13 Questions on Urban Hong Kong as Perpetuating Moving Images...

十三問:有關寄存香港城市面貌的活動影像的...

- Linda LAI 黎肖嫻



01

Where else do I go to see what Hong Kong was like -10, 20, 30, 40, 50... years ago - if not in photographs and motion pictures?

若不靠賴照片和電影中的實景,如何 能一窺香港十、二十、三十、四十、 五十...年前的面貌?



02

Is Hong Kong "home" or "city"? 香港是城還是家?



03

What are the delimiting signifiers in the cinema of Hong Kong? – tenement housing, hillside squatter areas, public housing, Temple Street, Chungking Mansion, under the Lion Rock...what else?

爲何表徵香港的符碼都不出七十二家房客(50年代)、山邊木屋(50、60年代)、公屋(70年代起)、廟街(80年代以來)、重慶大廈(90年代忽然冒起)、獅子山(70年代再在21世紀借屍還魂)?



04

The look of our city never stops evolving -- why have our signifiers remained limited and almost unchanging?

我們城市的面貌每兩年一小變、每五 年一大變、每十年一巨變。爲何電影 中的香港卻是新瓶舊酒,五十年如一 日?



05

Is the urban space of Hong Kong the subject of celebration? The stage for the display of conflicting ideas? A casual backdrop? A visual extravaganza? Or just an excuse for the articulation of personal desires?

香港的鬧市是歌頌的對象?上演著矛盾衝突的舞臺?不經意的場景?視覺上的常景和誇耀元素?聲東擊西的密碼構圖?還是...?



06

Have we created those stories, or have we re-enacted them in real life? 是我們說[創造]故事?還是故事說出 [創造]了我們?



07

Are our desires really freed from the discourses that inform and form our imaginations?

我們的欲望,真能超越塑造我們的想像、供養我們的認知的論述?



08

How free are we as artists in re-inventing realities that are so heavily interpellated in the world of representations?

在重塑現實方面,藝術家有多自由自 主?真能衝破述說世界的重重表徵活 動、重重的招喚和說諫?



09

How do we, as artists, rise above the questions other people have framed for us, or are we actually responsible for tempering our own lives by actively responding to dominant discourses on our city life? 作爲藝術家,如何能超越別人建立了的框框?還是我們也成了幫兇,向主流的論述招手,自行調節,積極呼應,強化了某種觀點、視野,以至組織問題的方法?



10

Do we see differently? 我們真能抱不同角度,自有看法?



11 Are we capable of seeing differently? 我們真的有能力看的與人不同?



12 How do we strive to see differently without disengaging ourselves from culture and society? 如何能刷新我們的觀點眼界,而又不 致抽身於文化社會?



Is the production of space via representation really an open game? 透過空間的再現去實踐空間的生產真的是個開放的遊戲?

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