

THE INTERACTIVE MONITOR

The viewer approaches a large monitor that presents a compelling video montage of images from the urban environment. Images of beauty and decay, wealth and poverty, reverence and contempt. Through a series of computer text overlays, the viewer is asked to make choices. Meant to simulate the tempo and tone of an interactive game, the choices start out as simple black and white decisions. As the game quickly heats up, the choices become increasingly, complex and evocative. Rachel Rosenthal acts as an irreverent host who breaks in and interacts with the viewer, creating an ironic commentary on the activity.

THE INTERACTIVE LAZER GUN

The viewer will interact with the monitor utilizing a specially customized lazer gun which will act as a dramatic selection device. The gun will be placed on a pedestal in front of the interactive monitor, acting as a seductive symbol for the viewer entering into collusion with the game.

THE INSTALLATION

The installation space will be surrounded by a series of large organic abstract paintings by Teri Yarbrow. These canvases will act as a visual metaphor suggesting the environment in stages of transition from beauty to decay.

As the viewers approach the interactive monitor, they are surrounded by accompanying monitors with Rachel Rosenthal quietly asking a series of questions. These videos will create a random, repetitive and hypnotic chorus of coaxing statements which draw the viewer to the Choices on the interactive monitor. On each monitor, related text will be projected periodically with Rachels face, providing the viewer with a gradually expanding context of information.