

The cover of fantasy play allows for freeform expression, shedding many of oft present inhibitions and uncovering new territory. My work explores desire and behavior through the use of fantasy play with figurative sculptures like dolls, masks and full-body wearable sculptures. (This repertoire will soon expand to include virtual figures.) I make these sculptures, employ performers to play with them, and capture the resulting role-playing games. Though performance and sculpture are part of the process, the final manifestation is video, photography and/or drawing. The driving question is this: what do games of make-believe, like the ones I create in my work or the ones created in multi-user online games or elsewhere, tell us about human desire, behavior & values in the 'real' world? Stated differently, what can we recognize about ourselves by peering into alternate fantasy worldscapes?

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