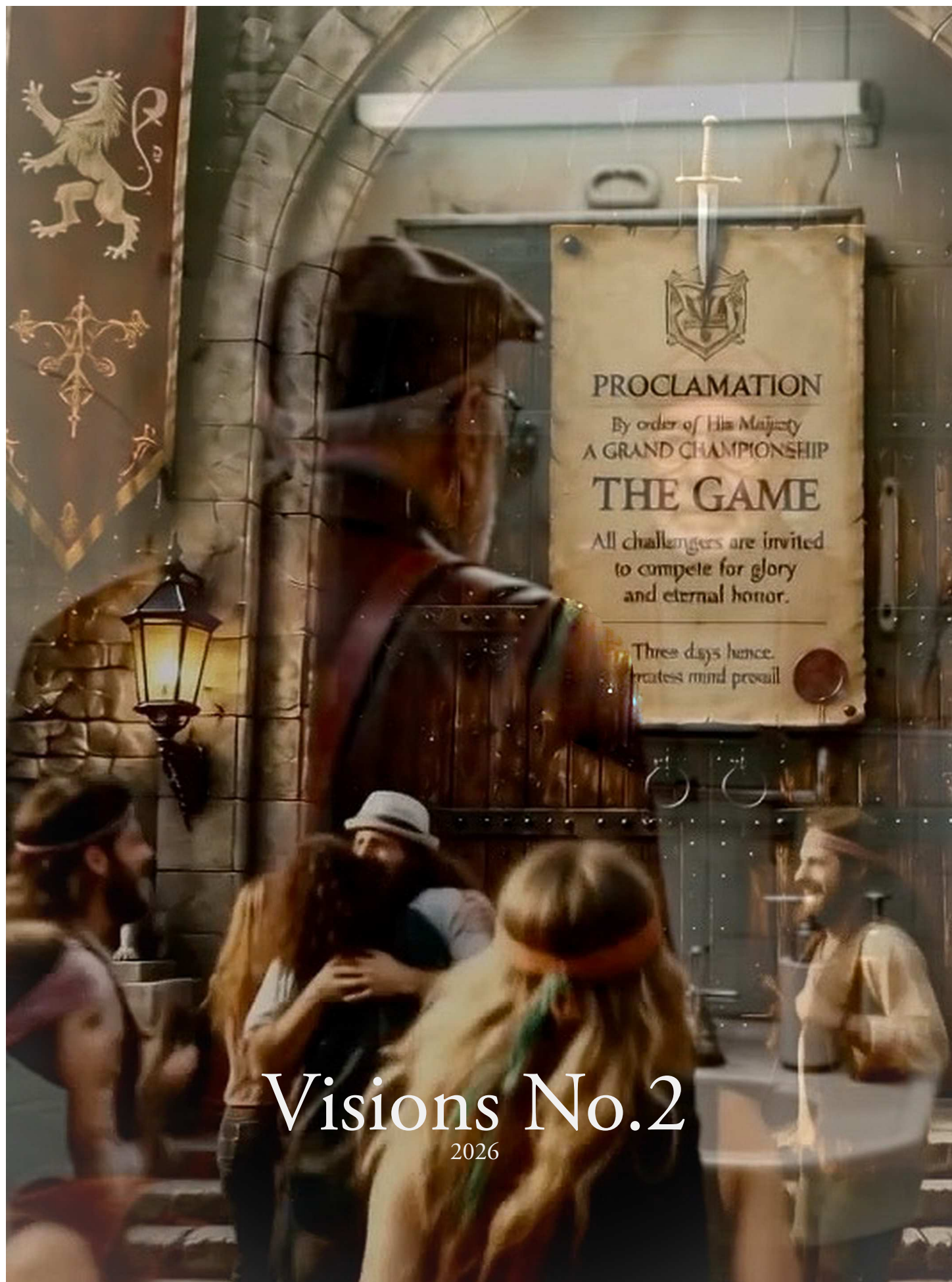


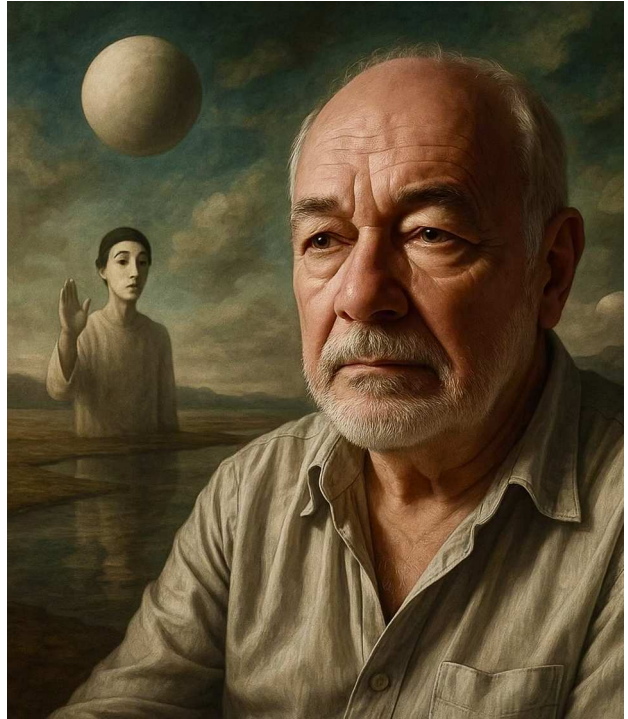


Visions No.2

2026

The players

J. Frank Jaworowski is an imagermaker, photographer, experimental videomaker and student chess player.



Harry 'Rick' Cicero is an accomplished chess player and teacher. He is also retired from a life of labor.



Quiet the loud mind,
Breathe in courage, still the heart,
Ready for the storm.





Deep breath at the door,
Heartbeats race against the clock,
Step into the light.

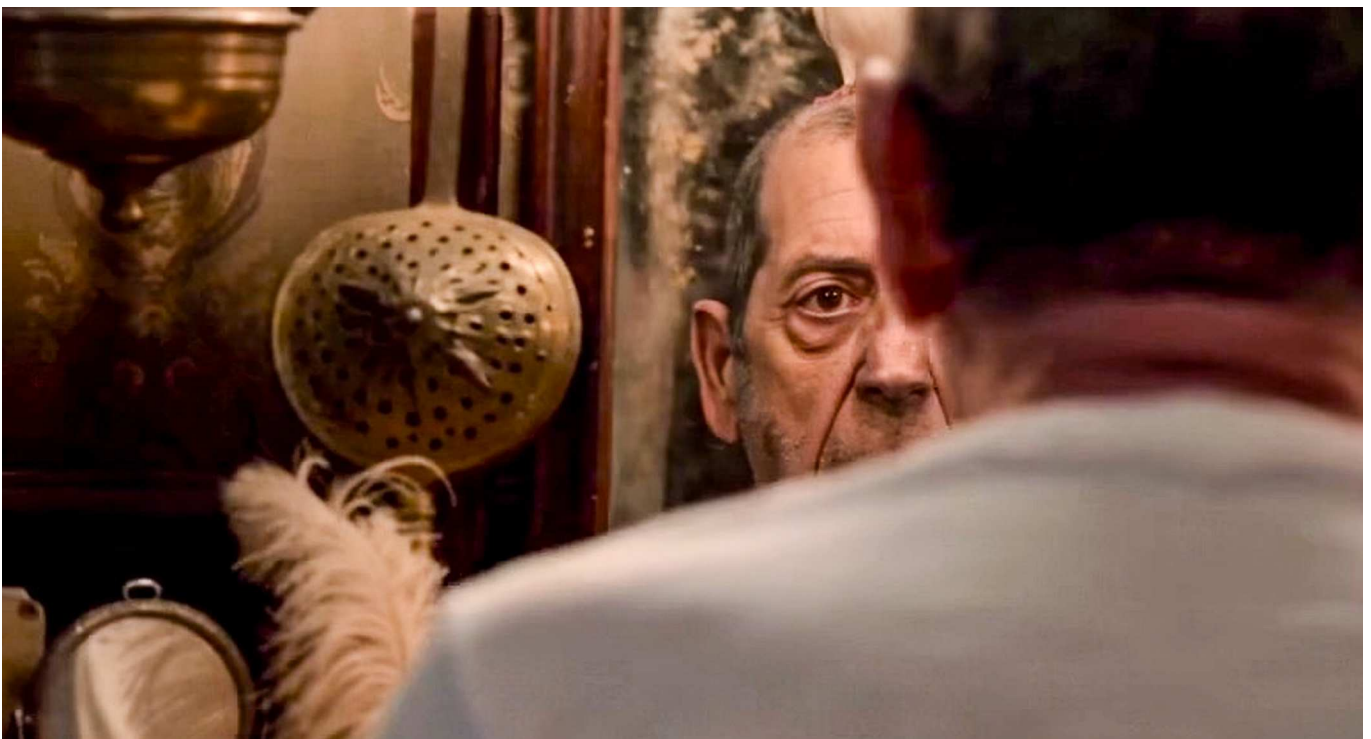




Silent, pacing feet,
Racing heart and tightened jaw,
Anticipation before the match.



Quiet mind drifts deep,
Watching thoughts float on the breeze,
Peace settles within.







Brave pawns take their stand,
Eyes meet with a knowing grin,
The battle begins.





Quiet minds foresee,
Paths of pawns and hidden traps,
Vision guides the hand.



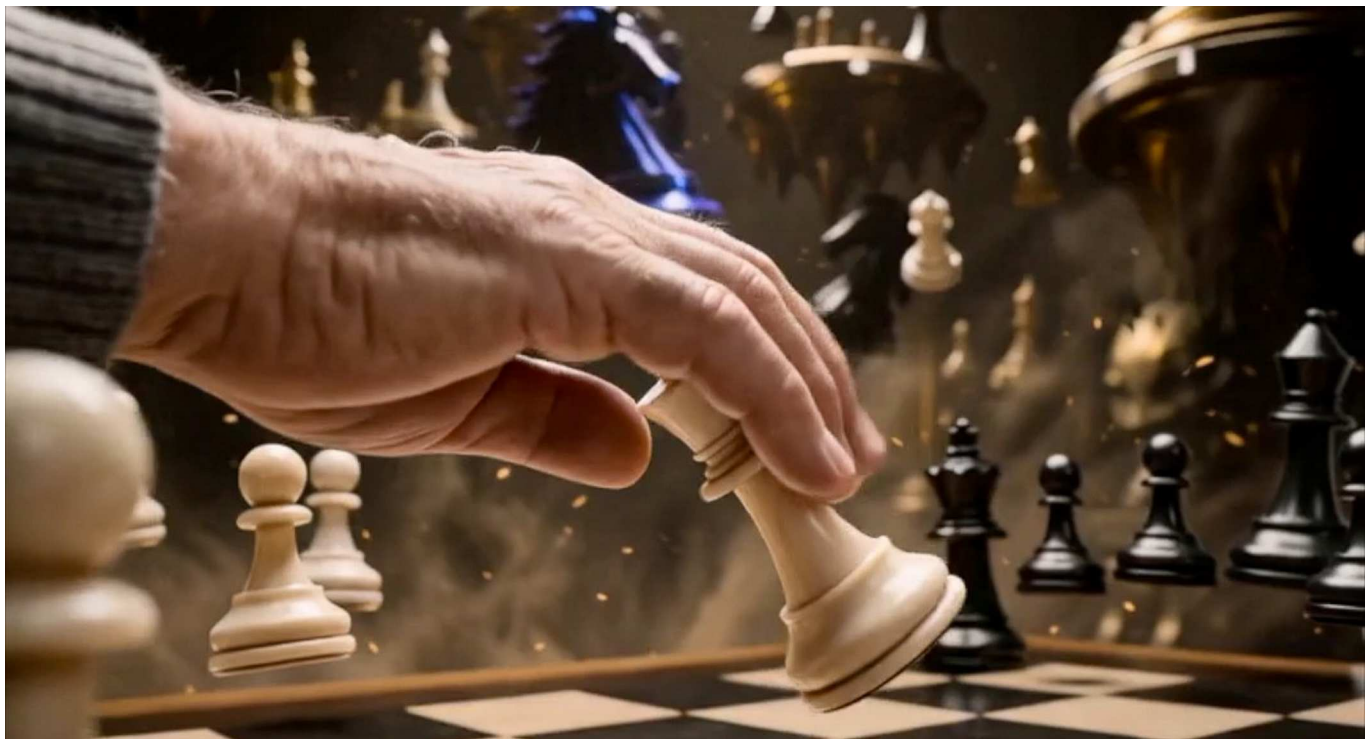


Two minds tightly locked,
Staring down the untouched board,
Mapping out the war.





White pawn steps ahead,
Silent battlefield awakes,
The war has begun.





Knights leap through the smoke,
Pawns lock in a bitter grid,
The board burns with choice.





Silent battle lines,
Toppled queens and broken ranks,
Checkmate ends the war.



Stiff joints stretch at last,
Nods exchanged in quiet respect,
The battlefield clears.



Silent figures stand,
Frozen on the checkered wood,
Stillness holds the room.



Shadows stretch like pawns,
Teacher guides the student's stride,
Shrine of legends nears.





Stone faces staring down.
Ghosts of historic matches.
Living in every corner.

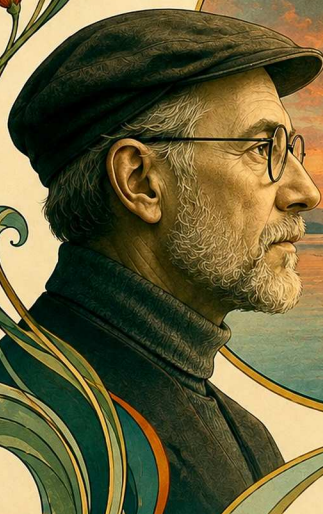


Cold frame holds his gaze,
Grandmaster steps from the wall,
To greet eager minds.



"The game only borrows your hand for awhile."

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fine art
— photography —
of the
**SEEN &
UNSEEN**



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Artist's Statement

Every image in this zine began not as a photograph, but as a moving image.

The stills collected here were selected from an AI-generated video, *The Game*, that I conceived, directed, and shaped through language. Each sequence began with an idea, evolved through countless revisions of prompts, timing, composition, movement, and atmosphere, and finally yielded individual frames that stood on their own as photographs.

By removing these moments from the flow of time, the images become something different. A fraction of a second — easily overlooked in motion — becomes an invitation to pause, examine, and imagine what came before and what might follow.

The title, *The Game*, refers to more than the chessboard that appears throughout these pages. It speaks to the game of strategy, chance, memory, illusion, and imagination. It is also the creative game between artist and machine, where intention meets unpredictability and discovery often emerges from the unexpected.

These are not documentary photographs. They are artifacts from imagined worlds — moments that never physically existed, yet possess their own emotional and visual truth.

As artificial intelligence becomes another creative medium, the boundaries between photography, cinema, painting, and digital invention continue to blur. This work embraces that uncertainty, exploring what happens when moving images become still photographs and when imagination becomes visible.

I invite you to slow down, look carefully, and enter the game. - j frank jaworowski,
2026

Ps: The video can be viewed on jfj2photography.net

