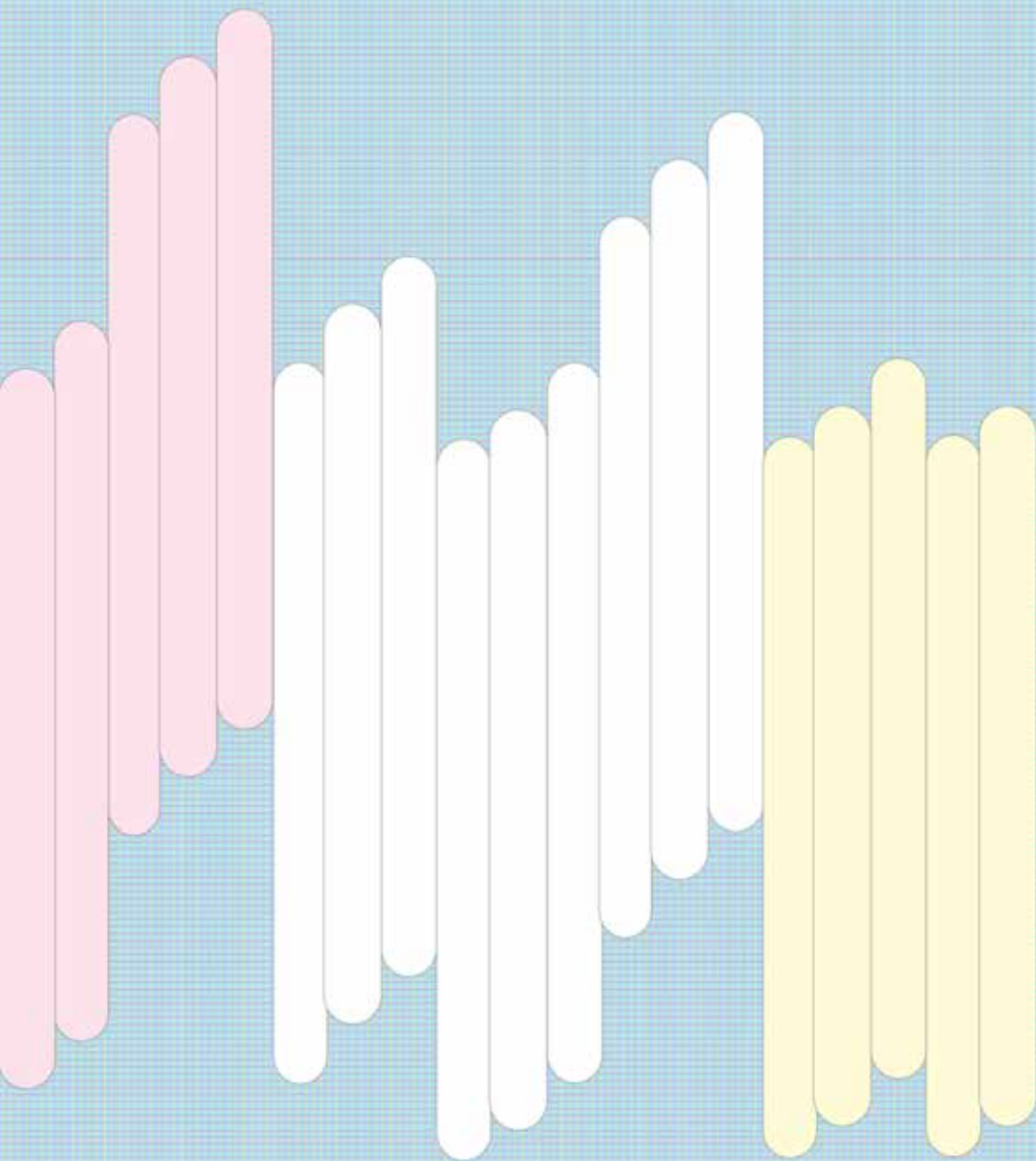
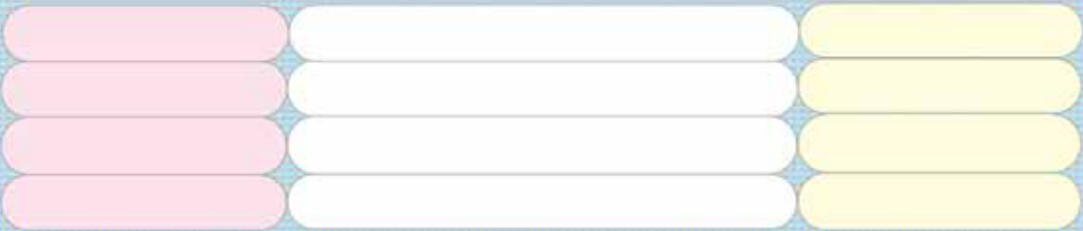




*Diagonals
Non-Functional Templates
Repurposed [Event] Paintings*

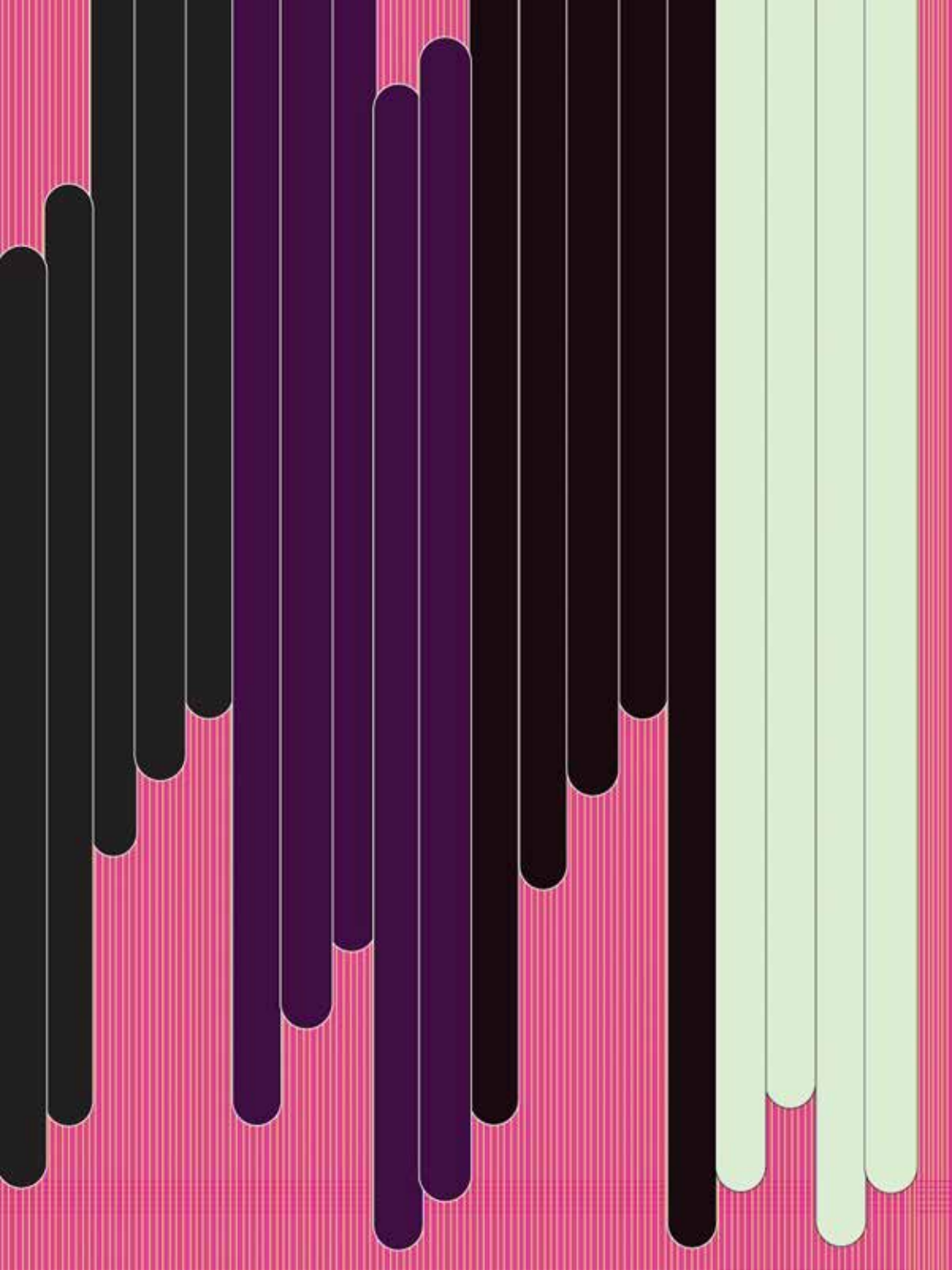
















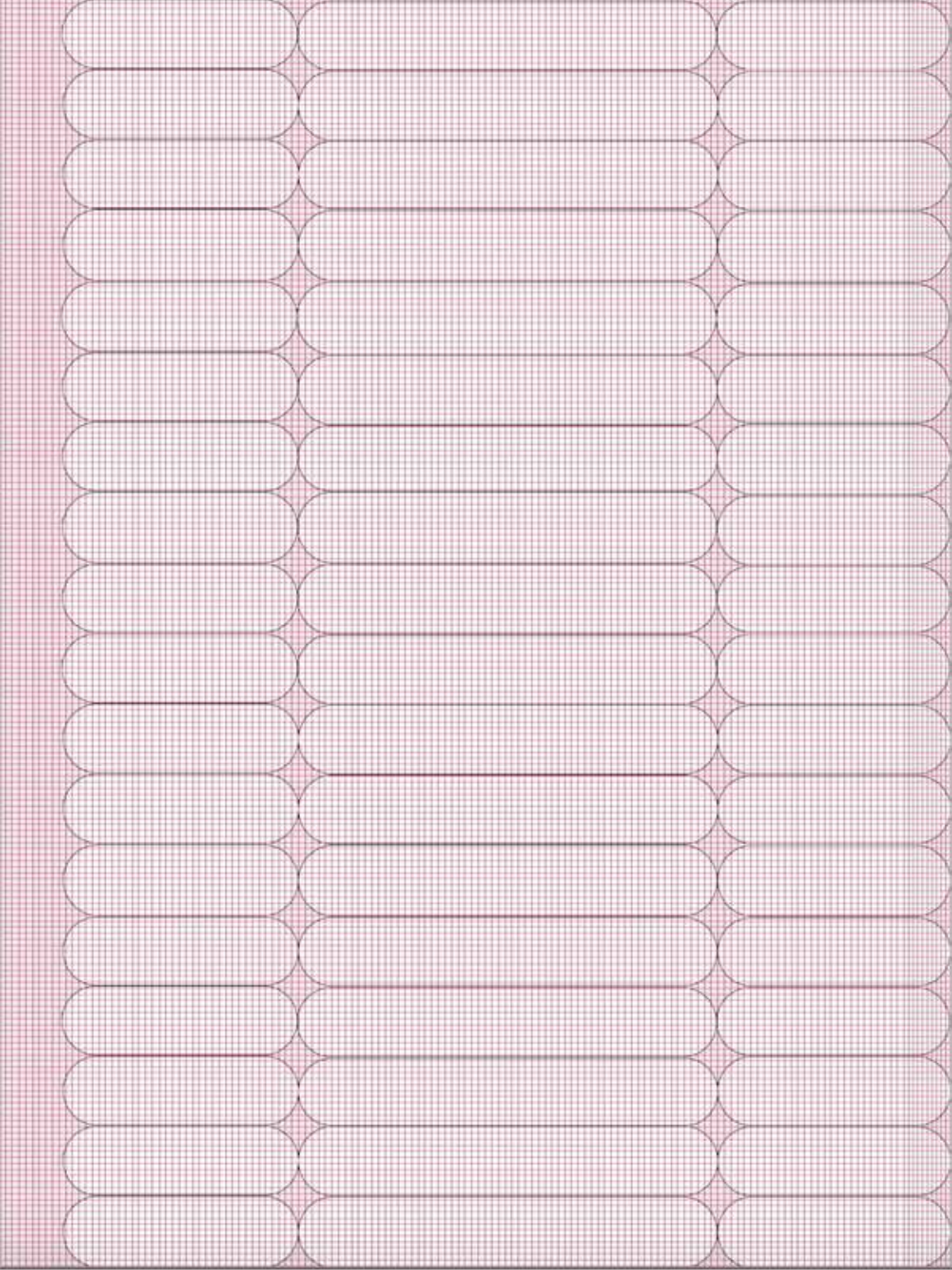
the computer / inspection -

- I found Fr

his response

after you look at responses
out and ask what do
- for this - how does it feel.

(This note is not the view)





"I have a story to tell you. It exists purely in pictures, texture and space. You will need to triangulate as best you can. You see, the space is conditional, as all spaces are experiential. You may recognize familiar bits and pieces, but that is not the story. The space(s) is the story. It is expressed in the living texture of multiple surfaces simultaneously. I can promise you that it will not add up to a singular "meaning," simply because it is not designed to add up. What it does reveal is a post-experiential situation, which in some way, we are all familiar.

I fully understand "we want pictures to look like something, someplace," that is the history of conventional pictorial space. We look inside the window. I suggest, why would we demand experience to succumb to such limitations?

For example, in this project there are three different events happening at once: *Non-functional Templates* [admin-institutional redundancy], *Diagonals* [daily thematic observations] and *Repurposed Paintings* [analog pictorial space]. They bounce from one to the other, switching back and forth between experiences. There is no theme. Judgments are not made, no one was harmed. Space came forward, then went elsewhere. This is the enormity and non-spectacle nature of the space(s) I negotiate."

TELL

| | |
|---------------------------------|---------------------|
| <i>Diagonals</i> | 1, 4, 9, 10, 13, 14 |
| <i>Non-Functional Templates</i> | 3, 7, 12 |
| <i>Repurposed Paintings</i> | 2, 6, 8, 11 |