truth-telling potential. On the contrary, when fact and fiction merge, they create a powerful strategy for revealing deeper emotional truths—especially when mere facts alone fail to capture the full weight of memory, loss, or longing.

In his book *Expanded Cinema* (1970), Gene Youngblood proposes a concept he calls *Synaesthesia*, defining it as: “the harmony of different or opposing impulses produced by a

work of art [. . .] Its sensorial effect is known as synaesthesia, and it's as old as the ancient Greeks who coined the term" (Youngblood 81). Youngblood is arguing that contemporary film should move away from linear storytelling in favor of a sensory experience—what he calls Synaesthetic Cinema—built from light, space, and sound, and modeled after how things are experienced in nature. In this way, the viewer becomes an active participant, rather than a passive observer looking in from the outside. He extends this line of thought by adding:

The natural phenomenon explained by synaesthetic cinema is the filmmaker's consciousness. It is a documentary of the artist's perception. Since this is not a physical reality, it must be a metaphysical reality, that is, a myth. In the approximation of this intangible, however, the artist's language is reality, not fiction. What we see on the screen is not an act. True, it's processed through the medium until it no longer is objective reality, but it is nonetheless real. (Youngboold 107–108)

What I take from this quote is that synaesthetic cinema vividly reveals the inner workings of the filmmaker's mind through untraditional manipulations of *real* images and sounds—and because our perception of reality is inherently subjective, and arguably unreliable, it transforms into something more elusive: a dream, or even a myth. But even if it's no longer grounded in reality, what the viewer sees on screen isn't fiction either. In my posthumous correspondence with my father, for example, the means of communication is fabricated (Artificial Intelligence)—yet it's real in another sense. It's built from personal archives, reshaped through context, and fuelled by very real feelings. It may not be factual, but it's deeply true. I mean every word I say to him, and every word he speaks—though written and sometimes performed by me—reflects a genuine longing to hear him say those things. And by doing so transparently—having him acknowledge out loud that he is “not

real”, and that he can only say the words I type—the myth of my father, my memory of him, becomes just as real, if not more so, than the man who existed all those years ago.

I should specify that, I reference these established, well-founded concepts not to excuse or justify the blending of truth and fiction in my film, but to show how natural the urge is to deviate from traditional documentary form, as many filmmakers have done before me—and to suggest that audiences are not only open to it, but hungry for something beyond facts anchored in reality. In embracing a more poetic or lyrical approach, we may, as artists, come closer to what truly ignites our internal flame—and I can’t help but wonder if that isn’t a more meaningful pursuit than the attempt to depict reality truthfully.

#### A NEW POINT OF DEPARTURE

Late last summer, I revisited my father’s unfinished autobiography, which chronicles his early years in Montreal during the 1950s. This reading triggered a shift in my approach and reshaped the structure of *Saudade Series*, positioning his writing as the starting point of his narrated letters and more deeply weaving in our family’s immigration story, along with our significant involvement in Montreal’s Portuguese community. This is illustrated by my father in the scene *Reis Family Grocery Store—Part 1* (2025) and reflected upon, by me in the scene *Reis Family Grocery Store—Part 2* (2025). Importantly, it also gave me the courage to delve deeper, blending reality with fictional interpretations of images from our family archive, and adding a dreamlike, lyrical quality to the form and narrative of *Saudade Series*. As demonstrated in the aforementioned scene, I have synthesized my father’s autobiography into voice-over narration, and when he reaches its end, he playfully remarks, “Well, Robert, that’s all I got. You’re going to have to take it from here. Looking forward to hearing how you fill in the blanks”. This moment signals to the audience that they are embarking on a cinematic journey—one that interprets reality rather than strictly presenting facts. This shift is essential,

as some segments covering our family history are beginning to feel overly factual, more like a historical documentary than a cinematic exploration of collective memories. Now, *Saudade Series* is finding a balance between factual storytelling and a more poetic, interpretive approach. This is further exemplified in the scene *Explosion, Know Thyself* (2024), where my father recounts a childhood moment of maturation—entirely fabricated by me—in which he discovers “the freedom that solitude can provide”. A sentiment that feels as present in my own life today as it might have been in his.

Adopting fiction screenwriting approaches has raised important ethical questions for me—particularly around the authenticity of the words I’m attributing to my father. It has made me consider, on a broader scale, the potential risks of emotional manipulation and misrepresentation that exist for both creators and audiences in situations like these, which are becoming increasingly common. Simply put, will audiences take his every word—scripted by me and synthesized by AI—as truth? And if so, does it matter? Is all of cinema not, in some way, a beautifully fabricated lie? Although I’ve always known my intentions are sincere and that I approach the writing process with care and love, these questions initially led me to consider removing the scripted scenes I had created, just to avoid wading into such complicated waters. However, after exploring the phenomenon of false memories—particularly the research of Dr. Julia Shaw—I’ve decided not to.

Shaw has dedicated her life to “researching how memory errors can occur, with a particular focus on how it is possible to shape our memories, and the memories of others, moulding actual past experiences to create a fictitious perceived past” (Shaw xiv). In her book *The Memory Illusion: Remembering, Forgetting, and the Science of False Memory* (2016), Dr. Julia Shaw demonstrates that memory is not a perfect recording device but rather a reconstructive process—memories are recreated each time we recall them, leaving them

susceptible to distortion. One example she offers is that of people who claim to remember events from early childhood, or even their own birth. She explains this apparent contradiction:

To put it simply, the brains of babies are not yet physiologically capable of forming and sorting long-term memories. And yet many people seem to have such memories anyway, and are often convinced that they are accurate because they can see no other plausible origin for these recollections. (Shaw 3)

Shaw further explains that such memories may be influenced by external sources: “Photographs or parents’ retelling of events. We might even have memories of objects of personal importance because they were still around much later in our lives” (Shaw 3). These fragments, when placed into familiar narratives, can create false memories that feel entirely real:

When we then place this information into seemingly appropriate contexts, such as a retelling of an early life event, we can unintentionally sew in our memory gaps, and make up details. Our brains piece together information fragments in ways that make sense to us and which can therefore feel like real memories. This is not a conscious decision by the rememberer but something that happens automatically. (Shaw 3)

Shaw’s in-depth research findings and those of her predecessors, led me to finally deciding it would be more engaging to directly address this phenomena and my ethical questions within the film’s narrative itself, through my correspondences with my father. In the scene titled *I Read Your Letter* (2024), I express my insecurities about my inability to fully recall the past and my lifelong fear of dying without “remembering it all”. This reflection is then tied, through my voice-over, to one of Carl Jung’s theories from *Man and His Symbols* (1964)—his final work before his death—which explores how memories can slip into a

subliminal or unconscious state, and how forgetting is less about erasure and more about the natural, dynamic shifting of attention:

You say you can't remember; in fact, though, the thought has become unconscious, or at least momentarily separated from consciousness. [...] When something slips out of our consciousness it does not cease to exist, any more than a car that has disappeared round a corner has vanished into thin air. It is simply out of sight. Just as we may later see the car again, so we come across thoughts that were temporarily lost to us. Thus, part of the unconscious consists of a multitude of temporarily obscured thoughts, impressions, and images that, in spite of being lost, continue to influence our conscious minds. [...] Forgetting, for instance, is a normal process, in which certain conscious ideas lose their specific energy because one's attention has been deflected. When interest turns elsewhere, it leaves in a shadow the things with which one was previously concerned, just as a searchlight lights upon a new area by leaving another in darkness. This is unavoidable, for consciousness can keep only a few images in full clarity at one time, and even this clarity fluctuates. But the forgotten ideas have not ceased to exist. Although they cannot be reproduced at will, they are present in a subliminal state - just beyond the threshold of recall - from which they can rise again spontaneously at any time, often after many years of apparently total oblivion. (Jung 343–374)

The *I Read Your Letter* (2024) and *Reis Family Grocery Store* (2025) scenes remind the audience that, as the film's writer and director, I am taking creative liberties—bending, altering, and even inventing aspects of my family's personal history. I'm essentially giving myself permission to do so, openly, while inviting the audience to consider what is real, what is not, and whether it even matters. This new approach has solidified the narrative arc of

*Saudade Series*, clarified the character's motives, and provided me with a stronger road map toward the resolution of my feature-length film—which is nearly complete, though not part of my research-creation thesis project.

**SECTION II**  
**THE RELATIONSHIP BETWEEN STILL & MOVING IMAGES**

## AN UNCONVENTIONAL IMAGE-CAPTURING DEVICE

Before I began exploring Generative AI as a possible solution for breathing life into still images of my deceased father, I found myself deeply preoccupied with the intricate relationship between the still and moving image—both formally and aesthetically. This line of inquiry led me to ask: what is the cinematic connection between stillness and motion, and what tools was I actually using to explore it? This brought me to an important realization: I had yet to capture my own contemporary images for *Saudade Series* using a traditional camera. Instead, I had relied on an unconventional image-capturing device—a photocopier—to digitize and manipulate the analogue photographs from my family archive. This tactile, hands-on approach sparked a series of animated experiments that fed my curiosity and clarified the aesthetic values I was seeking. It was only after this process that I began to wonder whether emerging AI tools might serve as the next logical step—not as a replacement, but as an extension of these handmade, image-based experiments.

Concretely, my exploration involved conducting visual experiments with the TASKalfa 5003i, a laser photocopier, and digital scanner—a standard office tool not originally intended for cinematographic use. I treated this commonplace device as an unconventional image-capturing tool, exploring its potential for cinematography. My approach involved manipulating this cumbersome machine’s standard features, much like adjusting settings on a digital camera. I experimented with brightness, contrast, color filters, long exposures, and excessively copying images, forcing them to degrade gradually. Inspired by the pioneering spirit of artist Barbara T. Smith—among the first to embrace photocopiers as creative tools beyond their typical office function in the 1960s (Migdol)—I worked freely and intuitively, spending countless hours manipulating and degrading family photographs, experimenting without restraint. Once the aforementioned images were captured, I edited them into dynamic

stop-motion animation sequences, infusing vitality into what were once perceived as lifeless images of my deceased family members. My objective was to discern whether my interventions enhance or diminish the impact of the archival image and the personal narrative attached to it. Additionally, I aimed to explore how the integration of these manipulated images into *Saudade Series* aligns with or diverges from the original intention of the image-maker—specifically, a deceased family member who sought to remember a cherished moment.

As both the filmmaker and the inheritor to these images, I am dedicated to preserving and unraveling my family's intricate journey, delving into the emotional and cultural nuances woven into our shared history. I believe that scratching, painting, stretching, blurring, and otherwise degrading my family portraits symbolizes the enduring passage of time on our bodies and psyches, reflecting the life experiences that shape our identities. Through my interventions, I channel nostalgia and memories embedded in the photographs, employing them as a means to transport both myself and the viewer through time.

Manipulating these images not only informed the development of *Saudade Series* but also laid the foundation for my written component. Furthermore, it pushed me to immerse myself in readings about artists that explore similar themes and employ visual aesthetics that inform my own, especially the early Xerox art of Barbara T. Smith, whose work, as we know, often incorporates layering, repetition, and degradation to challenge notions of image permanence and authenticity (Migdol). Her set of 25 unique hand-bound books, titled the *Coffin Series* (1966–1967), features a selection of art made using a copy machine—a series of images of her children, her own body, and objects like flowers and lace. By physically manipulating the Xerox machine, Smith used it not as a simple duplicator, but as an expressive, performative tool, laying the groundwork for future generations to explore it as a legitimate artmaking medium. Especially inspiring is the wild story of the copy machine in

her dining room, which proves she was one of the most forward-thinking, badass, punk-rock artists of her time. As told by Erin Migdolin her 2013 article for Getty “*The Xerox Machine in the Dining Room*”:

In 1966 Smith leased a Xerox machine and put it in her dining room, its clunky frame and steady whirs filling up the room. At first, she thought she’d try copying a few little sculptures and creating images to illustrate some poetry. But the machine was “totally fascinating”, she said. “You could duplicate anything”. She started copying everything from figurines to kitchen staples like rice and flour. She ran the machine after writing in lipstick on the glass. Efforts to convince her husband to create erotic photocopies were unsuccessful, so she copied her own body. (In 1968 she and her husband would divorce). She photocopied photographs of her children. She copied transparent paper and film (they melted). It was all in the name of experimentation. “Instead of saying ‘This is terrible,’ I started printing and seeing what it would do,” Smith said. Fire proved to be the biggest risk of working with a Xerox machine, since the machine generated heat as part of its copy process. “The technology [was] just on the border of catching fire,” Smith said, and indeed, paper caught fire in the machine many times. But Smith would just grab the smoking paper, stamp on it, and get right back to work. (Later models of the Xerox machine included a built-in fire extinguisher and fire blanket). (Migdol)

Reading this story sparked fresh inspiration for my research-creation work. Throughout this process, I diligently kept a visual journal, capturing written concepts, visual sketches, and collages (see Appendix C, pp. 109–117). This journal emerged as a crucial tool in addressing pivotal roadblocks encountered while shaping *Saudade Series*. Quickly, I discerned which interventions enhanced the storytelling capacity of the original images, and

which ones overwhelmed them, turning the animated sequence into an approach that would overpower the story being told. In the end, converting some of the still images into stop-motion sequences clearly strayed too far from the intent of the image-makers—specifically, deceased family members who aimed to capture cherished moments for future generations. Some of my experiments became overly formal, leaving little room for the personal, historical, and emotional narratives behind the images to surface. Still, the process revealed many exciting and unexpected surprises along the way.

## COMMUNAL COMMUNION

While working on my first animated sequence, *Communal Communion* (2024)—which used communion portraits of my father and me, taken more than forty years apart—I discovered that the photocopied, degrading images came to life as they pulsated in unison, like a pair of lungs gasping for air or two beating hearts. These are not arbitrary visual references: my father’s illness was pulmonary fibrosis, which ultimately led to a lung transplant, and after which he died from a heart attack. This animation unexpectedly evoked not just movement, but a haunting physicality that linked our images to the frailty and impermanence of the body—his, mine, and the memory we share. In this sequence, I created two animated loops, each consisting of ten photocopied variations of a photo—one of my young father on his first communion day, the other of me at a similar age, also preparing to receive communion (see Appendix B, pp. 98–99). As with my subsequent photocopy experiments, each copy was made with a slight shift in brightness and contrast—each one a little brighter or darker than the last. When played in sequence—each image lasting two frames (1/12 of a second) and played back at 24 frames per second—they form a seemingly living, breathing image, reminiscent of a real-time medical X-ray or a brain scan. I then

placed the two animations side by side: one progressing from light to dark, the other from dark to light, creating a diptych of eerily organic, living portraits that appear to respond to one another. As one grows brighter, the other dims—linking them both formally and thematically. This experiment surprised not only my classmates but also myself, highlighting the evocative power of animated interventions when directly connected to the subject of the photo. Moving forward, I plan to edit still images into my full-length film more subtly—preserving their stillness when necessary, and intervening on their surface only when the image content truly calls for it.

### FALTA DE AR - PULMÕES DE PAPEL

Inspired by my previous experiment's reference to my father's lung disease, I approached the subject more directly in a brief sequence titled *Falta de Ar - Pulmões de Papel* or *Shortness of Breath - Paper Lungs* (2025). This silent piece adopts a similar approach and yields comparable results, which I won't elaborate on here to avoid repetition (see Appendix B, p. 100).

### YOUNG BOBBY

Turning the camera—or rather, the photocopier—back in my direction, I created a sequence titled *Young Bobby* (2024). Unlike the previous two, this one adopts a more life-affirming, joyful, and unmistakably childlike tone, drawing on my own youthful exuberance to suggest, if placed strategically within the entire series, that my father shared these qualities too. The textured, analogue sound design by artist Tyler Goulart—my cousin—carries just the right balance of nostalgia and hope, while still holding a twinge of

melancholy (it seems my work can never escape a hint of darkness, no matter how hard I try). I used the same montage approach, but this time printed the photocopies on bright blue paper—my favourite colour as a child (see Appendix B, pp. 101–102).

#### EFFACED OVER 185 FRAMES

My fourth experiment, *Effaced Over 185 Frames* (2025), continued the same style of sequential montage using still photocopied images. But this time, the shift unfolds over a much wider sequence. Rather than working with just six variations of the same photocopied image, this piece consists of 185 carefully manipulated, indexed, and numbered photocopies, resulting in a more deliberate, dramatic, and slow-burning evolution of my father’s likeness (see Appendix B, p. 103). The transformation begins and ends in complete abstraction—not simply degrading a recognizable image and returning it to its original, well-exposed state, but instead moving toward a point of no return. In this silent experimental montage, time seems to stretch and then unravel. My father’s image becomes so distorted that both the viewer and I are forced to rely on our memory—of him, or of the original, unaltered photograph—to recall not only what he looked like, but also to confront the weight of his illness, which slowly ravaged the once healthy, youthful body pictured in that photograph, until it finally gave out, died, and was ultimately destroyed beyond recognition during cremation.

#### ZEFF SCRATCH TEST

Selecting my favourite portrait of my father, I printed four copies and inked and scratched similar yet varying patterns into each one (see Appendix B, pp. 104–106). When animated into a sequence titled *Zeff Scratch Test* (2025), these images took on a light-hearted

quality, signalling a departure from the photocopied-image aesthetic and moving closer to an approach that honours the original medium—an archival print—while introducing a remediated, painterly quality. The result feels like a new portrait not only of my father, but of me as well, through the distinct markings shaped by my own hand.

#### DIGITAL REBIRTH, DRAGGED

For my last photo animation experiment, *Digital Rebirth, Dragged* (2025), I used the same flatbed scanner to manipulate photographic images by slowly dragging the original print across the scanner bed in tandem with the moving light (see Appendix B, p. 107). The result is an image that seems to both freeze time and distort it—bending reality in a way that reveals the urgency and anxiety tied to accurately remembering past events and the people who shaped us. It invites the viewer to question what it truly means to forget, and the lengths to which we might go to avoid it. In my case, this led me to take up my father’s obsessive habit of capturing everyday life through photography, and to my exploration of Generative AI as a way of bringing a forgotten past into the present—despite the risk of losing accuracy or *truth* along the way. Sonically, the scene consists of literal gibberish and stream-of-consciousness writing that I furiously typed into the ElevenLabs AI platform while trying to keep up with my racing thoughts and ideas. My aim was to break, or at least confuse, the system in hopes of producing something entirely unexpected—something that echoed the wild, unformed stream of thoughts that might flood our minds as we are brought into the world during childbirth. The result is a unique and, at times, painful-to-hear succession of stuttering missteps: a monologue in which, in his new form, my father poignantly questions his own existence, my intentions for rebirthing him, the boundary between our identities, and the possibility of his own autonomy—seemingly gaining self-awareness in real time.

Upon sharing this scene with a fellow artist, he exclaimed, “Steve Reich!”—a name I had heard countless times, but couldn’t confidently attach to any specific works. Naturally, I dove straight into Reich’s discography, starting with my friend’s recommendation: the aptly titled album *Early Works* (Reich 1987), which includes the mesmerizing piece *Come Out* (Reich 1966). I immediately recognized it as the sample used by one of my favorite hip-hop duos, Madvillain, in the track *America’s Most Blunted* (Madvillain 2004) from their seminal album *Madvillainy*. That track had often been the soundtrack to my writing sessions during my early days as an undergrad film student (2003–2006...yikes!). My cloned-voice monologue echoes *Come Out* in the way it transforms a real voice into an abstracted experience—repeating phrases until their literal meaning dissolves and something new takes shape. In *Come Out*, Steve Reich used a short audio fragment of a young man saying, “*come out to show them*”. He duplicated the phrase onto two tape loops, initially playing them in unison. As the loops repeated, the slight difference in their playback speeds caused them to gradually drift out of sync, creating an evolving, rhythmic phasing effect. Over time, Reich layered more loops, letting the phrase dissolve into abstraction—transforming spoken words into sonic textures. The brilliance of *Come Out* lies in its time-based analogue process: Reich didn’t manipulate the sound directly at first, but allowed time and mechanical imperfection to do the work, resulting in a hypnotic, haunting piece built from delay, dissonance, and rhythm.

In contrast, my ElevenLabs experiment used AI-generated text-to-speech synthesis, fuelled by the barrage of stream-of-consciousness gibberish that I fed the platform. What likely happened was that the AI voice model, trained to generate coherent speech based on natural patterns and grammar, struggled to interpret the fragmented input. The result, as we know, was a string of stuttering misfires, digital hesitations, and tonal dissonance, as if the synthetic voice were glitching under pressure. Unlike Reich’s analogue phasing, the distortions here came not from time or tape, but from a breakdown in the AI’s ability to

process chaotic language input—creating a similarly eerie and unintentional musicality. Both works invite listeners to focus not just on meaning, but on rhythm, tension, anxiety, and the sonic embodiment of memory. Discovering the formal resemblance between my own humble experiment and Reich’s groundbreaking auditory piece was both surprising and thrilling—and I’m grateful to have been, unknowingly at the time, influenced by his singular work.

**SECTION III**  
**AN ANALOGUE FATHER'S DIGITAL REBIRTH**

## NECESSITY IS THE MOTHER OF INVENTION

The proverb “Necessity is the mother of invention,” a popular interpretation of ideas found in Plato’s *Republic* (375 BC), resonates deeply with my journey of resurrecting my father through film. Having never recorded an in-depth interview or voice-over with him while he was alive, I was left with very little relevant audio to work with and considered several options, including hiring an actor to portray him or asking a relative to stand in. Unsatisfied with these options, I felt driven to explore alternative approaches. This necessity became the driving force behind my exploration of Generative AI voice cloning technology. This impulse connects once again to Bolter and Grusin’s concept of Remediation—the way new media reshape and build upon older ones to meet present-day needs or desires (Bolter and Grusin 17–50). In my case, the AI-generated voice isn’t meant to replace my father’s real voice but to revive it—drawing from a single, brief audio cassette recording, an unremarkable personal note he left for himself, and my lasting impression of him to create something both moving and credible. It becomes a way of simulating his presence—emotionally, if not literally. Bolter and Grusin also describe a “Double Logic” at play in Remediation: “Our culture wants both to multiply its media and to erase all traces of mediation: ideally, it wants to erase its media in the very act of multiplying them” (Bolter and Grusin 5). They’re saying that our culture is obsessed with creating ever more media—new technologies, platforms, and experiences. Yet, paradoxically, we want these media to feel invisible, so natural and real that we forget we’re even using a medium like a screen, camera, VR headset, or AI platform. My AI experiments grapple with inhabiting a space that acknowledges this double logic without fully embracing it. I want to create new media featuring my father that feels as real and natural as possible—to invite suspension of disbelief—while also keeping the process behind his cloned voice transparent. I do this not just for ethical reasons, but because acknowledging

its artifice—and having my father comment on it—opens a new line of inquiry that broadens my exploration well beyond grief. It reflects a fundamental paradox faced by contemporary media artists working with generative AI: the desire to generate realistic human presence while deliberately exposing its artifice—revealing the inner workings, the ingenuity behind its design, and, of course, its inherent dangers.

## CRAFTING THE SIMULATION

To clone my father's voice, I used the web-based text-to-speech and voice-cloning platform ElevenLabs, which allows users to create AI-generated speech in a specific voice using relatively minimal input data. The process began with uploading the existing voice recording of my father—salvaged from an old audio cassette—totaling just a few usable minutes of, albeit imperfect, audio. After editing and isolating these samples to remove background noise and enhance clarity, I uploaded them to the ElevenLabs VoiceLab. The platform analyzed the vocal characteristics—tone, cadence, rhythm, and inflection—and generated a digital voice model. I then typed in text I had written—monologues, letters, imagined conversations—and used the cloned voice to read them aloud. This innovative approach has essentially granted my father the opportunity to narrate his own life story, and more. Despite the inherent solitude of this endeavour, it offers a cathartic and transformative journey towards understanding the profound impact of my father's absence on my life. A quest deeply intertwined with my desire to delve into our family history and cultural heritage, particularly our story of immigration, allowing me to contextualise my own experiences as a second generation immigrant within a broader narrative.

The process and outcome of my first voice-cloning experiment was edited into the montage *Voice Without A Body* (2025). It offers a playful, unfiltered, and seemingly real-time

glimpse into my experience. This experiment was followed by my father's digital rebirth, depicted in the sequence titled *Learn to Speak* (2025), which also features his reintroduction to me, where he thoughtfully acknowledges that he is “not real”. It's also worth watching the very first letter I had my father narrate to me—his actual handwritten goodbye, which I received upon his death. It's brought to life in the scene *From Your Dad* (2024).

My initial experiments honestly had me shook and reeling for a few days—not because they sounded perfectly like my father, but because it dawned on me that I could literally have him say anything I wanted, and that this could be a powerful healing tool. Never before have we had access to such powerful tools that allow us to make our parents say the things we always wished they would have said when they were alive—posthumously. Suddenly, facing and even overcoming grief didn't seem like such an insurmountable task. From that point on, I began to look forward to it.

#### BUT, WHAT DO *THEY* THINK?

One of the most interesting developments in my quest to artistically revive my father has been sharing his cloned voice with my mother, sister, and brother. During the experience, one of them remarked: “It sounds close, but not exactly how I remember him”. This comment led me to reflect on two things. First, my memory of his voice has, in a sense, been replaced by this new voice, which now feels more authentic—despite its imperfections—than his real voice, or my memory of it. Second, it raised questions about the reliability of our memories and how often they may deceive us. This prompted me to return to Dr. Julia Shaw's research on false memories.

In the research article *Memory Distrust and Imagination Inflation: A Registered Report*, Iwona Dudek and Romuald Polczyk describe imagination inflation—a phenomenon

in which simply asking someone to imagine an event that never occurred can increase their confidence that it actually happened (Dudek and Polczyk 1–2). Moreover, the more vividly and frequently an event is imagined, particularly with sensory detail, the more likely it is to be misremembered as real (Thomas, Bulevich, and Loftus 630). Based on this theory, I’m inclined to believe that my constant imagining of false conversations between my father and I—envisioning him speaking specific sentences to me when he was alive, especially during my scriptwriting sessions—combined with repeated playback of AI-generated monologues based on these rehearsed, scripted memories, has made his synthetic voice feel more familiar, and even more real, than the original. The detailed sensory simulation—his tone, phrasing, emotional nuance—intensifies this effect. Each time I hear the AI voice, I reinforce both the voice and the false memory it conveys. Over time, that voice gained emotional weight and familiarity, likely causing my memory of my father’s real voice to fade or become overshadowed. As a result, my experience differs from that of my family members: when I heard the newly synthesized voice, my own memory likely shifted, blending the AI rendering with distant recollections—possibly replacing the real remembered voice with an apparently more vivid, reconstructed one. The subconscious understanding of the concept of Imagination Inflation, combined with the fear of forgetting my father’s voice—the same fear that first drove me to clone it—is likely what compelled my sister to call his phone shortly after he passed, knowing she’d reach his voicemail, just to hear his voice again and imprint it in her memory before it slipped away. Another compelling concept, introduced by Dr. Julia Shaw, is retrieval-induced forgetting. This theory states that whenever we remember we also forget. As she explains:

[. . .] while it seems intuitively appealing that every time we recall a memory we consolidate it and form a stronger and more accurate memory, this is far from the

truth. Instead, every time a memory is recalled it is effectively retrieved, examined, and then recreated from scratch to be stored again. It is the equivalent of keeping a file of index cards, pulling one out to read it, throwing it away, and then copying out a new version on a fresh card for filing once more. And this is thought to happen every time we recall any memory. (Shaw 64)

This means that every act of remembering renders a memory vulnerable to distortion or even erasure—as each version is discarded and replaced with a newly reconstructed one, based only on the shadow of the *deleted* and partially forgotten original. In this light, my father’s AI-generated voice might feel more vivid or *real* simply because my memory of his actual voice has been overwritten so many times—like an old audiocassette mixtape—that I can no longer accurately retrace its true sound. Each recollection of his real voice only serves to weaken it rather than strengthen it. Scary.

## WTF IS AI SLOP?

Before sharing more of my generative AI experiments and analyzing the process behind them—and at the risk of momentarily diverging from the central purpose of this section—I want to first acknowledge the popularly (and aptly) named concept of AI slop, and note that I was acutely aware of the risk of contributing to it, and took care to avoid adding to the overwhelming tidal wave of low-quality content that floods the internet—and our minds—daily. According to the Wikipedia page dedicated to the term:

AI Slop is a term for low-quality media, including writing and images, made using generative artificial intelligence technology, characterized by an inherent lack of effort, being generated at an overwhelming volume. Coined in the 2020s, the term has

a pejorative connotation similar to "spam". [. . .] Jonathan Gilmore, a philosophy professor at the City University of New York, describes the material as having an "incredibly banal, realistic style" which is easy for the viewer to process. ("AI Slop")

Despite the claim that this kind of content is easy to process, I actually believe the opposite. I don't think we can take it in without some kind of lingering mental or emotional effect. What we're doing isn't processing—it's enduring. And in consensually doing so, we subtly reinforce the idea that, like most of the disposable content we use to numb ourselves on social media, this too is somehow valid—worthy of taking up mental real estate rent-free. In that sense, it becomes something to regard as intellectually corrosive, or at the very least, quietly depleting. As I mentioned earlier in this dissertation, I believe I've successfully avoided the worst pitfalls—intentionally working within the ethical boundaries of generative AI and applying it thoughtfully, with what I consider to be good intentions and genuine artistic merit. So, rather than dive too deeply into the dangers of *AI Slop*, I'll close this section with a pointed quote from Jon Gillham, founder of Originality.ai, an AI content detection and plagiarism-checking platform for verifying content integrity. His words sharply capture the current double-edged reality of AI-generated content and the need to approach it with intention, providing a fitting segue into the upcoming section: "Not all AI content is spam, but right now all spam is AI content" (The Register).

#### WHAT NEXT: EMOTIONAL RESONANCE OR EMPTY SPECTACLE?

Wanting to build on the emotional impact and resonance of my AI voice cloning experiments, I soon found myself seduced by the world of AI-driven facial animation. At first, I was hesitant—nearly avoiding the idea like the plague—convinced that I had enough real images of my father and ancestors to never need to generate artificial ones. Clearly, I was

afraid—not only of the emotional toll the process might take on me, but also of the results coming across as a cheap trick that would diminish, rather than deepen, the emotional depth of my film, falling into the territory of AI Slop. Once I overcame my trepidation, and after receiving guidance from colleagues, collaborators, and my thesis advisor, Jean-Claude Bustros, I moved forward.

In total, I created three facial animation experiments, which offered deep insight into the potential of Generative AI tools to produce strong emotional responses from viewers, pushing the boundaries of traditional documentary storytelling—especially when grappling with the challenge of incorporating a deceased person. These experiments highlighted the importance of critically questioning the ethics involved, particularly our responsibility as artists to disclose the use of such tools not only when speaking about the work but also within the work itself. In my opinion, addressing the technology’s role within the project strengthens the narrative and invites the film’s protagonists—whether dead or alive—into the conversation about ethical boundaries and our duty to remain transparent. By the end of the process, the ethical dilemma still remains, however, my role in addressing it—and my interest in joining the global debate on the use of Gen AI in the arts—has become stronger.

### LIVE PORTRAIT AI TEST 01

For my first experiment, titled *Live Portrait AI Test 01* (2025), I used the AI image-generation platform Live-Portrait to transform my favourite still portrait of my father into a short video where he makes simple facial expressions. To achieve this, I uploaded the photo of my father to the online platform replicate.com and selected a “driving video”—a source video uploaded by another user. This driving video serves as a headshot-style reference, capturing a person making facial expressions that the AI platform then maps onto

my father's image to generate his new expressions. The process took only a few seconds and produced an intriguing result. Although artificial, my father's expressions appear relatively natural and realistic, despite some artifacts that occasionally appear in certain areas of the image, pointing towards Hypermediacy. For example, when he opens his mouth to smile, revealing his teeth, there is noticeable distortion or pixelation over his teeth. This may be due to his beard and mustache, which partially obscure his mouth. I suspect the AI platform struggled to accurately generate his teeth while maintaining the integrity of his facial hair.

Overall, I am pleased with the results of this initial test. However, it only scratches the surface of what I aimed to explore in this research-creation project. At that stage, the animation did not yet deepen the emotional resonance of my film, nor did it create a meaningful visual and auditory dialogue between my father and me. Instead, it remains an intriguing technical experiment—a promising but ultimately superficial effect. Not quite AI slop, but still far from what I intended. To refine and push this experiment further, I set out to record my own driving videos, and integrate AI-Generated Audio (my father's cloned voice).

## LIVE PORTRAIT AI TEST 02

In my second experiment, titled *Live Portrait AI Test 02* (2025), fellow artist Tania Dos Santos helped me record a series of driving videos of myself, in which I later replaced my own voice with my father's cloned voice. This process presented some pleasant surprises, along with certain challenges to resolve in order to get closer to my goal of creating a visual and auditory dialogue between my father and myself, which resonates emotionally. For the driving videos, it was important that I be the person featured, with my father emulating my own facial expressions and monologue. This approach allows the piece to embody my urge to engage in dialogue with him, while offering a space to confront my grief and the lingering

absence his death has left behind. For the monologue, I selected an excerpt from my father's digital rebirth, where he, as mentioned earlier, thoughtfully acknowledges that despite his convincing presence, he is "*not real*".

I was filmed reciting the excerpt against a white wall, capturing subtle, natural expressions—an approach I preferred to the exaggerated, cartoonish expressions available on the Replicate platform. As previously pointed out, those default expressions gave the AI-animated photos a comically exaggerated, inauthentic quality. I spoke slowly and avoided leaning forward or backward, as such movements confused the AI platform, producing strange yet fascinating digital artifacts. These artifacts can be viewed in the video sequence aptly named *Artifacts* (2025). The plan is to incorporate these glitches into a future experimental sequence depicting my father's digital rebirth. By embracing these so-called imperfections, I aim to reflect the flaws and vulnerabilities that exist in all of us—both in life and the digital realm, Hypermediacy yet again—while highlighting my futile attempt to reconnect with him on a deeply human emotional level through technology. These artifacts may also serve as a reference to my father's long-term illness, which shaped his final years and ultimately led to his death—a reminder that even in his artificial resurrection, traces of his human fragility persist.

I was pleasantly surprised by how effectively the AI technology—available to me for just a few US dollars—can not only bring a still image of my father to life but also rapidly generate details that were absent in the original photograph, such as his teeth and the hairs on the back of his head. Despite not accurately reflecting the true length of the hair on the back of his head or his real teeth at the time the photograph was taken, the result is believable and fairly life-like. I'm also astounded by how accurately my father's new mannerisms are replicated in sync with the driving videos I provided, all within just 60 seconds of hitting the generate button. When the original driving video and the animated photograph are viewed

side by side, it's strikingly clear that the AI software can transfer my natural, human likeness into the still image of my deceased father, an effect that can only be described as uncanny.

Despite my new obsession with Hypermediacy, there were still many aesthetic flaws and glitches in the AI-generated portrait that I felt compelled to correct—especially those that unintentionally evoked specific pop culture references I didn't want associated with my work. One example was the brevity of the AI-generated animations, which often ended just as they began to feel emotionally resonant. To achieve the best result, the driving video I upload should not exceed twenty seconds. Longer clips not only take much longer to generate an animated video from the photo, but my father's mannerisms also appear less life-like and poorly rendered. As a result, I had to pause frequently during the recording of my monologue to break the clip into manageable segments. Once the final animated videos were generated and placed one after another on my editing timeline, it became clear that my father's head snapped back to the original position rather than maintaining its place from the previous segment, creating obvious jump cuts. This disrupted the illusion of a continuous monologue and diminished its believability, preventing the viewer from forgetting that what they are seeing is artificial for just long enough to be seduced by the emotional resonance of the monologue, Immediacy yet again. This glitchy effect of returning to the head's original position reminds me of the once popular videos from the 1980s of Max Headroom, a fictional character played by actor Matt Frewer. Advertised as "*the first computer-generated TV presenter*", known for his biting commentary on a variety of topical issues, arrogant wit, stuttering, and pitch-shifting voice (Wikipedia Contributors). One of the key recognizable characteristics of these videos, is the way in which Max's head and stance constantly realign using jump cuts, revealing his artificiality. Although this pop-culture reference is more than thirty years old, I feel there is a comical aspect to it—at least in our memories—that I don't want to associate with my current experiments. Another pop-culture reference that comes to

mind, especially at the exact moment when my father's still portrait becomes animated, is the impressive wall of live paintings in the staircase of Hogwarts School of Witchcraft and Wizardry, the fictional boarding school for young wizards in the *Harry Potter and the Philosopher's Stone* (48:00–49:16). This wall features hundreds of paintings depicting fictional characters who interact with students throughout the entire film series. Although not always comical, these scenes carry an overt magical tone that feels fantastic rather than uncanny, making it an undesired reference point for my experiments. I believe the solution to these issues is not to fight against them, as one cannot control the cultural references each viewer brings with them. Instead, it is to strengthen the emotional resonance of my experiments and make small corrections to only the unwanted glitches, allowing for the suspension of disbelief in the viewer (Immediacy), leading up to the moments where I intentionally remind them that they are watching an AI-generated fiction (Hypermediacy).

Another technological issue I wished to resolve is the discernible border between the still image and the AI-generated video in the final outcome. This border is most noticeable on my father's neck and his right shoulder (on the left side of the video), especially when the image is displayed in full-screen. This literal line highlights a technical aspect I do not wish to emphasize, as it reveals how the uncanny effect is achieved in a literal sense, which detracts from the poignancy of the uncanny belief that my father has been brought back to life—an idea I am asking the viewer to periodically ascribe to. It undermines my control over when the suspension of disbelief is created, as the border appears throughout the entire video instead of only at desired moments.

The last technical imperfection I planned to address is in my father's AI-generated voice clone. Until then, I had used a text-based approach to generating my father's monologues, which produced good results—capturing the cadence and tone of his voice while retaining a slight artificiality that reminds us, as he himself points out, that he "is not real". In

contrast, for these new experiments, I generated his monologue from an audio recording of my own voice, but I was not satisfied with the result. When compared to the narration generated from my written prose, the voice sounds more robotic, and the tone and pitch are closer to my own than to his. I therefore continued tweaking the settings on the audio-to-audio voice cloning interface while also experimenting with generating other versions of the monologues using a text-to-speech approach. There were however synchronization issues when using text-to-speech, as my father's words did not align with his moving lips due to the AI platform controlling the cadence and length of his speech, but I still think it was a worthwhile experiment.

Overall, the results of this second experiment exceeded my expectations in many ways, and I felt that I was well on my way to creating a visual and auditory dialogue between my father and myself that resonates emotionally. Already, in these recent experiments, while watching them full-screen for the first time, I had a strange and visceral reaction to my father's AI-enhanced image. I became hyper-aware of my own presence before the screen, wondering for a split second whether my father could see me sitting there, watching him—an idea I planned to explore more deeply in my upcoming experiments. This subtly references the living, breathing television set in David Cronenberg's seminal film *Videodrome* (1983, 37:07–38:55), suggesting the collapse of the boundary between human and machine—though without the sexual overtones of Cronenberg's original scene.

### LIVE PORTRAIT AI TEST 03

The final version of my image based Gen AI–driven experiment, titled *Live Portrait AI Test 03* (2025), successfully incorporates all of the intended goals and bug fixes. I'm very pleased—and even surprised—by the result, as it carries more emotional weight than I

anticipated. Not only do I get the impression that I'm watching a real, personal video message from my father, but others who've viewed it described a similar uncanny effect. Especially when played back on a laptop screen or CRT monitor, it genuinely feels—if only for a few seconds—that my father is inhabiting the physical device, as though he has taken on a new, AI-powered physical form, the *Videodrome* effect, if you will, making the boundary between the real and the artificial feel unstable and emotionally charged.

Unlike this last version, earlier iterations of my father's digital rebirth felt overly analogue and failed to fully capture the spirit of the intended experiment. Although the idea was to begin with a truly analogue artifact—a vintage printed photograph—and then scan and manipulate it digitally using non-linear editing software, the digital version wasn't convincing. The photo, with its textured surface, appeared in the montage as a tangible object floating in an infinite black void, which, paradoxically, made his supposed digital rebirth feel almost invisible (Immediacy). To address this, and to mask some of the visible digital artifacts in the AI-animated portrait—which, though interesting in their own right, disrupted the suspension of disbelief necessary to convince the viewer, even momentarily, that my father had truly been reborn—I played back the animation on a CRT monitor using an HDMI-to-RCA adapter. The wonderfully textured surface of the screen provided just the right amount of image filtering to obscure the unwanted imperfections and make his new form feel unmistakably digital. I also resolved the jump cuts from the earlier montage not by hiding them, but by leaning into them—accentuating the transitions with digital VHS-style glitches, reminiscent of those created when dubbing tapes from one VCR to another. These exaggerated distortions not only amplified the digital aesthetic, but also served as welcome reminders to viewers that, as my father says himself, “this is not real”.

Through these three experiments, I've come to realize that I can, in fact, achieve the effect I'm after—or perhaps even a stronger one—by integrating these image-based Gen AI

animations, provided they are executed with the right aesthetic approach. This phase of the project has been transformative—technically, emotionally, and conceptually. What began as an exploration of digital resurrection has evolved into a deeper inquiry into the uncanny potential of generative AI. As I move forward, these insights will guide how I integrate this material into my eventual feature length film, ensuring the technology serves the story, not the other way around.

## PRIMARY ETHICAL CONSIDERATIONS

As the film industry evolves, so do the demands and challenges it faces. While I don't yet fully understand all the needs driving the adoption of generative AI technology—beyond simply saving time and increasing profit—it's clear that AI has become a transformative force, offering storytellers unprecedented tools. And though I believe it is far too early to predict the true impact of generative AI technologies on the film industry—or to resolve the questions surrounding their ethical application—and I do not think my experiments need to be held to the same standards as major tech corporations such as OpenAI, Meta (Facebook), Google, or Adobe, I feel it would be unwise not to consider the inherent risks of these technologies within the context of my research and creative project. I'd also like to specify—perhaps unnecessarily—that my aim here isn't to justify my use of generative AI or to prove the ethics behind my approach, but rather to suggest that its integration into art and filmmaking doesn't have to mark the industry's decline (and that we can have fun using it). Instead, I wonder whether the dominant narrative might be reframed—from one rooted in fear and resistance to one driven by curiosity and intrigue. And to question whether this can be achieved without overlooking the inherent risks.

Earlier this summer, I connected with Kevin Bay, a U.S.-born filmmaker, producer, and researcher now based in Montreal. Kevin is a member of the Archival Producers Alliance (APA), a group whose primary mission is to “elevate and amplify the role of archival producers within non-fiction media and to promote the value, use, protection, and preservation of authentic archival materials” (Archival Producers Alliance). The Alliance is composed of over 100 documentary filmmakers, including Emmy and Oscar-winners, with experience spanning major studios and streaming platforms. Though Kevin and I initially met in the context of a potential freelance gig, we connected on a more personal level through my growing interest in the APA’s *Generative AI Initiative*—a series of research-based case studies exploring documentary projects that incorporate Generative AI technologies, which, as they put it: “[. . .] seek to bring to life the Best Practices for Use of Generative AI in Documentaries” (APA Generative AI Initiative). After a long and thoughtful exchange about our respective work—including my generative AI-driven experiments for *Saudade Series*—I learned that the APA had compiled a freely downloadable PDF of Best Practices Guidelines along with a Best Practices Toolkit. These documents serve as both a comprehensive how-to guide and a moral compass for navigating the integration of generative AI technologies into documentary filmmaking. The APA also released an open letter to the film industry and beyond, expressing deep concerns about the lack of transparency surrounding generative AI use in documentaries and affirming their commitment to establishing a much-needed regulatory framework. These points were reported in journalist Mia Galuppo’s article, “*Doc Producers Call for Generative AI Guardrails in Open Letter*”, published in *The Hollywood Reporter* (Galuppo). The letter articulates, with clarity and urgency, how: “It is time for the industry to establish standards in response to the new technology, so that trust with our viewers will remain unbroken” (APA). They also cite recent examples of productions that fabricate newspaper articles, headlines, and even re-creations of historical artifacts—without

ever identifying them as such. They point to the growing use of AI-generated *historical* images meant to depict real people and events, used in place of actual archival material, simply “to save time and money” (APA). As they rightly point out: “Generated material presented as ‘real’ in one film will be passed along — on the internet, in other films — and is in danger of forever muddying the historical record” (APA). The Alliance closes their letter with a clear call to action, stating that it’s imperative for the documentary community to lead by example—setting a precedent for transparency and responsible practice.

Our discussion—and my subsequent reading of their letter and selected case studies—has left me more conflicted than ever about whether AI will ultimately be a positive or negative creative force. It’s important to note that the APA does not oppose the use of generative AI in documentary filmmaking; rather, they are calling for its responsible and transparent application. Kevin himself was genuinely excited about its creative potential during our conversations.

## SO, WHERE DO I STAND?

While I fully acknowledge the risks AI poses to the livelihoods of artists and film technicians—and strongly oppose its use to replace human scriptwriters, to digitally simulate actors without their consent, or to distort historical truth through forged AI-generated documents—I also can’t ignore the exciting potential of its ethical applications, particularly in voice cloning in cinema. The potential to share the culturally relevant personal histories of individuals who have passed, using their own voices in a manner that resonates with diverse audiences, is too exciting a prospect to ignore. Many filmmakers and artists have already demonstrated this potential, as seen in *The Andy Warhol Diaries* (2022), a limited documentary series created for Netflix by writer-director Andrew Rossi and executive

producer Ryan Murphy. Based on Warhol's 1989 published diaries, the series employs Generative AI technology to recreate the late artist's voice, allowing him to narrate his own diary entries from beyond the grave. The series has garnered both acclaim and criticism for its innovative use of AI-generated voice to narrate Warhol's posthumous diaries. Critics have praised the series as a startling biopic, highlighting its intimate portrayal of Warhol's personal life. It was even nominated for several Emmys in 2022, including Outstanding Documentary or Nonfiction Series, Outstanding Writing for a Nonfiction Program, and Outstanding Directing for a Documentary/Nonfiction Program. However, it has sparked many ethical debates. While the Warhol Foundation authorized the project, some critics question the authenticity and emotional depth of the AI-generated narration. For instance, in his 2002 review of the series for *Variety*, Daniel D'Addario remarked: "The result is a flat, almost robotic recapitulation of observations and events, narrating a vivid stream of footage from his life and career without emotion or intonation" (D'Addario). While his assessment is not entirely wrong, I would argue that—like many filmgoers who never spoke with Warhol and likely understand that his public image was a carefully crafted persona—I wasn't expecting to find the *real* Warhol in this series, let alone judge whether his diction rang true. I'm more inclined to agree with director Andrew Rossi, who explains in a 2022 online article for *WIRED* that:

[. . .] the voice the world knew was always a flat and robotic one. Warhol's work is about questioning iconography and surface-level appeal. He kept his voice flat to maintain that image, to belie how much heart he actually put into it. [. . .] when he spoke, he continued this superficial performance that was also part of the way he dressed and the way he made art. (Rossi)

Personally, as a fan of Warhol—and despite being a fairly critical moviegoer who readily recognizes the flaws in his AI-generated voice (and in my father’s, for that matter)—I’m simply content knowing that the synthetic voice likely feels closer to his real one than any actor’s portrayal would have. That kind of unconvincing performance, all too common in biopics, might have made me squirm—or even turn away from the series altogether.

The mass production and wide viewership of films and series exploring AI, voice cloning, and digital resurrection—such as the *Black Mirror* episode *Be Right Back* (2013); where a woman uses AI to simulate her deceased partner through his texts, social media posts, and eventually his voice; the Amazon Prime sci-fi comedy-drama *Upload* (2020–2025), where deceased people are uploaded to a digital afterlife where their loved ones can still communicate with them; the film *Marjorie Prime* (2017), whose protagonist interacts with an AI hologram of her late husband programmed to speak like him; the *Evil* episode *How to Build a Chatbot* (2014), where characters experiment with an app that lets users text or voice-call deceased loved ones via AI; and the series *Pantheon* (2022–2023), where a character begins receiving messages from an apparent version of her deceased father mediated through technology—demonstrates that this subject is not only relevant but increasingly integrated into our everyday lives, whether we like it or not. So why not embrace its potential and work together to create regulations that ensure its ethical use and help fuel, rather than undermine, our creative industries? Ultimately, the dichotomy presented by Gen AI technology in the film industry does not necessarily signify its downfall. But, it does call for extensive debate and arbitration to ensure its responsible use, fostering opportunities for artists and technicians to thrive rather than become obsolete. This presents a significant challenge, but one that must be addressed to propel the art form forward. Producing the *Saudade Series*—and eventually the feature length film—along with writing about my

experience and process, all while sparking discussions throughout the research and dissemination stages, is one way I aim to contribute to this important conversation.

**SECTION IV**  
**REFLECTION AND FUTURE DIRECTIONS**

As I bring this dissertation to an end, let me first acknowledge that—despite how emotionally taxing, and at times destabilizing this process has been—I genuinely found joy in every step. What began as a practical pursuit to attain my MFA—mainly to open more doors for teaching after nearly fifteen years away from academia (as a student, anyway)—gradually transformed into a creative journey that far exceeded my expectations. I’m genuinely pleased with where this journey has taken me, and I truly believe this is my best work to date. Now that I’ve indulged in a bit of sentimentality, let’s shift gears and dive into the main takeaways from this experience.

From a technical standpoint, I’ve gained significant insight into both the creative possibilities and the inherent limitations of generative AI. I feel empowered by what I was able to accomplish over the course of two years, and I remain in awe of the cutting edge AI technology that real-life humans have developed. At the same time, I carry a measure of concern about how other artists will choose to work with this rapidly evolving medium—and whether they’ll choose to disclose its use.

As an artist and researcher, I’ve come to recognize the importance of recontextualizing generative AI—not as a mere technological gimmick, but as a tool capable of producing genuine emotional depth and narrative power. This shift requires, as I’ve said many times now, confronting the ethical implications and technical limitations of the medium, while also embracing its imperfections as part of the creative process. To my surprise, I’ve begun to unlock new visual and narrative possibilities that move beyond the gimmickry often associated with deepfakes and AI slop.

Looking ahead, I’m considering expanding *Saudade Series* beyond my research-creation thesis and my work-in-progress feature film—perhaps reimaging it as an interactive multimedia installation. Such a shift could offer my late father a different kind of agency—or as much as a project like this can allow—by enabling his AI model to question its

own existence, flirt with a deeper sense of self-awareness, and generate increasingly unpredictable responses when participants engage with him.

Above all, this research-creation project has reshaped my relationship to grief, memory, and the word Archive (yes, with a capital A). I've honestly spent many sleepless nights wondering how Artificial Intelligence has fueled my obsession with archiving and my relentless drive to preserve personal histories—both my own and those of the people closest to me. It all still feels a little unresolved, to be honest, but I suspect that once the dust settles, I'll feel compelled to revisit this dissertation and build on it for years to come—especially as my living family archive continues to grow alongside my art practice.

And finally, to close this dissertation—titled *SAUDADE: An Analogue Father's Digital Rebirth*—I turn to the words of Fernando Pessoa, who succinctly captures the essence of *Saudade*:

The feelings that hurt most, the emotions that sting most, are those that are absurd—the longing for impossible things, precisely because they are impossible; nostalgia for what never was; the desire for what could have been; regret over not being someone else; dissatisfaction with the world's existence. All these half-tones of the soul's consciousness create in us a painful landscape, an eternal sunset of what we are. (Pessoa 339)

## LIST OF REFERENCED VISUAL EXPERIMENTS

The password to each video is NATALI.

Videos are listed in order of appearance.

*Audio Cassette* — 7 min 40 sec — 2025

<https://vimeo.com/robbyreis/cassette>

*The Green Island* — 4 min 54 sec — 2025

<https://vimeo.com/robbyreis/green>

*Strange Wedding* — 6 min 21 sec — 2025

<https://vimeo.com/robbyreis/wedding>

*Reis Family Grocery Store — Part 1* — 6 min 16 sec — 2025

<https://vimeo.com/robbyreis/grocery1>

*Reis Family Grocery Store — Part 2* — 5 min 46 sec — 2025

<https://vimeo.com/robbyreis/grocery2>

*Explosion, Know Thyself* — 3 min 35 sec — 2024

<https://vimeo.com/robbyreis/explosion>

*I Read Your Letter* — 3 min 30 sec — 2024

<https://vimeo.com/robbyreis/letter>

*Communal Communion* — 1 min 27 sec — 2024

<https://vimeo.com/robbyreis/communion>

*Falta De Ar - Pulmões De Papel* — 4 min 20 sec — 2024

<https://vimeo.com/robbyreis/paper>

*Young Bobby* — 1 min 30 sec — 2024

<https://vimeo.com/robbyreis/bobby>

*Effaced Over 185 Frames* — 5 min — 2025

<https://vimeo.com/robbyreis/effaced>

*Zeff Scratch Test* — 1 min 36 sec — 2025

<https://vimeo.com/robbyreis/scratch>

*Digital Rebirth, Dragged* — 2 min 50 sec — 2025

<https://vimeo.com/robbyreis/dragged>

*Voice Without a Body* — 11 min — 2025

<https://vimeo.com/robbyreis/voice>

*Learn To Speak - Hello Robert* — 5 min 30 sec — 2025

<https://vimeo.com/robbyreis/speak>

*From Your Dad* — 1 min 12 sec — 2024

<https://vimeo.com/robbyreis/dad>

*Live Portrait AI Test 01* — 37 sec — 2025

<https://vimeo.com/robbyreis/test01>

*Live Portrait AI Test 02* — 4 min 3 sec — 2025

<https://vimeo.com/robbyreis/test02>

*Artifacts* — 20 sec — 2025

<https://vimeo.com/robbyreis/artifacts>

*Live Portrait AI Test 03* — 1 min 54 sec — 2025

<https://vimeo.com/robbyreis/test03>

## WORKS CITED

“Amália Rodrigues.” *Wikipedia*, Wikimedia Foundation, 2 Mar. 2025, [en.wikipedia.org/wiki/Am%C3%A1lia\\_Rodrigues](https://en.wikipedia.org/wiki/Am%C3%A1lia_Rodrigues). Accessed 13 Sept. 2025.

Amoruso, Michael. “Saudade: The Untranslateable Word for the Presence of Absence | Aeon Ideas.” *Aeon*, 8 Oct. 2018, [aeon.co/ideas/saudade-the-untranslateable-word-for-the-presence-of-absence](https://aeon.co/ideas/saudade-the-untranslateable-word-for-the-presence-of-absence).

APA. “APA GenAI Best Practices\_Sept2024.Pdf.” *Google Docs*, Sept. 2024, [drive.google.com/file/d/1WS4iZ2Wi\\_wft5x54RG-hYb45sf10W8nV/view](https://drive.google.com/file/d/1WS4iZ2Wi_wft5x54RG-hYb45sf10W8nV/view).

Archival Producers Alliance. *GenAI Best Practices Tool Kit*. Archival Producers Alliance, Apr. 2025, [www.archivalproducersalliance.com/\\_files/ugd/7e7678\\_724a1fac622442eb9f44e7f454f1ed37.pdf](https://www.archivalproducersalliance.com/_files/ugd/7e7678_724a1fac622442eb9f44e7f454f1ed37.pdf). Accessed June 2025.

Ashby, Madeline. “The Andy Warhol Copyright Case That Could Transform Generative AI.” *Wired*, 25 Apr. 2023, [www.wired.com/story/andy-warhol-fair-use-prince-generative-ai/](https://www.wired.com/story/andy-warhol-fair-use-prince-generative-ai/).

Ashworth, Boone. “AI Can Clone Your Favorite Podcast Host’s Voice.” *Wired*, 12 Apr. 2023, [www.wired.com/story/ai-podcasts-podcast-revoice-descript/](https://www.wired.com/story/ai-podcasts-podcast-revoice-descript/).

AX Mina. “CASE STUDY #1: How Can Synthetic Speech Be Used Consentfully and Skillfully with a Documentary Participant?” Archival Producers Alliance, June 2025.

AX Mina. “CASE STUDY #2: How Can Documentarians Practice AI Transparency throughout the Production Process?” Archival Producers Alliance, June 2025.

*Backyard*. Directed by Ross McElwee, First Run Features, 1984.

Bagchi, Saurabh. “What Is a Black Box? A Computer Scientist Explains What It Means When the Inner Workings of AIs Are Hidden.” *The Conversation*, 22 May 2023, [theconversation.com/what-is-a-black-box-a-computer-scientist-explains-what-it-mean  
s-when-the-inner-workings-of-ais-are-hidden-203888](https://theconversation.com/what-is-a-black-box-a-computer-scientist-explains-what-it-means-when-the-inner-workings-of-ais-are-hidden-203888).

Bell, Aubrey F. G. *In Portugal*. 1912. London Lane, pp. 227 pages.

Berger, John. *Voices: Tell a Story John Berger and Susan Sontag Exchange Ideas on the “Lost Art” of Story-Telling*. Channel4, 9 Feb. 1983, [www.channel4.com/programmes/voices/on-demand/811-007](https://www.channel4.com/programmes/voices/on-demand/811-007), disc Series 1: Episode 7. Accessed 9 June 2025.

*Baseball*. Directed by Ken Burns, PBS, 2021.

“Be Right Back” *Black Mirror: Season 2, Episode 1*. Directed by Owen Harris, Channel 4, 2013.

Bijsterveld, Karin, and José van Dijck, editors. *Sound Souvenirs: Audio Technologies, Memory and Cultural Practices*. Amsterdam University Press, 2009. JSTOR, <http://www.jstor.org/stable/j.ctt45kf7f>. Accessed 14 Sept. 2025.

Bolter, Jay David, and Richard Grusin. *Remediation: Understanding New Media*. Cambridge, Mass. Mit Press, 2000.

“Carlos do Carmo.” *Wikipedia*, Wikimedia Foundation, 1 Mar. 2025, [en.wikipedia.org/wiki/Carlos\\_do\\_Carmo](https://en.wikipedia.org/wiki/Carlos_do_Carmo). Accessed 13 Sept. 2025.

Carpenter, Tim. *To Photograph Is to Learn How to Die*. THE ICE PLANT, 13 Dec. 2022.

ChatGPT. *Conversation with the author*. 27 June 2025.

“Cycles” *Pantheon: Season 1, Episode 2*. Directed by Juno John Lee and Melchior Zwyer, AMC+, 1 Sept. 2022.

D’Addario, Daniel. ““The Andy Warhol Diaries” Review: The Genius behind the Image.” *Variety*, 8 Mar. 2022, [variety.com/2022/tv/reviews/andy-warhol-diaries-netflix-1235195197/](https://variety.com/2022/tv/reviews/andy-warhol-diaries-netflix-1235195197/). Accessed 12 Aug. 2025.

*David Holzman’s Diary*. Directed by Jim McBride, New Yorker Films, 1967.

Despret, Vinciane. *Our Grateful Dead*. U of Minnesota Press, 21 Sept. 2021.

Douro. "History of Fado: A Portuguese Heritage." *Douro Blog*, 12 July 2023, [www.douro.com.pt/en/blog/suggestions/history-of-fado-a-portuguese-heritage](http://www.douro.com.pt/en/blog/suggestions/history-of-fado-a-portuguese-heritage). Accessed 1 June 2025.

Dudek, Iwona, and Romuald Polczyk. "Memory Distrust and Imagination Inflation: A Registered Report." *PLoS ONE*, vol. 20, no. 8, 1 Aug. 2025, pp. e0327638–e0327638, <https://doi.org/10.1371/journal.pone.0327638>. Accessed 14 Sept. 2025.

Espanca, Florbela. *Livro de Mágicas*. Edições Vercial, 6 Jan. 2014.

"Fado History." *Museu do Fado*, Museu do Fado, [www.museudofado.pt/en/fado/history/history-en](http://www.museudofado.pt/en/fado/history/history-en). Accessed 13 Sept. 2025.

"Florbela Espanca." *Poetryinternational.com*, 2025, [www.poetryinternational.com/en/poets-poems/poets/poet/102-29961\\_Espanca](http://www.poetryinternational.com/en/poets-poems/poets/poet/102-29961_Espanca).

Galuppo, Mia. "Doc Producers Call for Generative AI Transparency in Documentary." *The Hollywood Reporter*, The Hollywood Reporter, 27 Nov. 2023, [www.hollywoodreporter.com/news/general-news/doc-producers-call-for-generative-a-i-guardrails-in-open-letter-exclusive-1235649102/](http://www.hollywoodreporter.com/news/general-news/doc-producers-call-for-generative-a-i-guardrails-in-open-letter-exclusive-1235649102/).

*Get Out*. Directed by Jordan Peele, Universal Pictures, 2017.

Gil, Gilberto. *Toda Saudade*. 1989.

Guido, Laurent, and Lugon, Olivier. *Between Still and Moving Images*. New Barnet, Herts, John Libbey Publishing, Bloomington, In, 2012.

*Harry Potter and the Philosopher's Stone*. Directed by Chris Columbus, Warner Bros. Pictures, 2001.

“How to Build a Chatbot” Evil: Season 4, Episode 9. Directed by Fong-Yee Yap, Paramount+, 18 July 2024.

Ishizuka, Karen L, and Patricia Rodden Zimmermann. *Mining the Home Movie : Excavations in Histories and Memories*. Berkeley, University Of California Press, 2008.

Jacome, José-Louis. *D'une Île à L'autre, Fragments de Mémoire*. Montréal (Québec), Auto Édition, 2018.

*Jazz*. Directed by Ken Burns, PBS, 2001.

Jung, Carl Gustav. *Man and His Symbols*. 1964. Bowdon, Cheshire, England] Stellar Classics, 2013.

Ladeira, Antonio. “Mythologies of the Feminine and of the Poet in Florbela Espanca and Beyond.” Proceedings of the Conference "From Renaissance to Post-Modernism: Rewritings of Myths in Britain and Portugal. University of Oxford. UK, 2008.

*Lettre de Sibérie*. Directed by Chris Marker, Argos Films, 1958.

Madvillain. *America's Most Blunted*. Madlib, 2004.

*Marjorie Prime*. Directed by Michael Almereyda, FilmRise, 2017.

“Maria Severa Onofriana.” *Wikipedia*, Wikimedia Foundation, 7 Mar. 2025, [en.wikipedia.org/wiki/Maria\\_Severa\\_Onofriana](https://en.wikipedia.org/wiki/Maria_Severa_Onofriana). Accessed 13 Sept. 2025.

*Max Headroom*. Directed by Annabel Jankel and Rocky Morton, 1985.

Migdol, Erin. “The Xerox Machine in the Dining Room | Getty News.” *www.getty.edu*, 15 Mar. 2023, [www.getty.edu/news/the-xerox-machine-in-the-dining-room/](https://www.getty.edu/news/the-xerox-machine-in-the-dining-room/).

*News from Home*. Directed by Chantal Akerman, Janus Films, 1976.

Pessoa, Fernando. *The Book of Disquiet: The Complete Edition*. New Directions Publishing, 29 Aug. 2017.

Plato. *The Republic*. Translated by C J Rowe, London ; New York, Penguin, 2012.

Ponech, Trevor. *What Is Non-Fiction Cinema?* Routledge, 13 Dec. 2021.

Reich, Steve. *Come Out*. 1966.

Shaw, Julia. *The Memory Illusion*. Doubleday Canada, 13 Sept. 2016.

Silva, Zuzanna Bułat. "Saudade – a Key Portuguese Emotion." *Emotion Review*, vol. 4, no. 2, Apr. 2012, pp. 203–211, <https://doi.org/10.1177/1754073911430727>.

"Smoke Signals" *The Andy Warhol Diaries: Season 1, Episode 1*. Directed by Andrew Rossi, Netflix, 2022.

The Register. "Not All AI Content Is Spam, but Right Now All Spam Is AI Content..." *YouTube*, 12 Apr. 2024, [www.youtube.com/watch?v=2fZMOIBfEwk](http://www.youtube.com/watch?v=2fZMOIBfEwk). Accessed 26 July 2025.

Thomas, Ayanna K., et al. "Exploring the Role of Repetition and Sensory Elaboration in the Imagination Inflation Effect." *Memory & Cognition*, vol. 31, no. 4, June 2003, pp. 630–640, <https://doi.org/10.3758/bf03196103>. Accessed 25 Nov. 2019.

*Under the Skin*. Directed by Jonathan Glazer, A24, 2013.

Ventura, Anya. "The Incredible Journey of Barbara T. Smith | Getty News." *Getty.edu*, 2023, [www.getty.edu/news/the-incredible-journey-of-barbara-t-smith/](http://www.getty.edu/news/the-incredible-journey-of-barbara-t-smith/). Accessed 12 Aug. 2025.

*Videodrome*. Directed by David Cronenberg, Universal Pictures, 1983.

Watercutter, Angela. "Why "the Andy Warhol Diaries" Recreated the Artist's Voice with AI." *Wired*, 9 Mar. 2022,

[www.wired.com/story/andy-warhol-diaries-artificial-intelligence-voice/](http://www.wired.com/story/andy-warhol-diaries-artificial-intelligence-voice/).

"Welcome to Upload" *Upload: Season 1, Episode 1*. Directed by Greg Daniels, Amazon Prime, 1 May 2020.

Wikipedia contributors. "AI slop." *Wikipedia, The Free Encyclopedia*. Wikipedia, The Free Encyclopedia, 8 Sep. 2025. Web. 10 June. 2025.

Wikipedia contributors. "Max Headroom." *Wikipedia, The Free Encyclopedia*. Wikipedia, The Free Encyclopedia, 10 Sep. 2025. Web. 14 Sep. 2025.

Wikipedia contributors. "Saudade." *Wikipedia, The Free Encyclopedia*. Wikipedia, The Free Encyclopedia, 21 Aug. 2025. Web. 10 June. 2025.

Yakir, Dan, and Jean Rouch. "“Ciné-Transe”: The Vision of Jean Rouch: An Interview." *Film Quarterly*, vol. 31, no. 3, 1978, pp. 2–11, <https://doi.org/10.2307/1211721>. Accessed 18 Jan. 2021.

Youngblood, Gene. *Expanded Cinema*. Fordham University Press, 3 Mar. 2020.

APPENDIX A  
Reis Family Archive (excerpts)



Figure A1 - Reis Family Super8 Home Movies  
São Miguel, Azores and Montreal, Québec, Canada (1950s)



Figure A2 - Reis Family Businesses  
Montreal, Québec, Canada (1950s–1960s)



Figure A3 - Reis Family Grocery Store and Lunchonette  
Montreal, Québec, Canada (1950s–1960s)



Figure A4 - Reis Family Portuguese Social Center  
Montreal, Québec, Canada (1950s–1960s)



Figure A5 - Reis Family Home  
Montreal, Québec, Canada (1950s–1960s)



Figure A6 - My father, Jose Carlos Reis, a.k.a. Zeff  
Montreal, Québec, Canada (1950s–1960)



Figure A7 - My father, Jose Carlos Reis, a.k.a. Zeff  
Montreal, Québec, Canada (1980s)

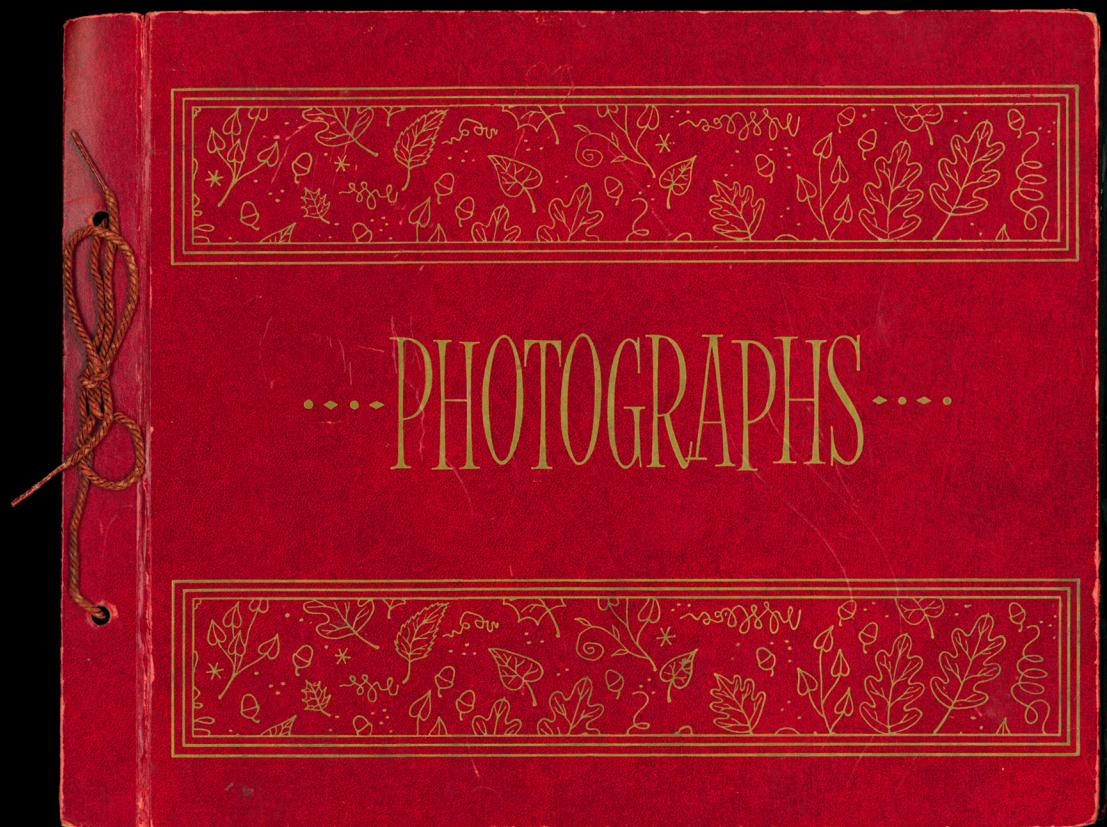


Figure A8 - Reis Family Photo Album  
Montreal, Québec, Canada (1950s–1960s)



Figure A9 - Reis Family Photo Album  
Montreal, Québec, Canada (1950s–1960s)



Figure A10 - Reis Family Photo Album  
Montreal, Québec, Canada (1950s–1960s)



Figure A11 - Reis Family Photo Album  
Montreal, Québec, Canada (1950s–1960s)



Figure A12 - Reis Family Photo Album  
Montreal, Québec, Canada (1950s–1960s)

Jose Reis

Autobiography, started September 23, 2004

The early years.

My earliest recollection is of probably around 1957, of living with my parents and two brothers in a second floor flat situated at 1622 St-Dominique street, about midway between De Maisonneuve boulevard ( back then it was called rue De Montigny ) and Ontario street.. I recall my dad, running a small grocery store, situated on the ground floor, that catered to the neighborhood and to local Portuguese immigrant workers that really had no other place to congregate and meet with their fellow countrymen. My parent's store was the first of it's kind in Quebec, so naturally almost all new arrivals from Portugal and the Azores islands landed on our doorstep.

I remember playing in the flat with my toys and watching a television ( novelty at the time, we were the only family on the block with a TV ) I couldn't understand the moving characters in the tube and I am told I tried to grab them and pull them out of the TV. My brothers were around and we played together, mental images come back to me of playing in the back yard, a place with many staircases and far too many nooks and cranny that I needed to explore. As time passed at the tender age of about 3 or 4 years I grew accustomed with my surroundings, I once went exploring up the steel ladder fire escape of a nearby hat factory and was eventually rescued by our neighbor and my mom's friend Geraldina Ventura. I later learned that my mom didn't climb the ladder after me because she was pregnant with my sister Betsy. Much to my amazement I was presented sometime later to a new addition to the family, a noisy and somewhat curious looking baby girl, she later was baptized Berta, named after my mom, we all know her today as Betsy.

Other events of that era that stick in my mind are of having locked myself naked in the refrigerator, I have no idea why I did that, except that I was probably curious as to what it would feel like. Why I removed my clothes and left them in a pile on the floor is a complete mystery to me. When I went missing and was nowhere to be found, someone in the ensuing search party noticed my clothes in front of the refrigerator and opened the door, and therein I sat wearing nothing but a smile.

I am filled with childhood memories of a constant stream of visitors and people showing up at our home, my uncle Joe (Jose

Figure A13 - Jose Reis Autobiography, p.1 (2004)

Reis, my dad's older brother) and my uncle Tony (Antonio Reis, my dad's second older brother) I vaguely remember my uncle Manny at that time (Manuel Reis from Rhode Island USA) he was my godfather and he doted the required attention upon me and gave me some coins when he saw me.

My parents didn't always have a store, my dad first immigrated to Canada from Sao Miguel. Azores in April of 1954 with the first wave of Portuguese immigrants. He had contracted to work for the railroad with dozens of other men clearing brush in the wilderness to make way for the laying of railway tracks. He soon grew weary of that strenuous work and made his way to Montreal with a couple of other workers that went AWOL. In Montreal he managed to find work in construction, doing demolition work by hand. He was being paid a dollar an hour, making 50 dollars a week, he thought he had struck it rich. Soon enough he had enough money squirreled away to set up house send for the rest of the family.

We were supposed to all arrive in 1954 together as a family, but when my parents went for the required medical examination, prior to emigrating, the presiding doctor noticed that my mother was well into her pregnancy, she was carrying me at the time. The doctor refused to declare her fit to travel so the family's migration to Canada was split into two phases. My dad left first in 1954 then my mom, my brothers ( Tony and Dominique ) and myself, at a tender age of 6 months, followed suit in May of 1955. My dad had rented a rundown flat on de Bullion street, south of Ontario street, it was furnished and ready for us upon our arrival, but sometime thereafter he found us better accommodations. The first place was infested with rats and freezing cold in winter, my dad had to get up in the middle of many a winter night to feed the coal stove, and chip away at ice building up on the walls.

Once we were settled in comfortably at the new place, 1622 St-Dominique street, my dad became friendly with the owner of the neighborhood grocery store owner. She was affectionately known to us as big Maria, I think she was of Polish descent. Maria noticed that my dad was a good provider for the family took a shine to his ways and eventually convinced him to buy out her business. My dad, always the budding entrepreneur, by then had about 1000 dollars in savings and after discussing it with my mom decided it was time to invest in the family's future. He went ahead and made a deal with big Maria, bought the entire store inventory with fixtures and the key to the front door. He took over the responsibility of paying rent for the shop and from that

Figure A14 - Jose Reis Autobiography, p.2 (2004)

point on he became the first Portuguese immigrant to own and operate a store in Quebec and in the ensuing process helped opened the floodgates for most of the newly arrived Portuguese immigrants that landed in Montreal.

My parent's tiny grocery store soon became the unofficial Portuguese community centre and the waves of arriving immigrants all needed and longed for Portuguese home style cooking and a place to rest over while awaiting transport off to their destined contract jobs. Before long the tiny back room of the store became a dinning room, that was always filled to capacity. My mom was kept super busy cooking for the hungry hordes that showed up and before long her sister Maria ( Maria Jose Tavares ) had arrived in Montreal with her husband and two boys ( Jose & Eddy Tavares ) and she was immediately recruited into helping out with the daily routine. Every room in the flat had double occupancy with two beds each and two occupants per bed. The constant flow of cash from the boarders resulted in that my parents built a good sized savings account and consequently my dad went looking for more spacious quarters.

My dad came upon an empty storefront that was up for rent just a few blocks south of where we lived, situated at 1215 St-Dominique street, corner of Charlotte street. The location was in the heart of the red light district and the building next door housed a tavern on the ground floor and the two upper floors consisted of seedy Tourist Rooms that rented rooms by the hour to prostitutes that plied their trade just a block away on St-Laurent boulevard ( The Main ). He went to see the landlord ( the brothers Rosendo ) and subsequently wrangled a deal to purchase the three story building. In a short time he moved the entire family to newly renovated lodgings above the combination snack bar/restaurant situated at the street level. The third floor was made up of four rooms and a bath. As in the previous arrangement each room had two beds occupied with two paying boarders per bed. The tiny restaurant with the soda shop type counter and revolving stools in the front with a spacious dining room in the back, was soon was filled to overflowing capacity on a daily basis.

Further to providing hot meals, a bag lunch plus sleeping accommodations. to the new arrivals my dad hit upon the idea of selling homemade moonshine. By now many of the workers were settled in with well paying jobs in construction or as railway workers and stevedores on the waterfront. Needless to say selling the popular homemade brew at twenty five cents a shot became a huge success especially in the cold winter months. In the space of a year my parents accumulated a what was considered a small

Figure A15 - Jose Reis Autobiography, p.3 (2004)

ne  
sa  
Mc  
ur  
m  
o  
t  
r  
!

fortune at the time, totaling ten thousand dollars and an urgent need to expand even further.

Another visit to the Rosenoff brothers (they owned the building housing the Tavern and seedy rooming house next door) and a deal was struck to purchase the rooming house and Tavern situated at 1211 and 1209 St- Dominique street.

When my parents acquired legal title to the property my dad set about to empty out the rooming house of all it's occupants, threw out most of the furnishings and putrid mattresses. He had workers clean, paint and sub-divide the existing rooms and added two more for good measure. As always my dad furnished each of the twelve rooms with two beds each that again accommodated two paying boarders per bed. That summer, this was around 1958 - 1959, the rooming house was again filled to overflowing capacity and housed forty eight immigrants on a continuous basis. No sooner did one leave when another showed up to take his place. The ground floor that was operated as a Tavern was emptied out and my dad had big plans for the place.

I don't recall much about the former tavern that was situated on the corner except that the outside had high windows and a wall painted with large letters that spelled out TAVERN. The doorway was situated on the corner at a right angle facing Donkner's Poultry directly across the street. Donkner's was part of the brick building that made up the marketplace ( long since demolished and now known as Place de la Paix ) that bordered Rene Levesque ( back then Dorchester blvd. ) St-Laurent, Du Marché and St-Dominique streets. The interior of the marketplace was filled with butcher stalls and Enkin's Grocery. On the South-East corner was a factory that I vaguely remember, and on the North-West corner was a block of Victorian era storefront houses, stretching up and down the entire length of Du Marché and St-Dominique streets with Abugov's grocery store planted on the corner. These three and four story Victorian style buildings housed many of the people and families that lived in the neighborhood, directly behind them facing St-Laurent boulevard was J. Pascal Hardware. Jacob Pascal owned the store, he lost a son in WW2 and hated Germans, he refused to sell anything in his store that was made in Germany.

The snack bar/restaurant was a huge success and was always filled to capacity and often spilling over onto the street. I remember some summer afternoons where groups of men would gather on the sidewalks and just hang around smoking and talking, at times they would number forty or fifty men. This ticked off some of the

Figure A16 - Jose Reis Autobiography, p.4 (2004)

neighbors and sometimes they called the cops. More than once I saw these fellows scatter in all directions when they saw the Montreal Police paddy wagons arrive. On occasion some poor unsuspecting immigrants would be grabbed in the Police sweep and my dad would have to go through the motions and help bail them out of jail and direct them on how to pay their fines. Some of them became frightened and quickly returned back to their homeland while others just took it in stride.

My dad wanting to help out the Portuguese immigrants and probably wanting to cash in on gathering, came up with the idea of opening up the Portuguese Social Club. The empty space left by the previous Tavern's occupants soon gave way to a good cleaning and fresh paint job, the chairs and tables left behind were put to good use. A stage was built in the corner, a long counter that served as a bar was placed along one wall. To top it off a large plywood board was placed on the wall behind the stage depicting the Canadian and Portuguese flags. I don't know where my dad found some sound equipment, amplifiers and microphones, but the club was ready to open. There was no shortage of volunteer musicians from the gaggle of men living above the club and they brought their own instruments to boot. Many a drunken chorus was sung into the wee hours of the night accompanied by homesick laborers, bellowing out songs of home, family and patriotic events.

For convenience sake my dad had some workers cut a doorway out of the brick and plaster that separated the kitchen area of the restaurant next door and stepped down into behind the bar of the Social Club. This move now connected both buildings from the inside and made for easy access to food and beverage for those gathered at the tables. Before long card games broke out the inevitability of gambling came about. My dad tolerated this because it kept the fellows occupied while they drank and ate delicacies supplied from the kitchen next door. The ever popular homemade bootleg whiskey was also available.

Figure A17 - Jose Reis Autobiography, p.5 (2004)

APPENDIX B  
Photocopy Image Assets



Figure B1 - Still image from Communal Communion (2024)

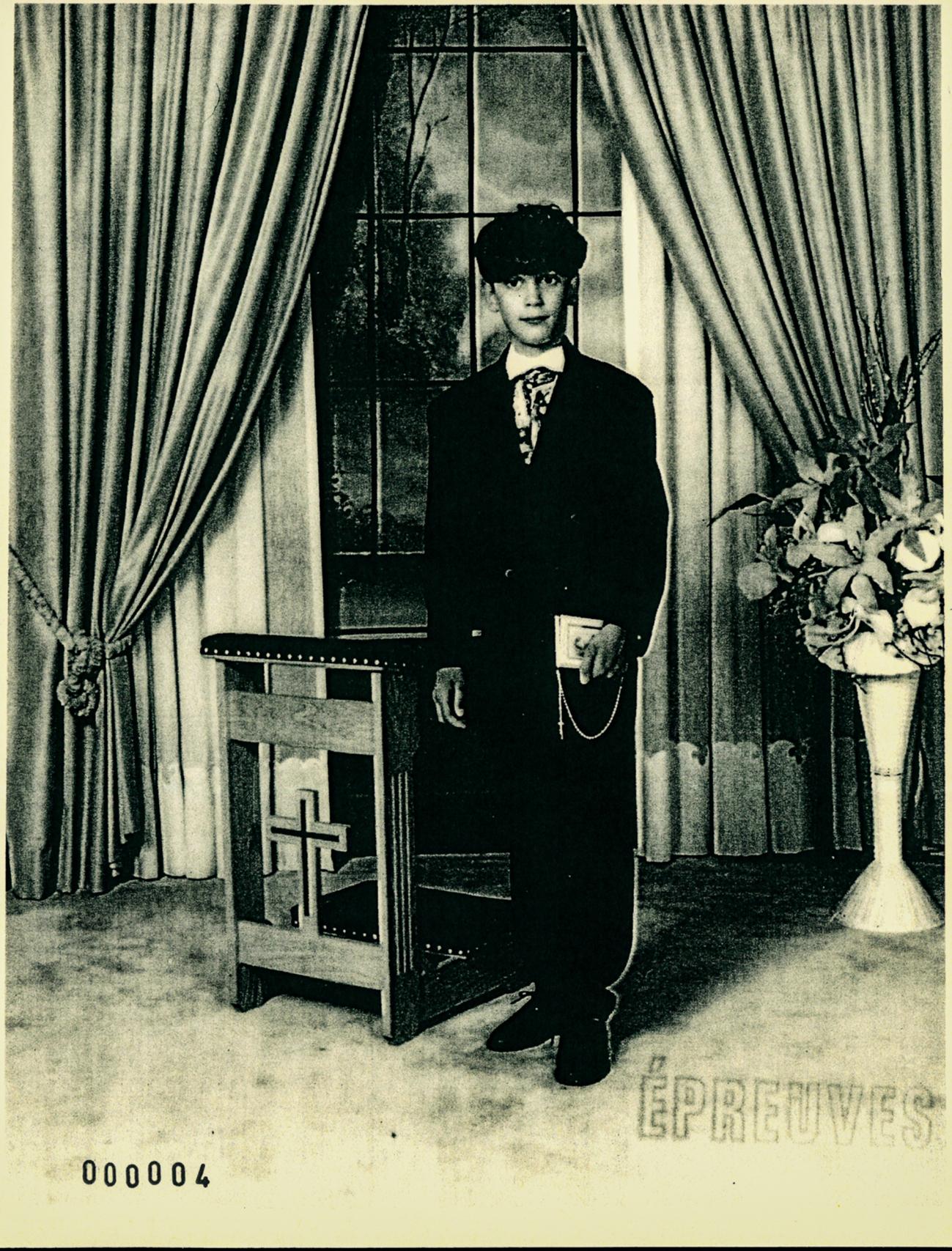


Figure B2 - Still image from Communal Communion (2024)

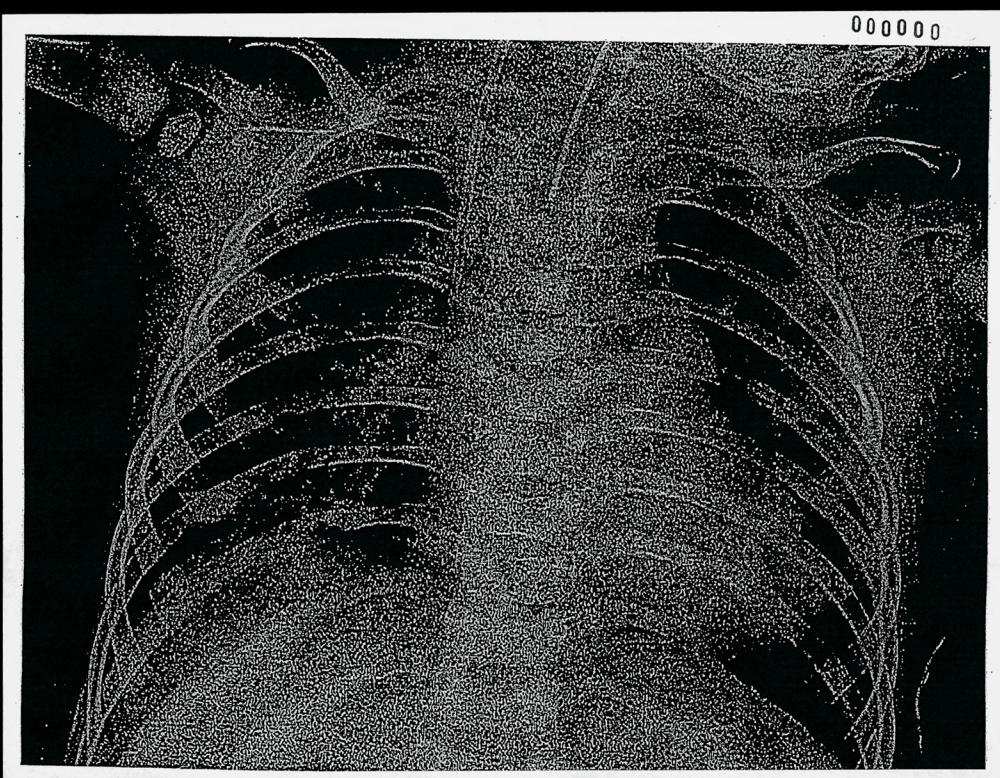
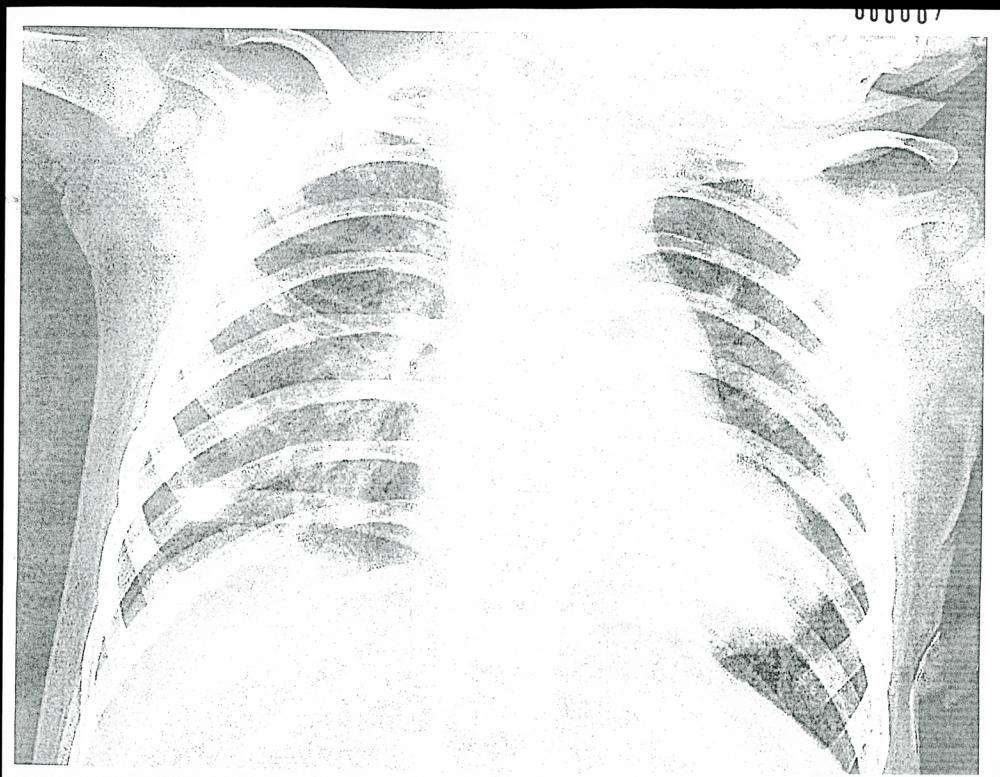


Figure B3 - Still images from Falta De Ar - Pulmões De Papel (2024)



Figure B4 - Still image from Young Bobby (2024)



Figure B5 - Still image from Young Bobby (2024)

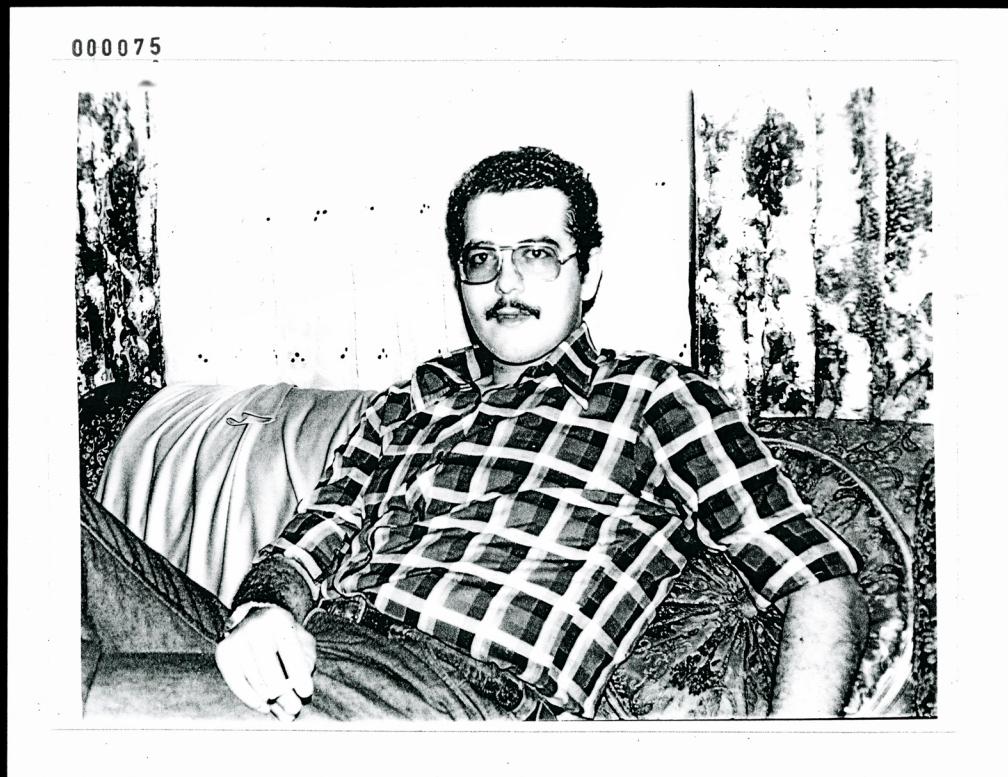
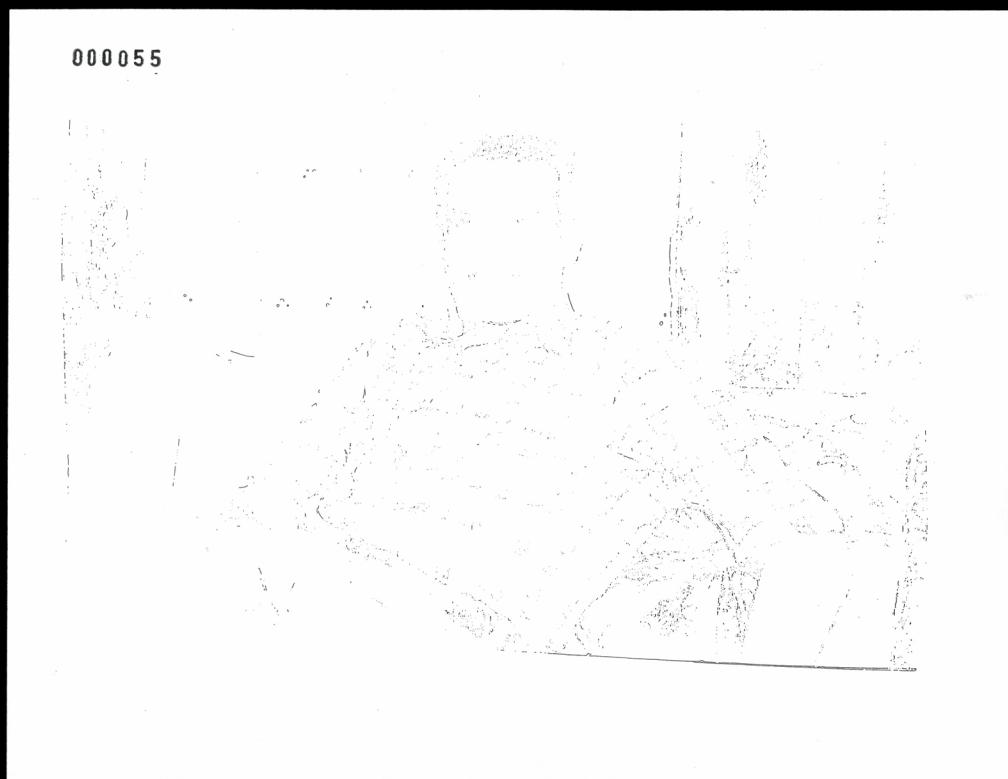


Figure B6 - Still images from Effaced Over 185 Frames (2025)



Figure B7 - Still images from Zeff Scratch Test (2025)

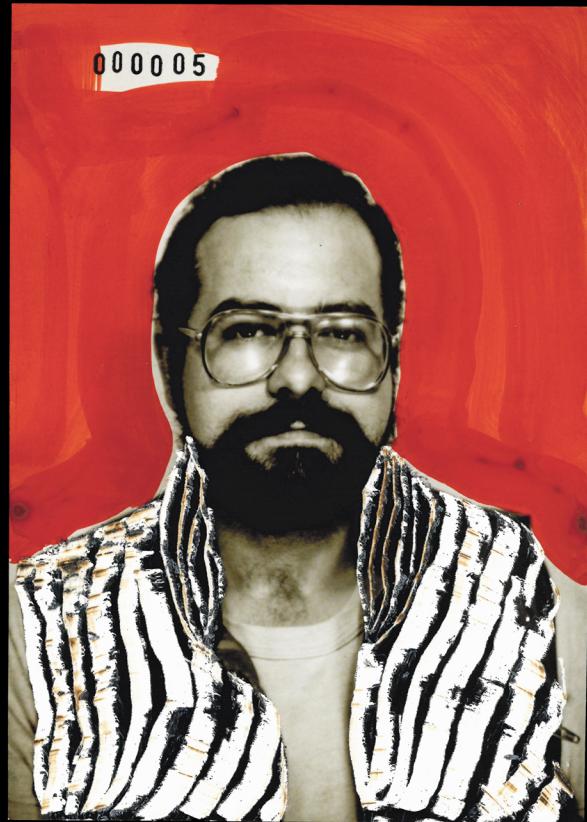
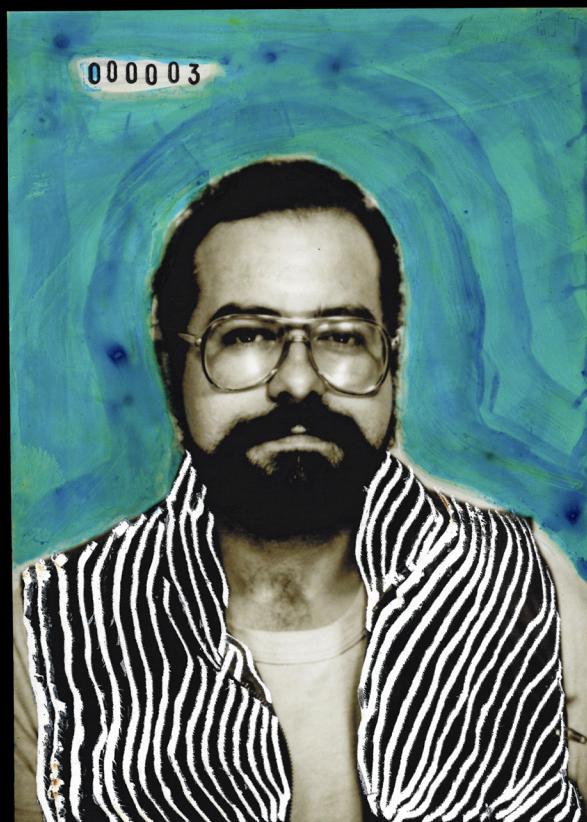
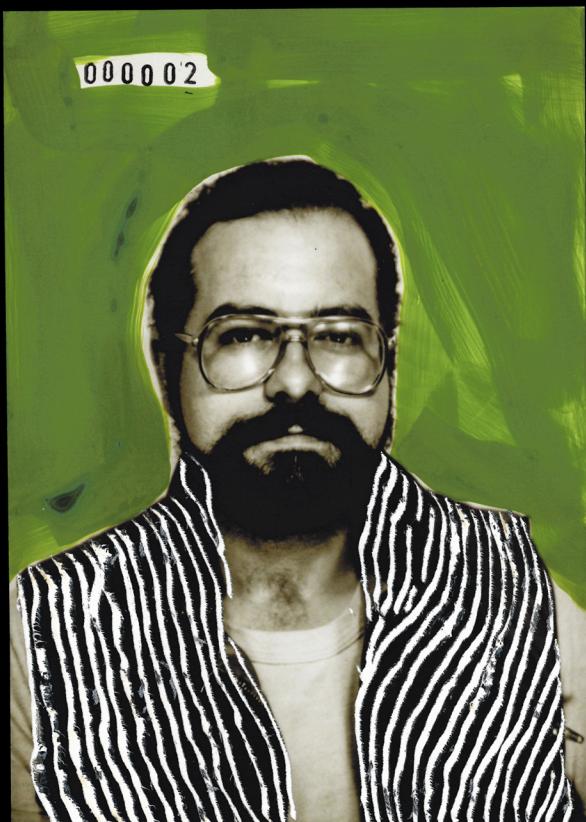


Figure B8 - Still images from Zeff Scratch Test (2025)

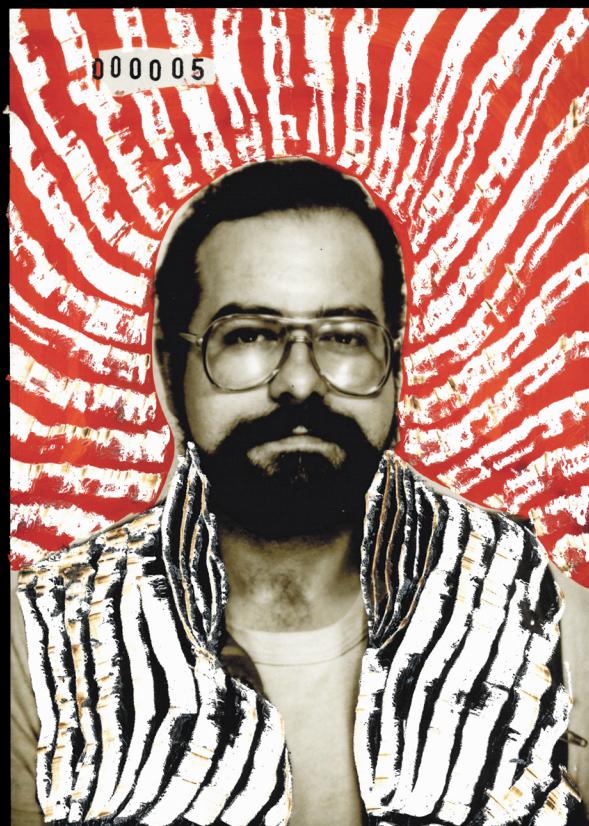
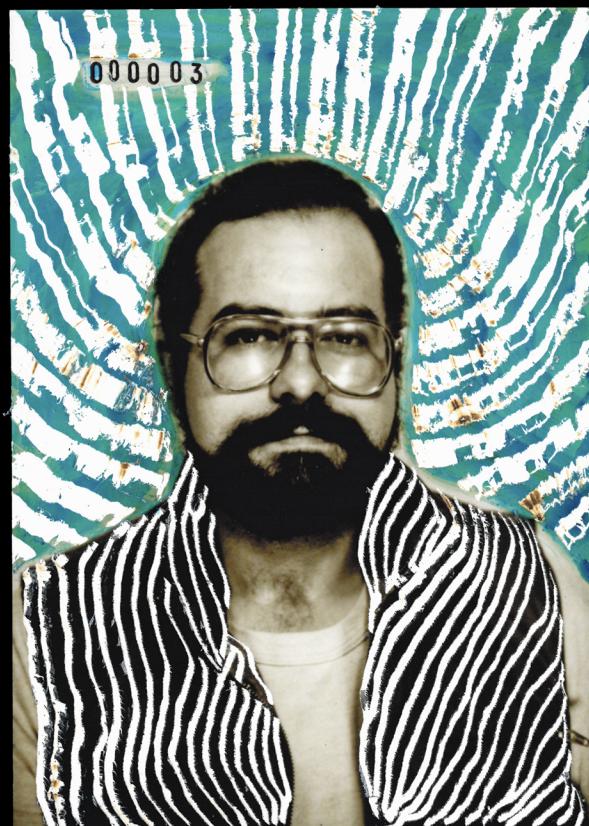


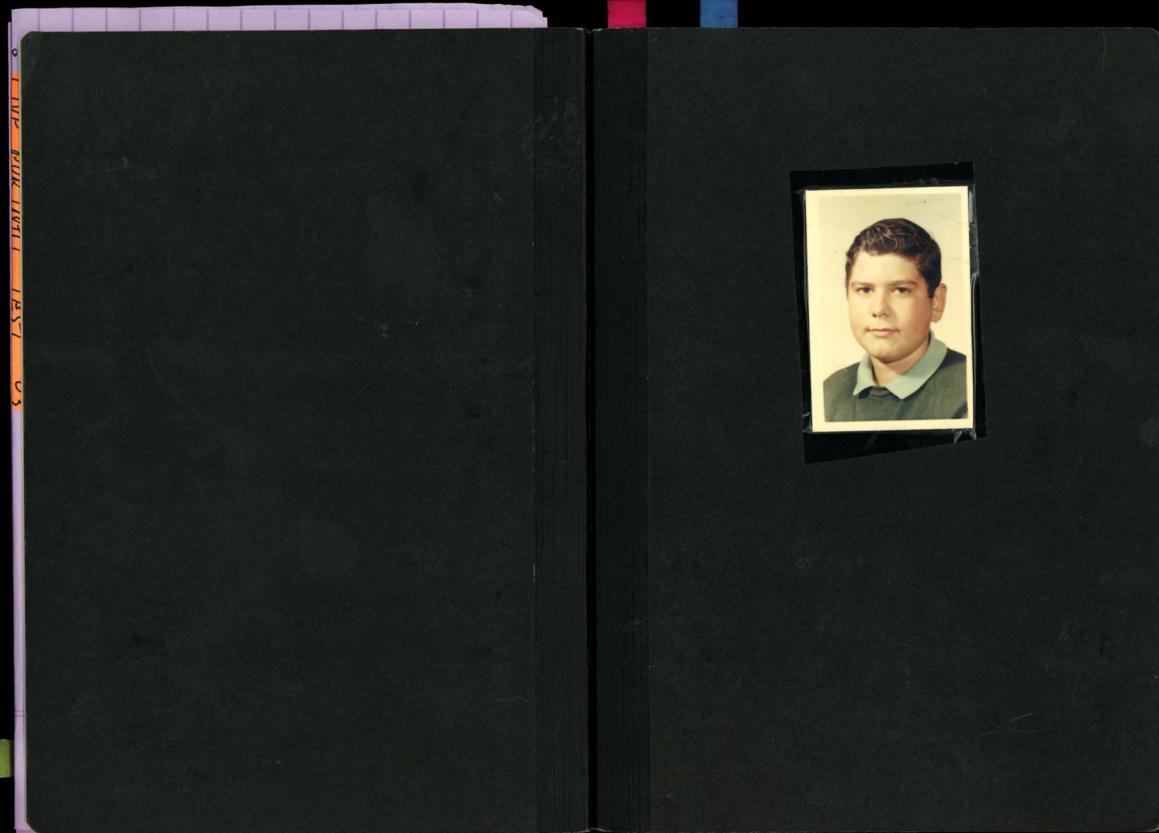
Figure B9 - Still images from Zeff Scratch Test (2025)



Figure B10 - Still images from Digital Rebirth, Dragged (2025)

## APPENDIX C

### Visual Journal



SEP 07 2024 "REIS' FAMILY GROCERY STORE"

EDITING NOTES

- PHOTO MONTAGE, STAY & HOLD IMAGES LONGER, 2 OR 3 TIMES LONGER
- TYPE OR HANDWRITE CAPTIONS ON PHOTOS?
- OUR NAME ON THE MARQUIS?
- TWO WIDE SHOTS OF INTERIOR GROCERY - TOO MUCH KEEP JUST ONE.
- ADD ROOM TONE TO NARRATION → (RAIN?)
- TO BE AN IMMIGRANT →
- OF WHAT YOU, YOUR PARENTS AND YOUR SIBLINGS WENT THROUGH
- SUPER "XMAS" - M - WOY! LASAGNA-LUNCH WITH MOM + DAD! UI! GRANDPA GALLANT PASSING ONE 4 "DEAR" RE, THE SHOTS THAT THAT ARE REVERSED JUST TRIM THEM DOWN. AT LENGTH RATHER THAN CUT THEM.
- INSERT BUSINESS CARDS FOR GROCERY INTO PHOTO MONTAGE
  - ★ FOR INSTANCE THE INTERSECTION OR ADDRESSES? OTHERWISE UNCLEAR THAT IT'S NOT THE SAME PLACE.

→ ADD "LEARN TO SPEAK"  
• AT END, CUT DIRECTLY TO BLACK RATHER THAN END LEADER

→ ADD "HELLO ROBERT"

- PHOTO BOOTH PHOTOS BIGGER
- REMOVE "LET'S DO THIS FOR A WHILE, SAVILLE?"
- SFX WHEN PHOTOS CUT?
- + MAYBE EVEN "WRITE TO ME OR SHOULD I SAY NARRATE TO ME?"
- ACTUALLY ONLY THE PASSPORT ONE AT THE END. THE OTHER LOOK GREAT ON A BIG SCREEN.
- COMMUNAL COMMUNAL + XEROX AUDIB SHOULD BE REPLACED WITH HEART BEAT OF BREATHING.
- SLOW DOWN THE ANIMATIONS OF NECESSARY EXPORT THEM AS VIDEOS + REIMPORT TO MAKE IT EASIER.

Figure C1 - Robert Reis — Visual Journal (Excerpt, 2025)

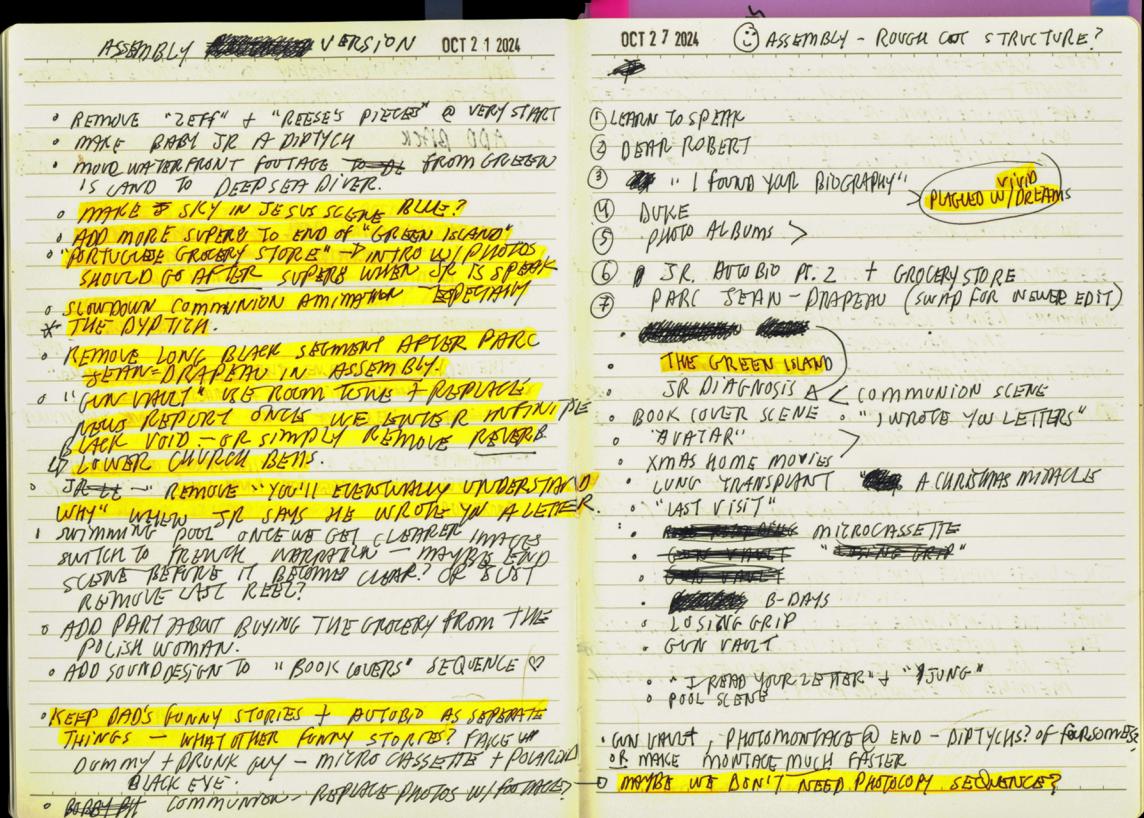
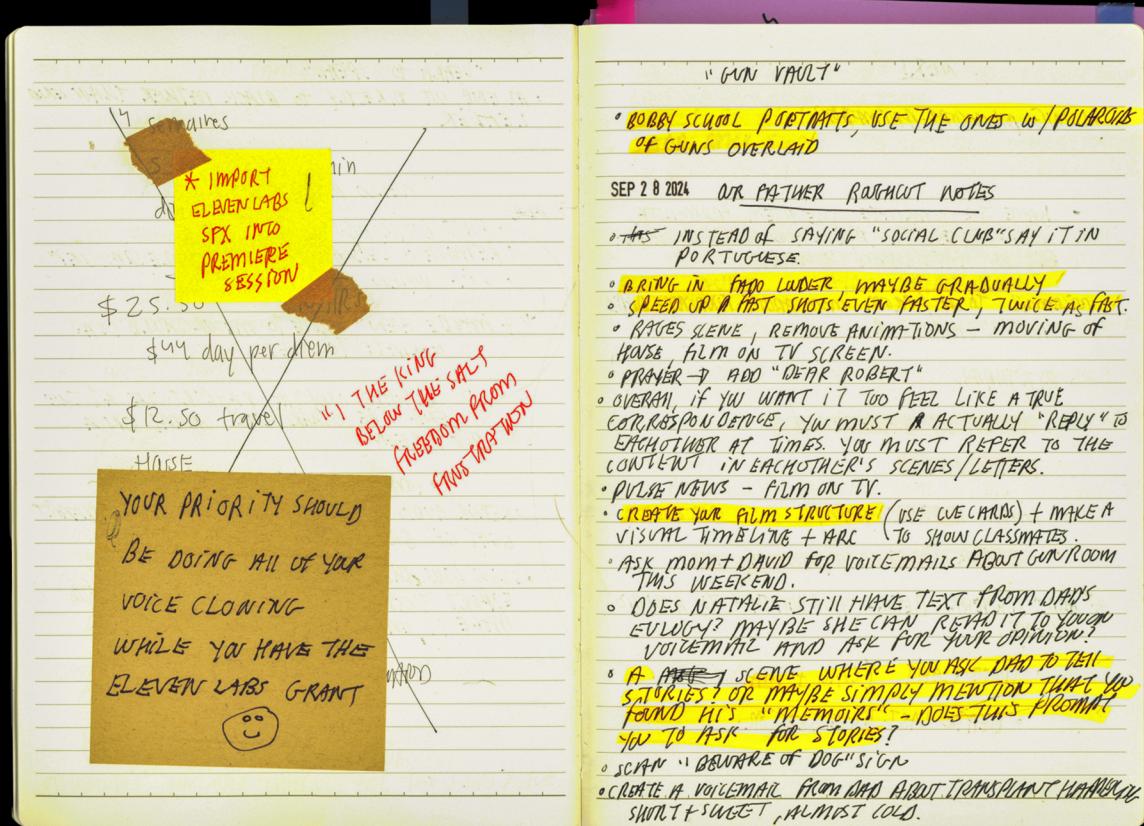


Figure C2 - Robert Reis — Visual Journal (Excerpt, 2025)

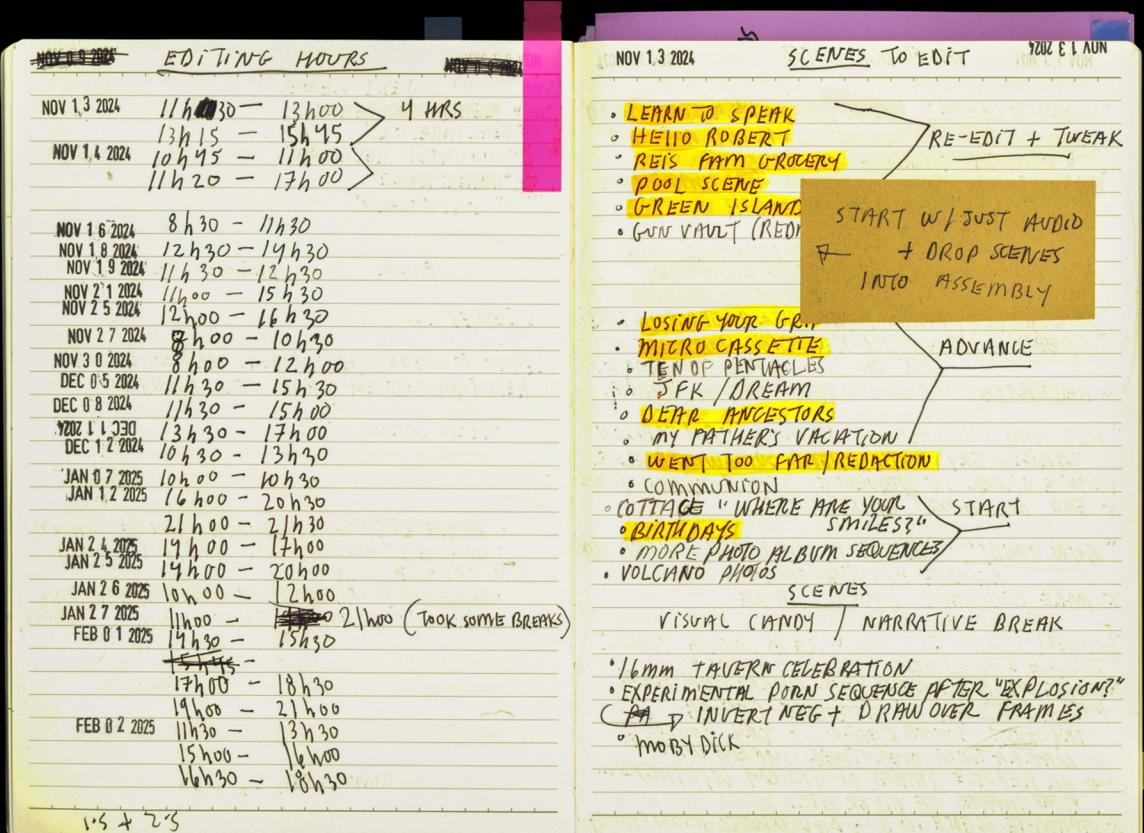
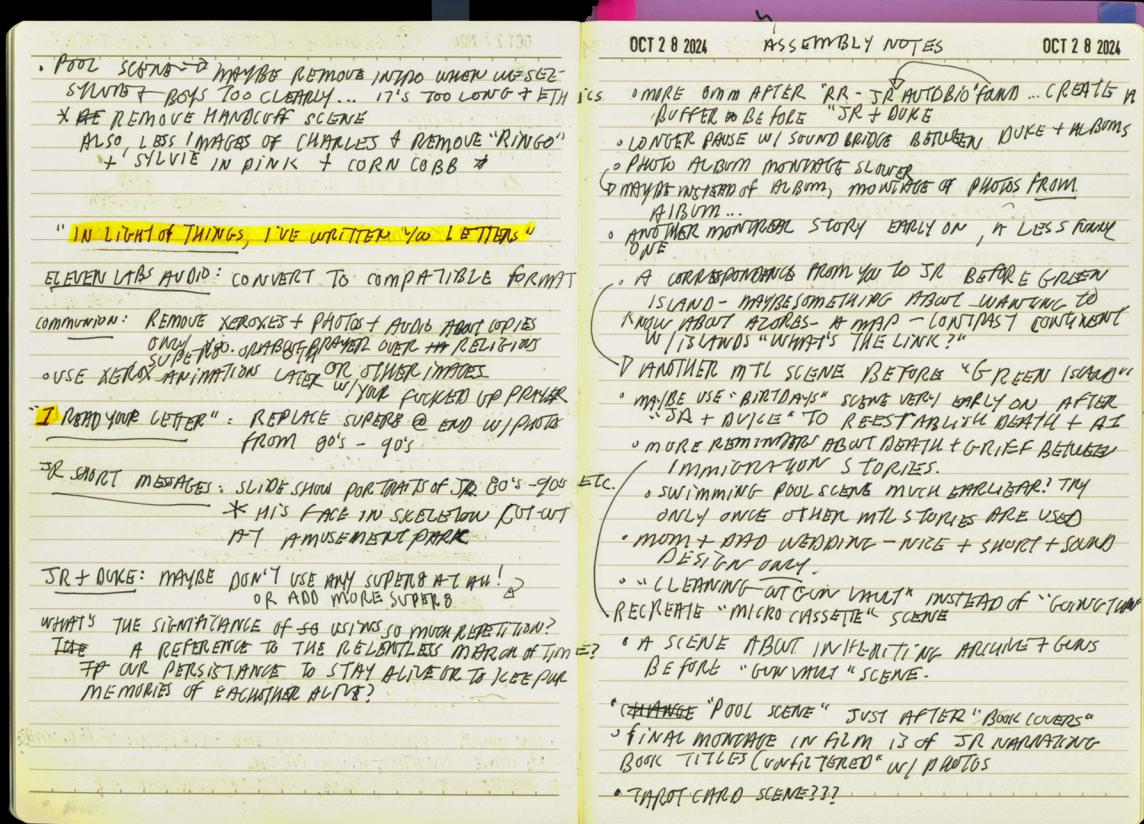


Figure C3 - Robert Reis — Visual Journal (Excerpt, 2025)

NOV 1.3 2024 ASSEMBLY NOTES

NOV 1.3 2024

"LEARN TO SPEAK" TRY WITHOUT SYNCH STATIC SOUND  
LONGER PAUSE BEFORE "I FOUND AUTO-BIO"  
NONSTOP TALKING NO PAUSES?  
ROBBY FOUND AUTO-BIO" AND SUPER8 IMAGES FROM  
COTTAGE @ BEGINNING → BEACH???

"MICROCASSETTE" YOU NEED SOMETHING ELSE  
FIRST. CUTTING FROM JR'S  
CLOSED VOICE TO REAL VOICE IS NO GOOD.  
START W/ PHOTOS + INTRODUCE RECORDER LATER?  
"GREEN ISLAND". TRY RECORDING YOUR VOICE AS  
THE SOURCE FOR JR'S CLOSE.  
"HELLO ROBERT": ALSO USE YOUR VOICE AS SOURCE.

"REIS FAM PHOTO ALBUM": REMOVE "ROY ORBISON"  
LYRICS, TRY WITH SUPER8 SOMEWHERE ELSE.  
CHANGE ORDER IN SEQUENCE. START W/ FULL PAGES  
+ END ON ALMOST EMPTY ONES.

"GUN VAULT": USE MUCH LATER, SECOND HALF  
REMOVE "BRUISED FACE"  
MAKE DOCUMENTS BTW NOT BLUE

"GROCERY STORE": TRY YOUR VOICE AS SOURCE TRACK:  
REMOVE "AMPLIFIERS + MICROPHONES"  
MAYBE WE DON'T NEED YOUR NARRATION HERE,  
PUT A PHOTO ALBUM SEQUENCE BEFORE  
TRY JUST SOUND DESIGN, + TRY YOUR  
NARRATION OVER OTHER SUPER8 IMAGES  
OR REPLACE IMAGES OF GROCERY W/ OTHERS...  
KEEP IMAGES OF DIVERTICULITIS.  
SEPARATE SCENE IN 3 → DAD PHOTO MONTAGE

② YOUR NARRATION W/ UNRELATED IMAGES AND  
③ GROCERY SUPER8 W/ FADE + SOUND DESIGN.

\* TELL DAD ABOUT A DREAM YOU HAD OF HIM OR  
MOM'S DREAM OF HIM + DAD BEFORE HE  
TELLS YOU ABOUT TOO MANY NIGHTMARES.

"STRANGE WEDDING": SCRATCH ALL FACES!  
DRAWING SKULLS ON FACES ETC...

REMOVE PROJECTOR SOUND!

COTTAGE  
+ ADD CHANTING "WHERE ARE YOUR SMILES"  
SCENE AFTER "THIS OLD HOUSE"

ADD A DARK SEE ABSTRACT SCENE JUST  
BEFORE "BOOK COVERS"

LD RELIGIOUS SERMON AUDIO CASSETTE?  
LD LOOPED IMAGES OF PRIEST FROM MOM  
BUILDING? ←  
DAD PRAYER SLOWED DOWN  
"BOOK COVERS": ADD MORE SOUND DESIGN

"SWIMMING POOL" KEEP ONLY REELS WITHOUT  
FAMILY CORN ROAST.

JR'S VERSION + YOURS  
COMMUNION PHOTOCOPY FULL SCREEN  
DAD XEROX WHICH IS NOT YET NUMBERED +  
SCANNED

IMAGES OF FAMILY CORN ROAST: YOUR DREAM  
OF LEFT POOL OF FIRE - JR IN PURGATORY  
AFTER OR BEFORE HE ACTUALLY DIES.

\* FAMILY COTTAGE - WHERE ARE YOUR SMILES  
TRY USING IT JUST BEFORE "X-MAS COMA".

\* ADD SILENT / SOUND DESIGN SUPER8 SCENE  
BETWEEN "X-MAS COMA" + "LAST VISIT"

\* X-MAS COMA  
"ROBERT READ LETTER" → REMOVE SOUND OF PROJECTOR

INTRO  
INCITING  
INCIDENT

NOV 1.6 2024

NOV 1.6 2024

NOV 1.6 2024

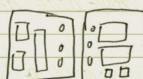
MAKE AUDIENCE FALL IN LOVE W/ JR  
WHO HE WAS, FUNDAMENTALLY. WHAT  
STORY CAN YOU TELL THAT EXPLAINS  
WHY YOU WANT HIM BACK? WHAT IS  
LACKING FROM YOUR LIFE?

→ A STORY FROM YOUR CHILDHOOD...  
WHEN / HOW DID HE MAKE YOU FEEL SAFE  
(+ LOVED)? DID HE EVER MAKE YOU FEEL  
LIKE HE NEEDED YOU KIDS + LINDA?  
→ SOMETHING IN HIS AUTO-BIO?

→ HE PUT IN SWIMMING POOL?  
DISNEYLAND? SITTING WITH HIM ON ROGER  
RABBIT SET?  
STANDING BEHIND COUNTER OF HIS HARDWARE  
STORE?

\* ADD A BUFFER SCENE BETWEEN MICROCASSETTE  
+ GREEN ISLAND.

CORN BREAD STORY - MAKE MORE PERSONAL,  
HIS GRANDFATHER LOCATED AWAY DREAM,  
+ USE MORE CASUAL LANGUAGE.



DIPTYCHS SCANNED PHOTO  
ALBUM PAGES

FLORIDA + STE-CATHERINE

I'VE BEEN TRYING TO REMEMBER / DETERMINE  
WHEN + WHY I FEEL YOUR ABSENCE MOST STRONGLY.  
I'VE CONCLUDED THAT IT'S → THERE'S NO  
ONE SPECIFIC MOMENT OR SCENARIO. IT'S A CONSTANT  
FEELING / SENTIMENT THAT IS ALWAYS WITH ME,  
AND PRESUMABLY, IT'S ALWAYS THERE FOR MAM,  
NANIE + DAD TOO. IS THIS SAVOIADE? HAVE  
I INHERITED YOUR SAVOIADE?"  
→ YOUR FIRST VIDEO CAMERAS? HIS PENTAX?  
→ COMBINED B-DAY CELEBRATIONS

\* WHAT / WHEN MAKES YOU FEEL HIS ABSENCE?  
YOUR B-DAY? BLACK FOREST CAKE?  
LOOK THROUGH MILDWOOD PHOTO ALBUMS FOR IDEAS  
STRONGEST (NOT PHOTOS) SUPER 8  
→ IS IT WHENEVER → WHEN I USE THE PENTAX?  
GETTING A DOG? EMBEDDED IN MY MEMORIES OF /  
GETTING OUR FIRST DOG? OR  
SWIMMING IN THE POOL THAT YOU  
HAD INSTALLED IN OUR CULLOWOOD YARD? OR OUR  
SHIPPED B-DAY CELEBRATIONS? YOUR SENSE OF YOUR GOOD HUMOR + VOICES WHICH

Figure C4 - Robert Reis — Visual Journal (Excerpt, 2025)

DEC 01 2024 ASSEMBLY NOTES DEC 01 2024

- REVERT TO PREVIOUS AUDIO FOR "PARC JEAN-DRAPEAU"
- PUT "PARC JEAN-DRAPEAU" LATER.
- ADD MORE AZORES IMAGES AFTER GRANBRETON STORY
- ADD IMAGES OF MTL JUST BEFORE "GROCERY STORE" TO CREATE A PAUSE
- ADD THE REMAINING GROCERY STORE FOOTAGE AFTER DEEP SEA DIVER.
- PUT "GROCERY STORE" PHOTO MONTAGE LATER FINISH AZORES TO STORY UNTIL THEY LEAVE BEFORE JUMPING INTO "GROCERY STORE" PHOTOS
- TRY 16MM TAVERN FOOTAGE AFTER THIS SCENE ↗
- PUT "COTTAGE / WHERE ARE YOUR SISTERS"

POOL SCENES "SWIMMING POOL" / "FARMY BBQ / MLD"  
INVERT THE IMAGES AND REALLY MAKE IT EXPERIMENTAL  
(D) OR MAKE B/W + OVERLAY ONTOP OF PLAT CLR

"JR DIAGNOSIS" MONTAGE MEDICAL DOCS + LYING XEROX + AT END HIS VOICEMAIL.

\* EXTEND THE DRONE FROM INTRO TO ENTIRE FILM.

"JR PSYCHEDELIC DEATH SCENE" WHEN YOU MAKE IT PLACE BETWEEN "MMS COMIN'" + "LAST VISIT"

D FOR THIS SCENE - AUDIO - JUST SCREAMING + PANTING w/ NO WORDS + MUMBLING ...  
YOU ALREADY HAVE ~~MADE~~ THIS, TRY SLOWING DOWN + ADDING INTENSE DRONE ...

D START BY EDITING AUDIO ONLY.

D TRY WRITING YOUR OWN GIBBERISH ABOUT HIS DEATH +

DET 08 309

IN YOUR "SEQUENCES" BIN, MAKE A FOLDER CALLED  
"CHAPTERS" + ASSEMBLE CHUNKS WHERE AUDIO  
BRIDGES SCENES.

PUT "LOSING YOUR GRIP ON REALITY" JUST AFTER  
"RATES / OMAY DEAREST"

- REVISE NARRATION FOR "GREEN ISLAND"
- GENERATE "VIVID DREAMS R.R."
- GENERATE / PLACE P-DAYS
- REVERT "PARC JEAN-DRAPEAU" AUDIO
- TRIM NARRATION "GROCERY STORE" DAD
- REVERT "SWIMMING POOL" AUDIO
- ADD INTRO DRONE EVERYWHERE
- BOAIS
- WENT TO PAR
- MOM INTERVIEW

\* BEFORE ELEVEN LAPS GRANT EXPIRES \*

MONTONE NARRATION SCENES TO REED:

- SR + DUKE
- GREEN ISLAND
- RED PANT GROCERY STORE
- VIVID DREAMS
- THALASSON?
- I WROTE YOU LETTERS

DEC 0 8 2024      ASSEMBLY NOTES      DEC 0 8 2024

"ROBBY FOUND RIBBON": REMOVE WHITE LEPROSY BSTITUTE  
REELS + MUSIC

• CHANGE "MISSING" FOR "YOU LEFT ME"  
• TRIM USELESS SHOTS FROM INTRO. (B-DAY CHUB)

• "MICROCASSETTE": ADD NARRATION ABOUT PLAYING HIS GLOVED VOICE FOR MOM + NAT + DAVID AND NON-RESIDENTS ETC.

• SCAN STACKS OF PHOTOS FOR THIS SCENE + VHS + AUDIO CASSETTES

"GRET N ISLAND": REMOVE "ON CELLULOID"

• "GROCERY STORE": SPEED UP MILEOM ON FIRST IMAGE OF FIRST COUPLE EXITING. ONCE YOU SPEED UP DON'T SLOW DOWN.

"PARC JEAN-DRAZÉE": LAYER MUSIC  
 ADD FUND AUDIO... SERMON? PUBLIC DOMAIN TEXT ABOUT AZURE? "SAUDAD DA TERRA"?  
 (D MUM NARRATION? "TEN OF PENTACLES")

"VIVID DREAMS": PAGE NORMALLY. USE PHOTOS?

"EXPLOSION": PUT FURTHER, SWAP FOR "STRANGE WEDDING". "HER BODY ODOR + THE WEIGHT OF AGE 80

"GROCERY STORE JR": PUT 6 MINNIE PHOTOS AT END  
 JR FIRST SENTENCE = FAMILY PORTRAIT.  
 REMOVE TAVERN PHOTOS, USE LATEN + WRITE # NEW NARRATION... OR A FAKE INTERVIEW WITH AZURE FROM THE PAST. ABOUT A MEMORY THE

\* TELL STORY OF "DUKE + WATERMELON + GUNS"  
BUT YOU RETELL IT TO SJ + ASK IF IT ACCOUNTS  
FOR HIS INTEREST IN THE GUNS.  
"STRANGE WEDDING": "I MIGHT NOT HAVE EVEN  
BEEN ALIVE WITHOUT YOU"  
VER.  
MRS. SMILES  
REDACTED  
REB.  
TER  
RECORDS  
MOVED  
STOS  
1000S OF  
STATIONS.  
VISON  
SIMPLY LINE  
IT TO DUKE + WATERMELON STORY.

Figure C5 - Robert Reis — Visual Journal (Excerpt, 2025)

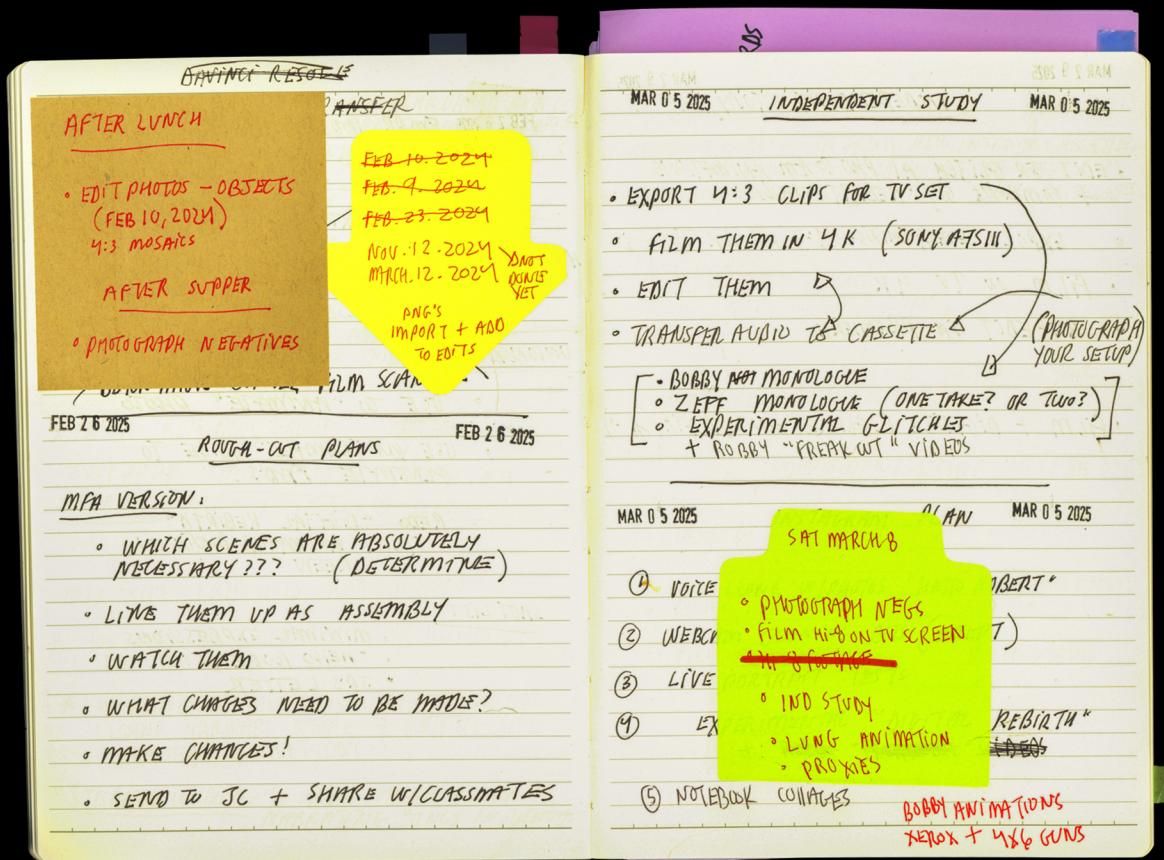
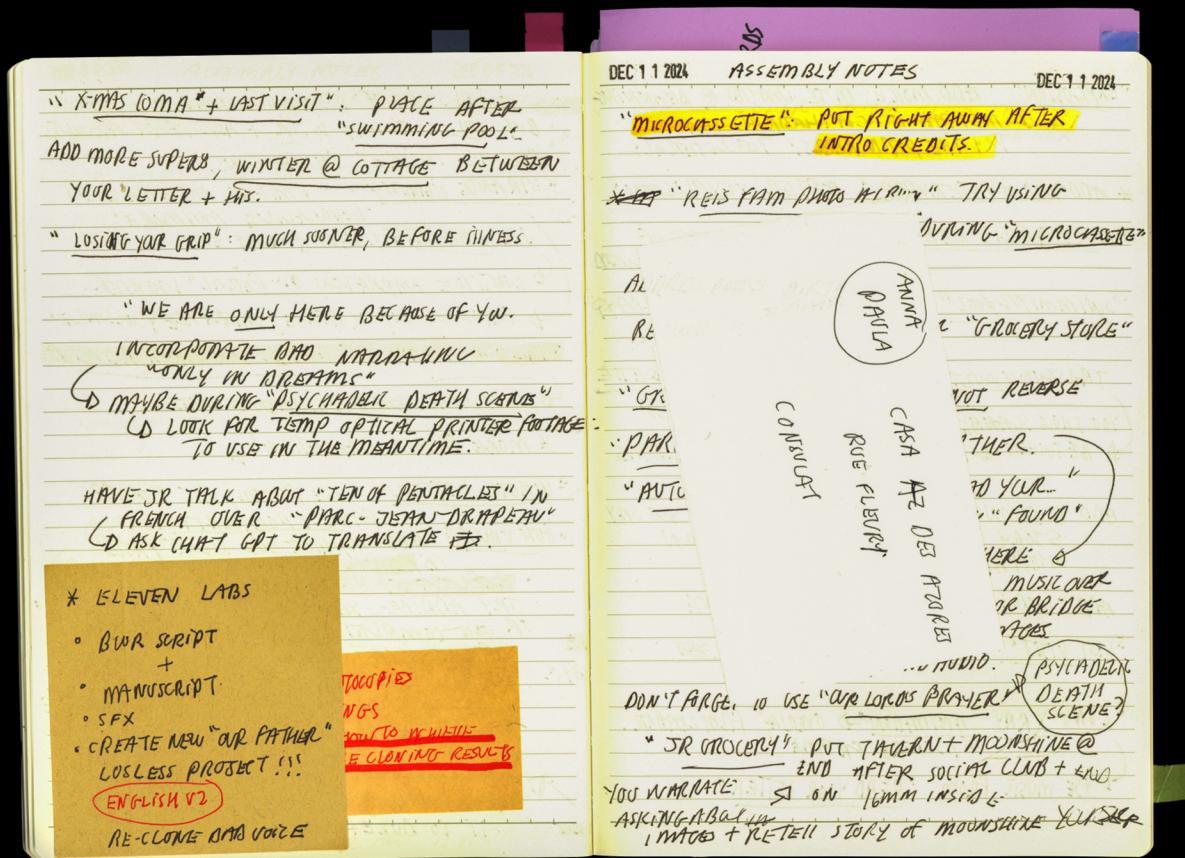


Figure C6 - Robert Reis — Visual Journal (Excerpt, 2025)

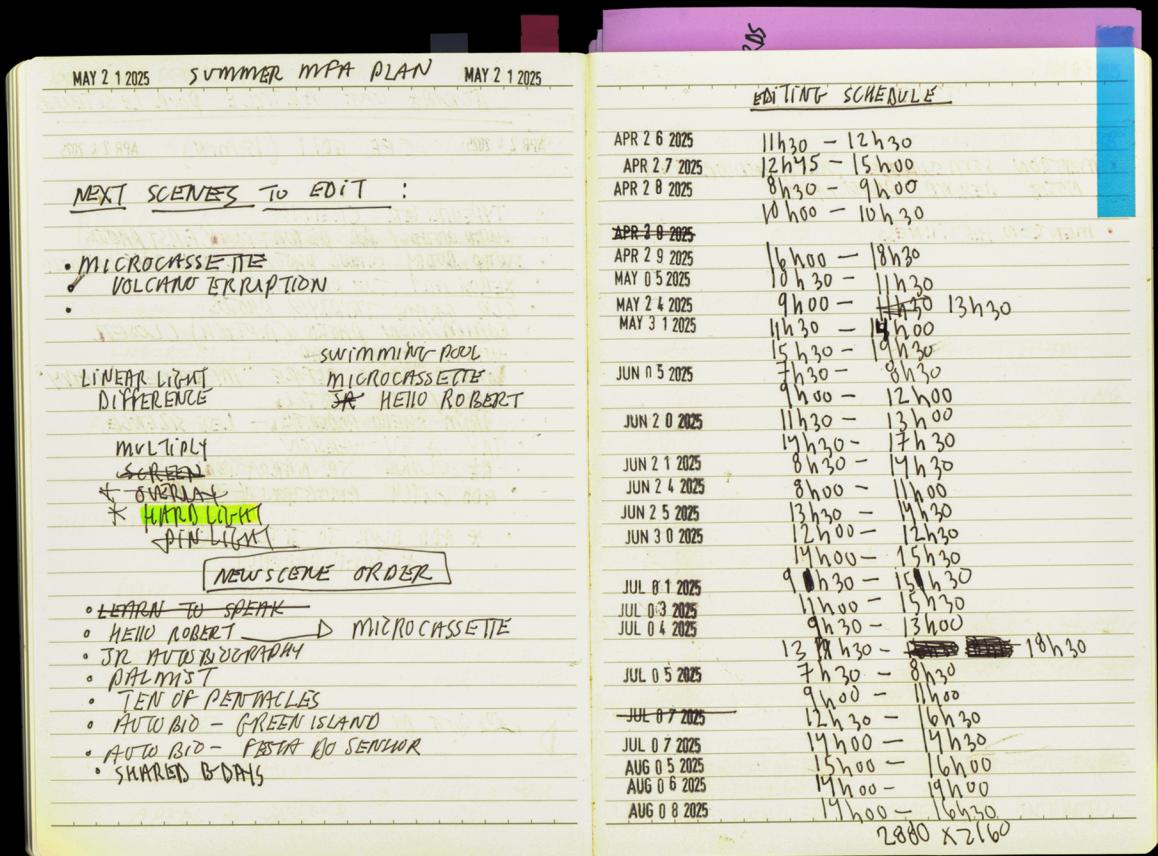
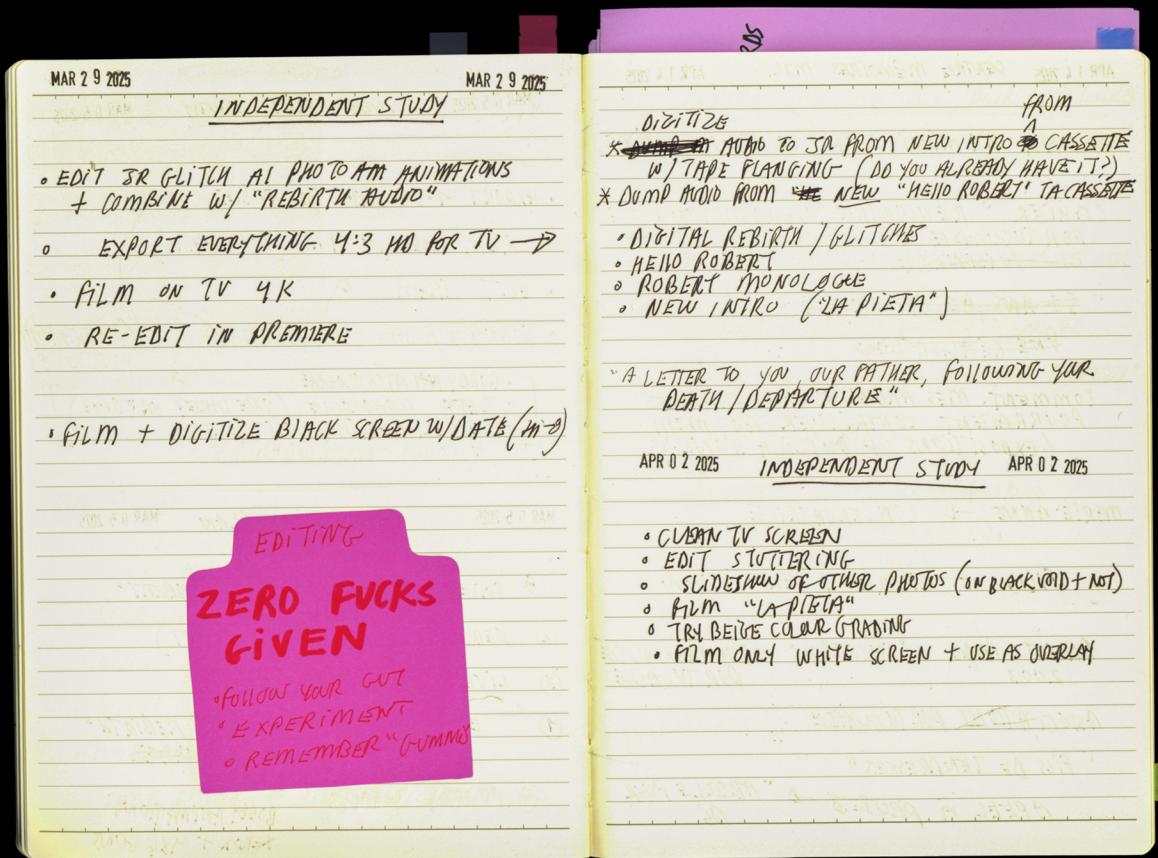


Figure C7 - Robert Reis — Visual Journal (Excerpt, 2025)

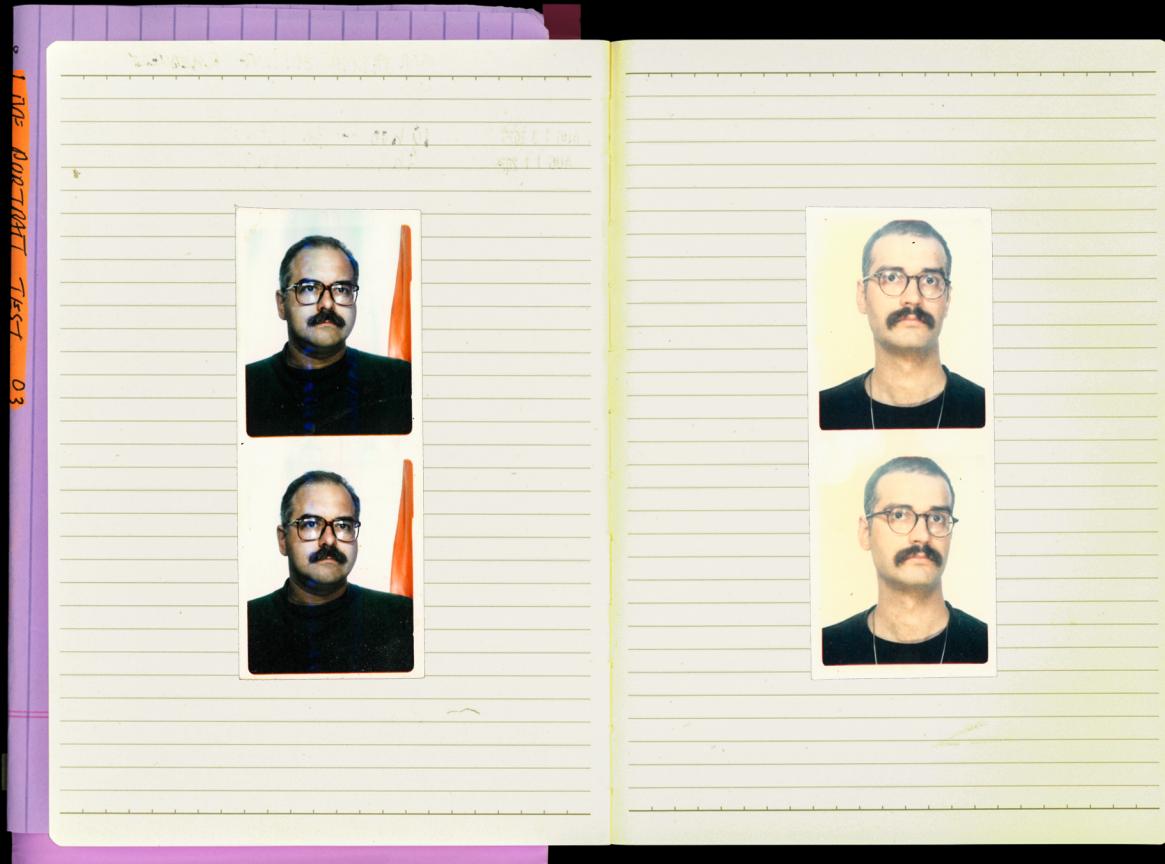
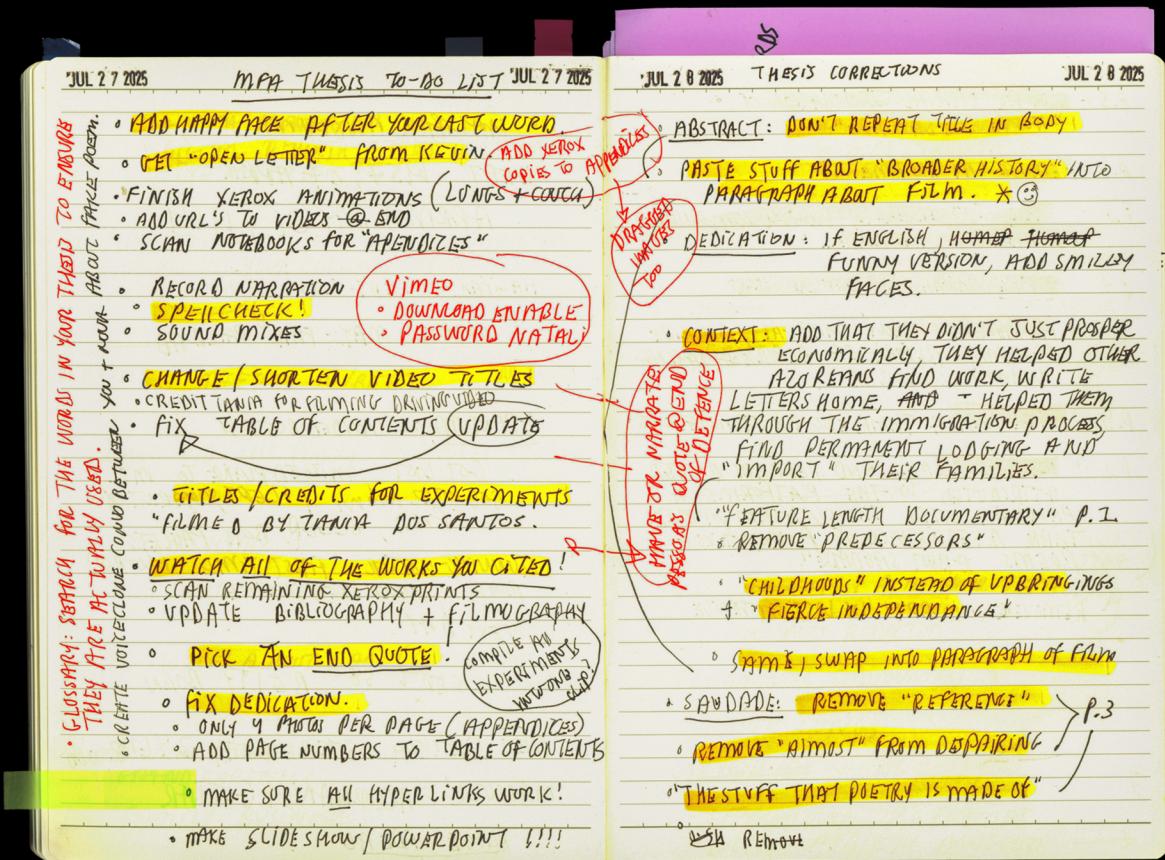


Figure C8 - Robert Reis — Visual Journal (Excerpt, 2025)

MAR 1, 0 2024

TO DO LIST "DADDY DEAREST SCENE"

- SCAN "CLEAN" VERSION OF WEDDING PHOTO
- RE-RECORD NARRATION (POETIC)
- HANDWRITING/SCAN DOB + DOD
- RE-EDIT "RAGES" PHOTO MONTAGE — SLOWER?
- ENGLISH TRANSLATION OF QUOTE (TEXT VERSION)
- REDO CLR GRADING ON ANGIE PHOTOS
- AFTER QUOTE, DON'T ELABORATE ON WHY!
- DADDY DEAREST, IS THIS TOO MORBID?
- FILM MOVING OF "KEEGAN HOUSE" ON TV?
- ADD + RECORD ATMOSPHERIC AUDIO (CHICK DAS ALBS)
- ACTUALLY SPELL OUT "REST IN PEACE" USE CHICK TIP



MAR 1, 1 2024

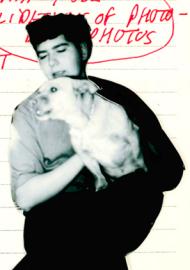
TO DO LIST "JR + DUKE" SCENE

- RECORD + ADD AMBIENT SOUND (ANGIE + BARKING + GLASS)
- PRINT "BAD BOY" + "YELLOW DUKE" 4X6 PHOTOS
- MAKE "BEWARE OF DOG" ANIMATION LONGER
- FIND A PHOTO/PORTAIT OF DOMINICOS — SMILING OR NOT
- PROLONGATE SUPER8 INTRO
- ADD BARKING DOG
- "BORROW" + SCAN "BEWARE OF DOG" SIGN



B&W SUPER8 FOOTAGE  
OF GRAVE TOO

SCENES TO EDIT



- INTRO — REBIRTH OF JR
- B&W CLONING VOICE
- BOBBY ACCIDENT + GUN VAULT
- SAME B-DAYS
- JR + DUKE
- RAGES + DADDY DEAREST

JAN 1, 3 2024



JAN 1, 5 2024

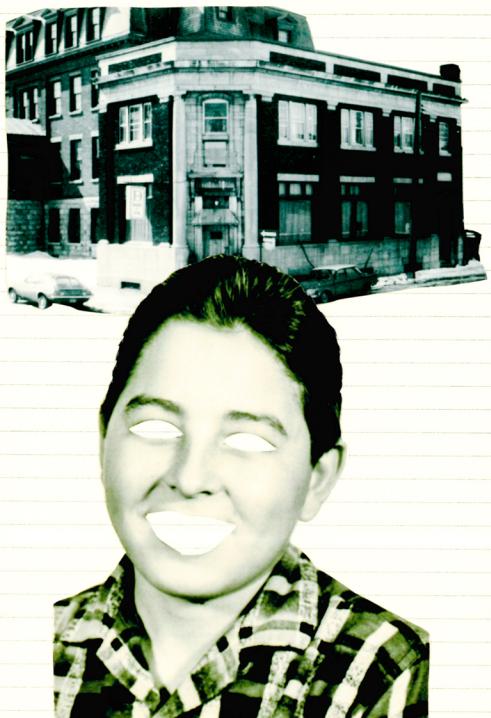


Figure C9 - Robert Reis — Visual Journal (Excerpt, 2025)