

ABSTRACT

Although we are talking about subjective and virtual spaces, when we think about the term inhabiting, it is difficult to decide if it is possible to talk about this action when watching a movie. All this due to the multiple interpretations that the verb carries with it. And almost always forget that when talking about living should also talk about habits and activities that are made repeatedly. In principle, this project is more a work that tries, through the treatment of a cinematographic file, to demonstrate, a mode of simulation, that can be made possible thanks to the images created by the cinema; and both the use of archives in creative processes and the validity of the definition of the verb inhabit are problematized.