Paul Mumme explores the humour in futile actions and explores the potential of objects to be used for functions contrary to their purpose. Mumme's works Clock and Painting, Lounge and Still Life appear to document the home of a neurotic character who spends their days repeatedly binding possessions. The objects in these photographs have been obsessively tied down as if to prevent their escape or more particularly, to avoid any change in circumstances. These are items not likely to move unless gravity has a say, and therefore the apparent fear of changes reads metaphorically as an attempt to halt the forward rush of life and freeze time so that it can be grasped permanently. Ironically, the very act of affixing these objects results in certain changes; the fruit in Still Life cannot be taken away, and eaten but will inevitably decay over time, and the tape and string in the other works will certainly mark the lounge, clock and painting. Additionally, the act of protecting these items removes their very functionality and purpose of existence. Hence, Mumme ultimately speaks about futility and illogical hope.

Mumme's video work Flight deals with similar ideas, but also plays with our sense of time by extending a moment to last indefinitely. By suspending seconds in time, Mumme questions our assumptions about video as a time based medium. On first seeing Flight the work appears to be a still image, perhaps another photograph in the series. However, the incessant buzzing whir of the small plane's engine struggling to take off, and the ever so slight movements of the figure give the game away, and one realises that the work is in fact a video. Mumme continues to thwart viewer expectations though, because no matter how long one watches the work, the plane will never take off, and nothing new will ever happen. Consequently Flight sets up a tension between the expectation of narrative or progression over time, and the actual video, which offers a perpetual present.