

Backyard Adversaries 2011, is a multi-media HD video installation project, that consists of four channels of randomly generated vignettes and surround sound-scapes, projected large scale with on four walls that surround the audience.

The video's footage and sound track was invented with the help of eight children's imaginations (aged 2-11) as an investigation of their creative play. The footage was shot in the scenic Hudson Valley where four of the selected children improvised a story that they invented and I filmed. The video was then edited on-line as a series of quads (for the four channel projection) with the generous support of the Outpost Cut and Burn Residency. Later, with a residency granted by Harvestworks, I was able to invite four other children in to the studio and record their first impressions upon viewing the videos footage in an effort to continue with my interest in chance and randomness in this project. Since, we have remixed the tracks in surround sound to create an eerie tale that tells a story riddled with fear and suspense, evoking childhood fantasies of danger. The surround sound aspect also creates a physically compelling experience when viewing the videos, as the voices really feel as though they are creeping up on you. Ultimately, this project serves as a critique of recent political events where the children are the protagonists in a game of war, playing dress-up as POW's in the midst of a lush and dramatic landscape. Further, Backyard Adversaries, is influenced by the video gaming industry's need to create stimulating content that is ever changing, which I feel adds more layers to how the project in its final form will be perceived by contemporaries and the general public alike.