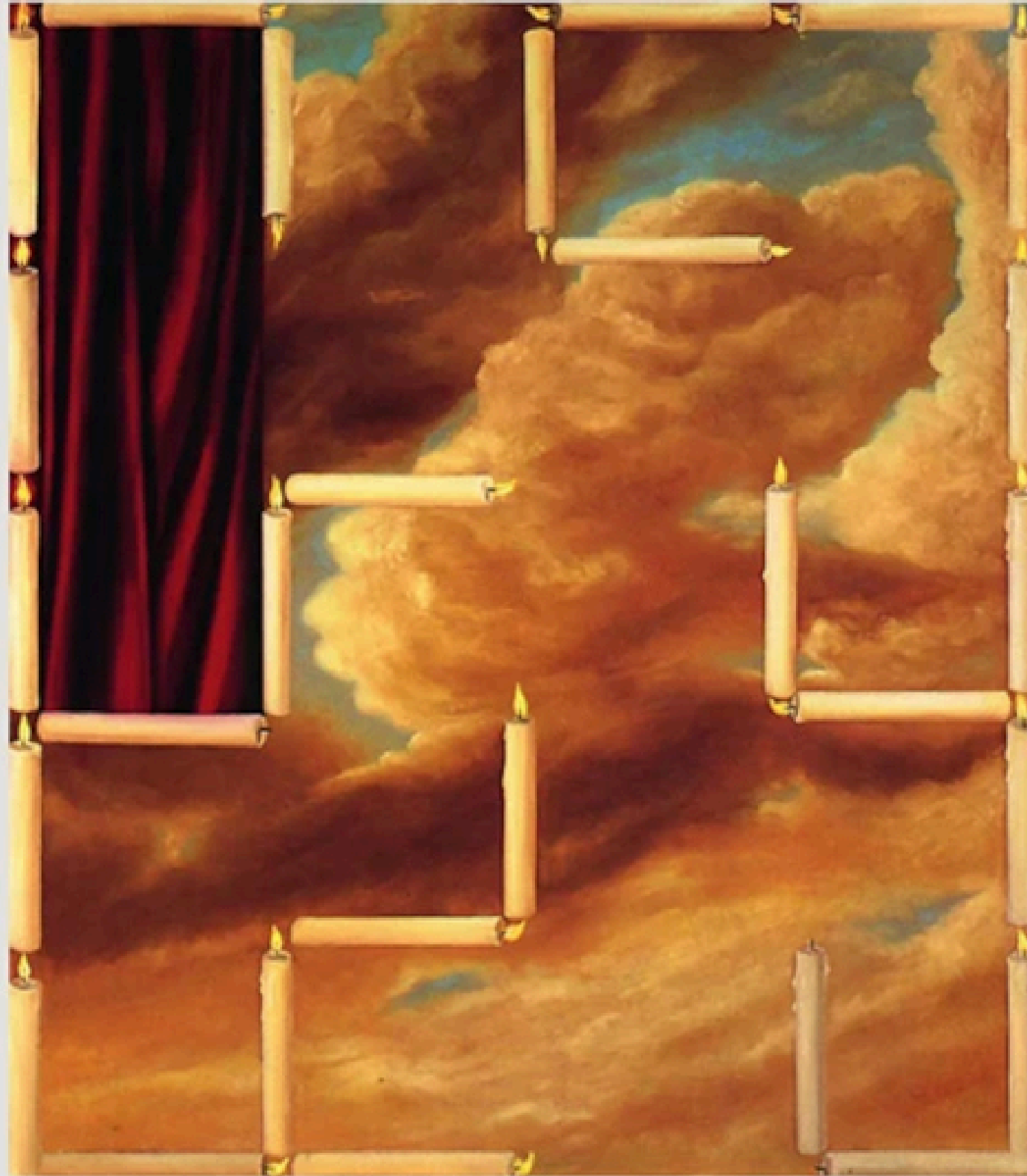
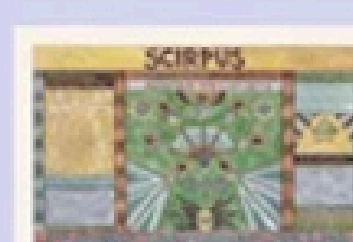
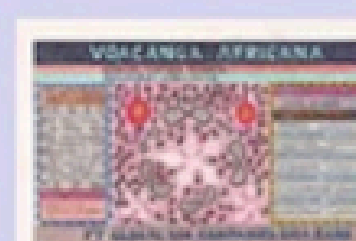
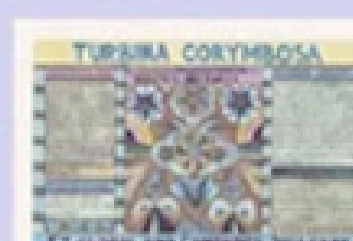
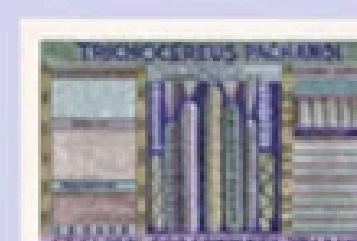
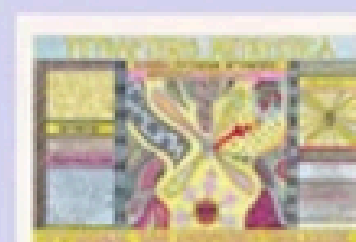
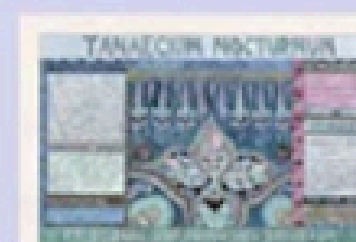
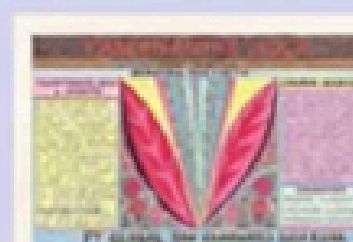
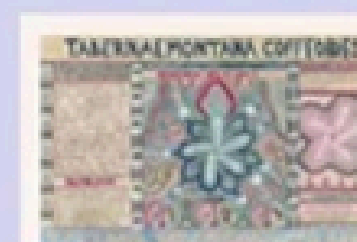
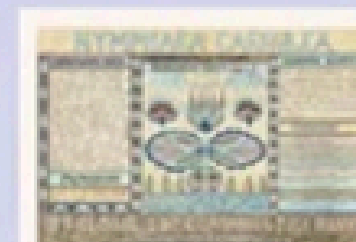
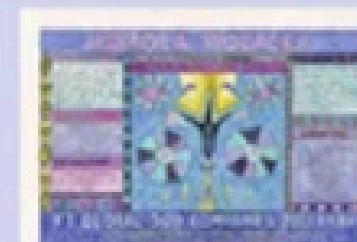
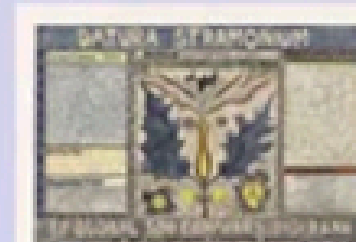
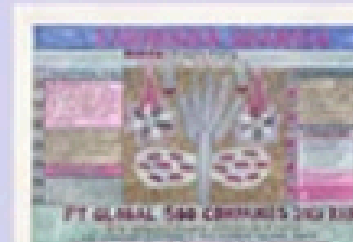
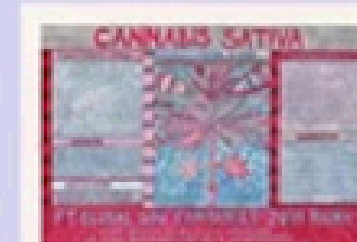
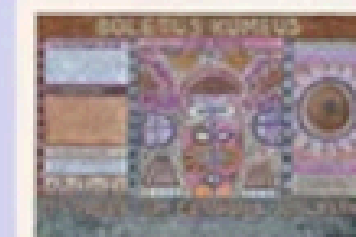
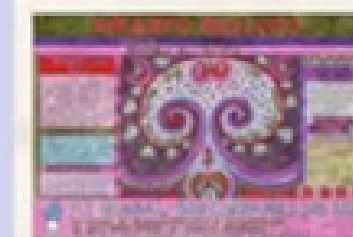


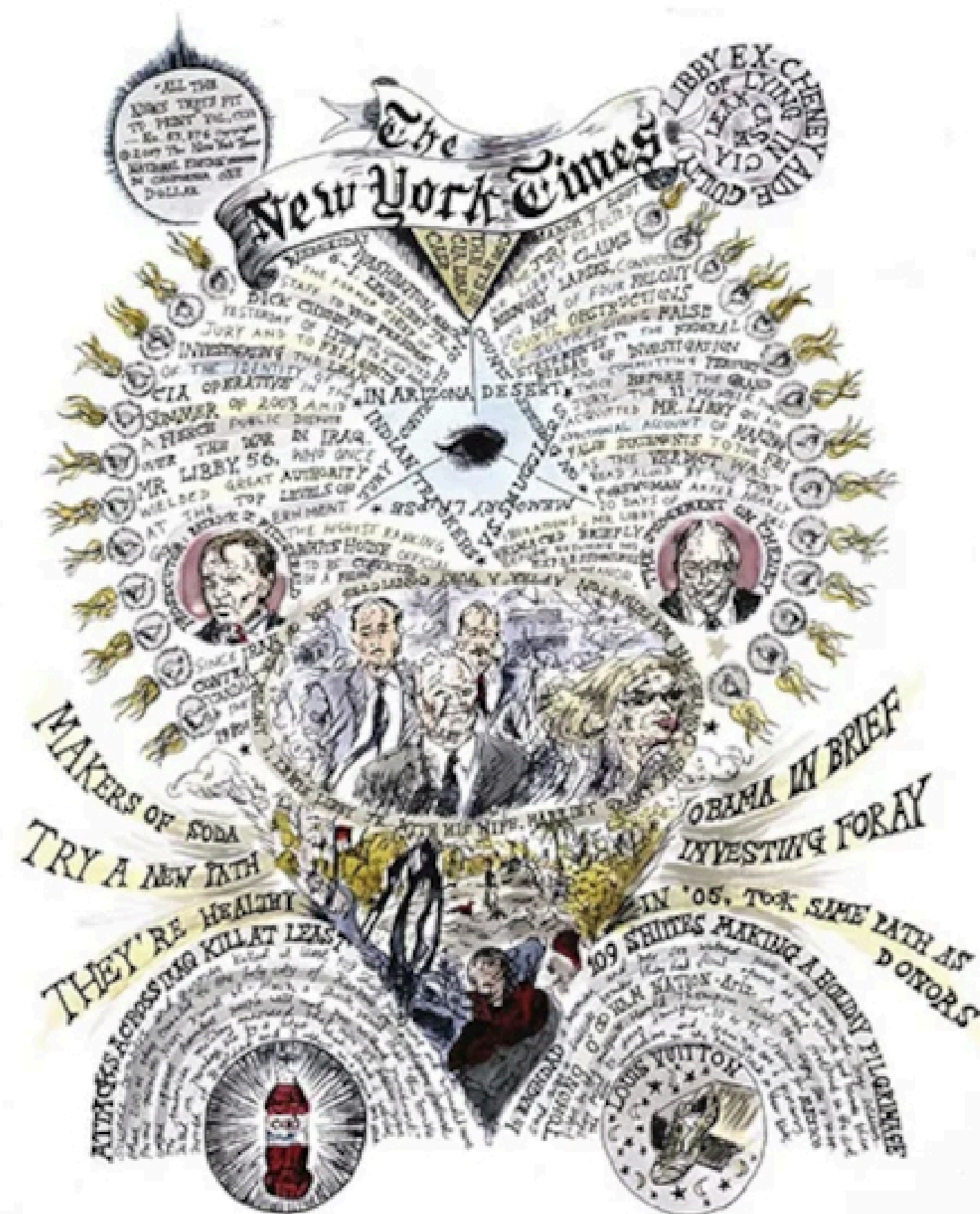
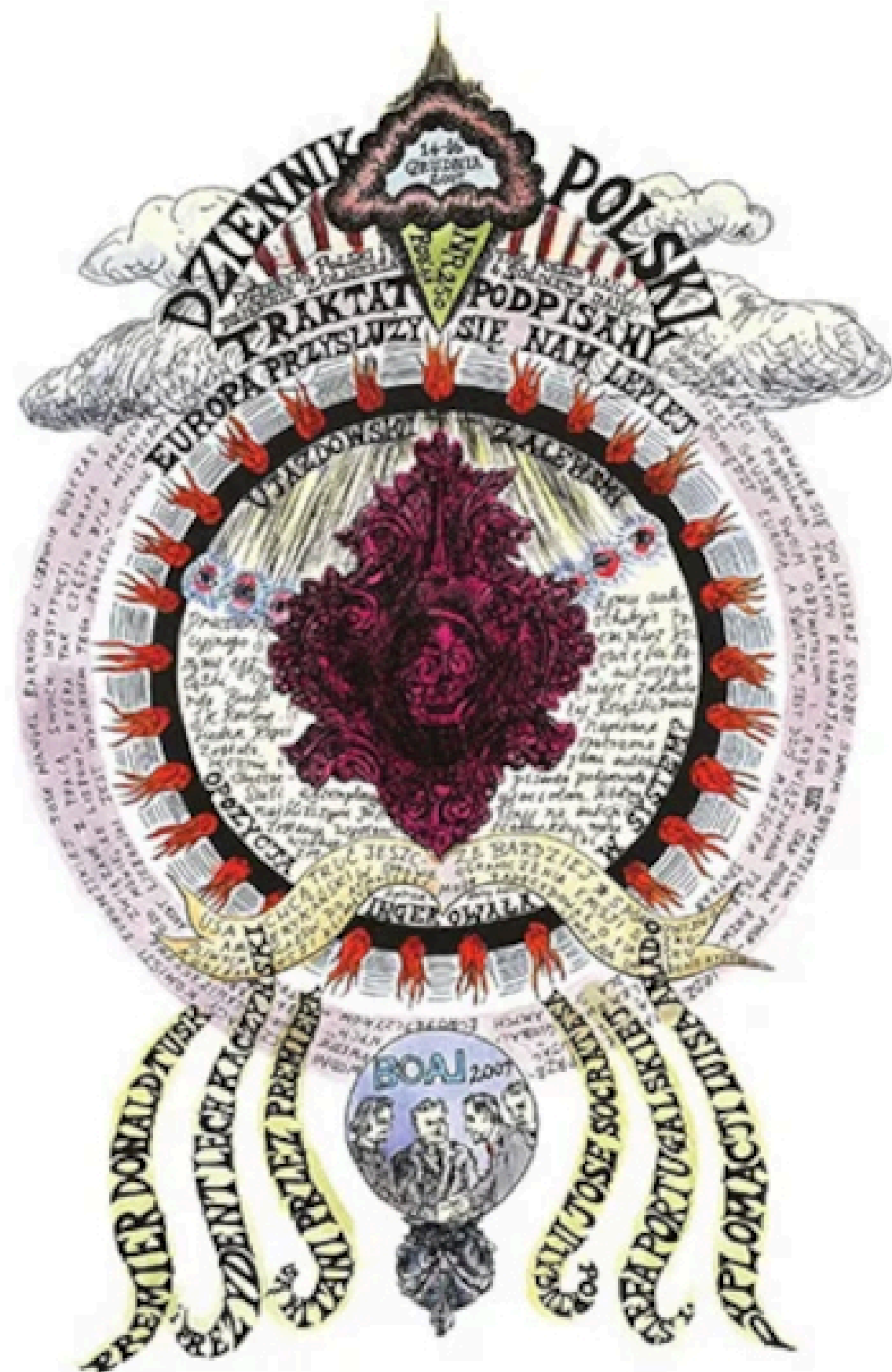
Selected Projects

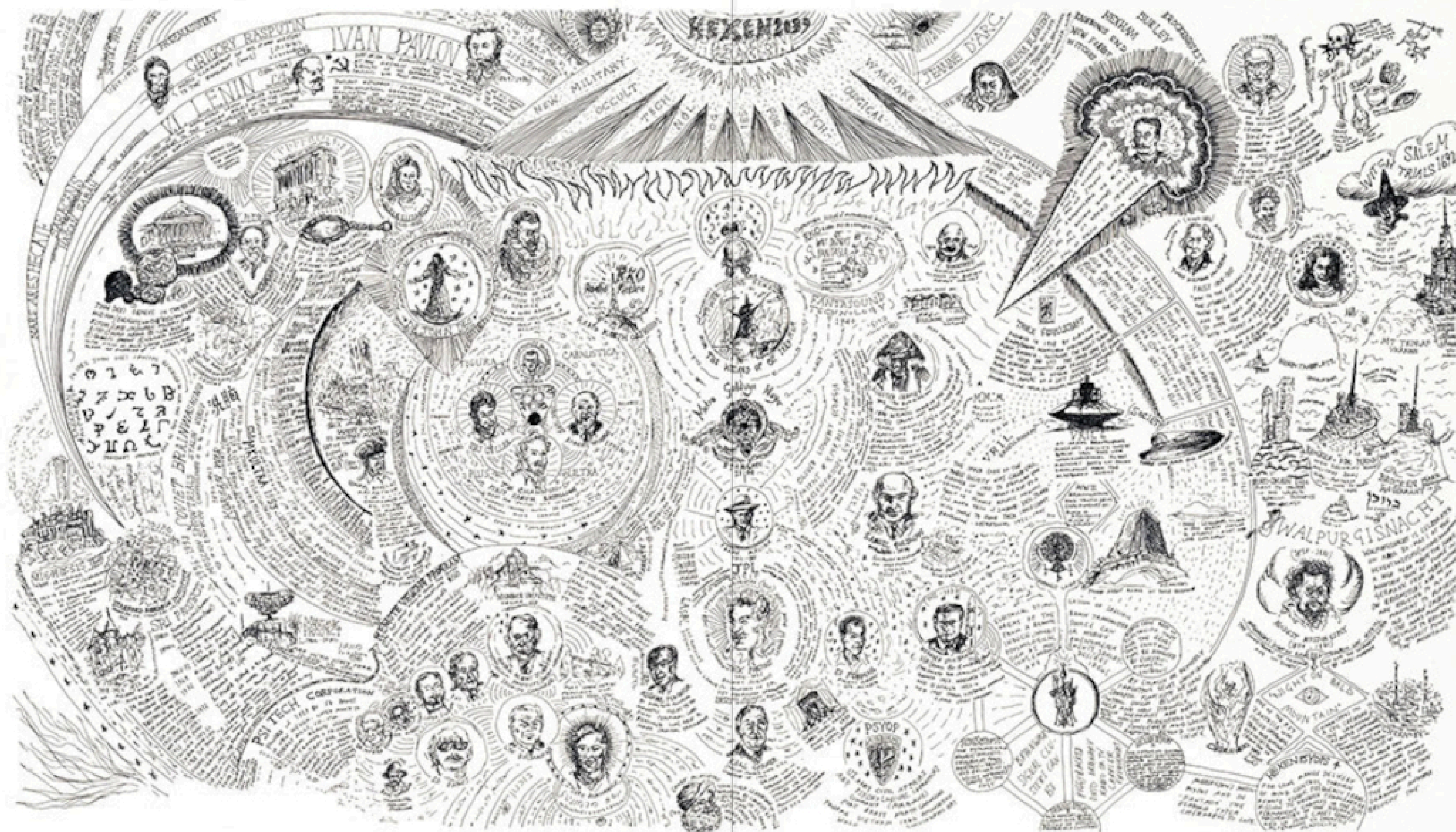
EARLY PAINTINGS 26	CIA 134
VIDEOGAME PAINTINGS 32	THE REAL TRUTH A WORLD'S FAIR 136
FICTIONAL VIDEOGAME STILLS 38	THE SPACESHIPS OF BORDEAUX (LES VAISSEAUX DE BORDEAUX) 140
TEXT PAINTINGS 44	POST-SURVEILLANCE ART 150
SOFTWARE 48	HFT THE GARDENER 156
Q.WOULD YOU RECOGNISE A VIRTUAL PARADISE? 56	SURVIVOR (F) 172
Q.WOULD YOU RECOGNISE A VIRTUAL PARADISE? WEB PROJECT 66	THE HOLOGRAPHIC UNIVERSE THEORY OF ART HISTORY (THUTOAH) 182
TIME TRAVELLING WITH ROSALIND BRODSKY 68	THE ESCAPIST BHST (BLACK HOLE SPACETIME) 184
GOLEM/LOEW: ARTIFICIAL LIFE 82	TECHNOSHAMANIC SYSTEMS - NEW COSMOLOGICAL MODELS FOR SURVIVAL 192
OPERATION SWANLAKE 86	KABBALISTIC FUTURISM 202
HEXEN 2039 92	SCIENTIFIC DREAMING 210
PATO 102	HEXEN 5.0 218
ALCHEMY 106	INSTITUTE OF MYSTICAL EARTH SYSTEM SCIENCE 236
HEXEN 2.0 112	ATLAS DE LA PÂTISSERIE 246
THE U.S. NATIONAL SECURITY AGENCY ON FIRE 132	











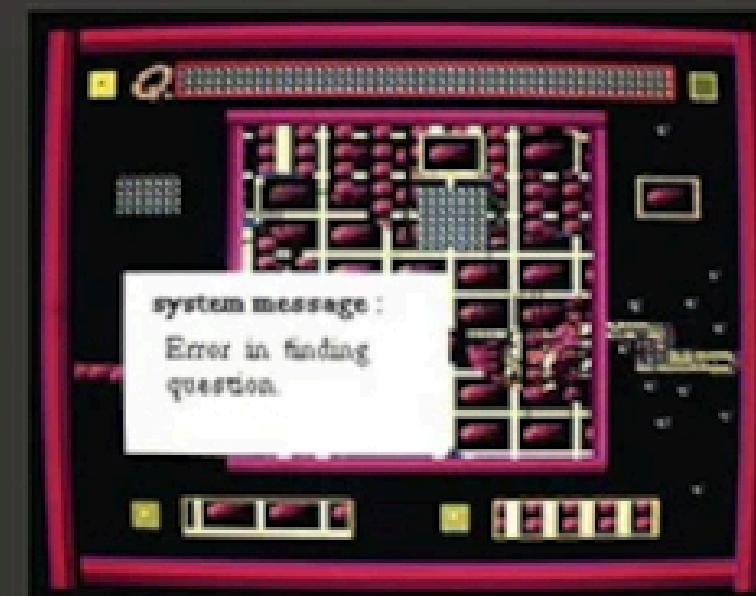
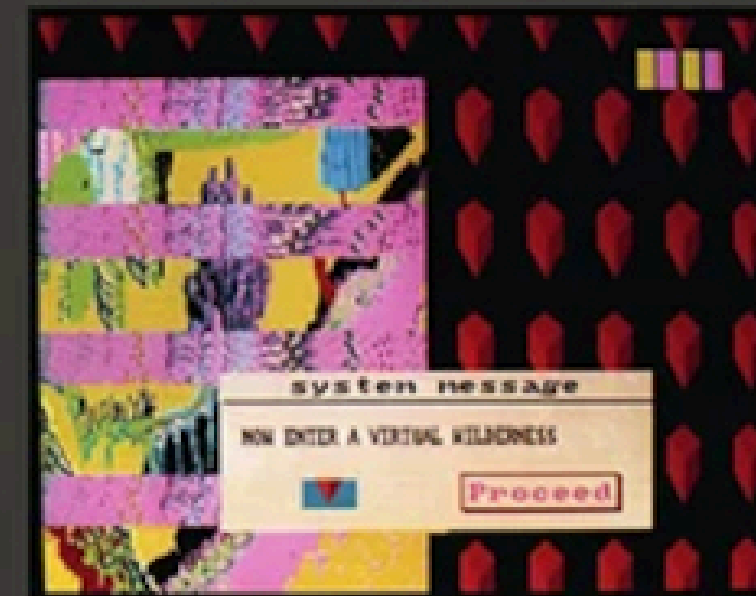
Fictional Videogame Stills

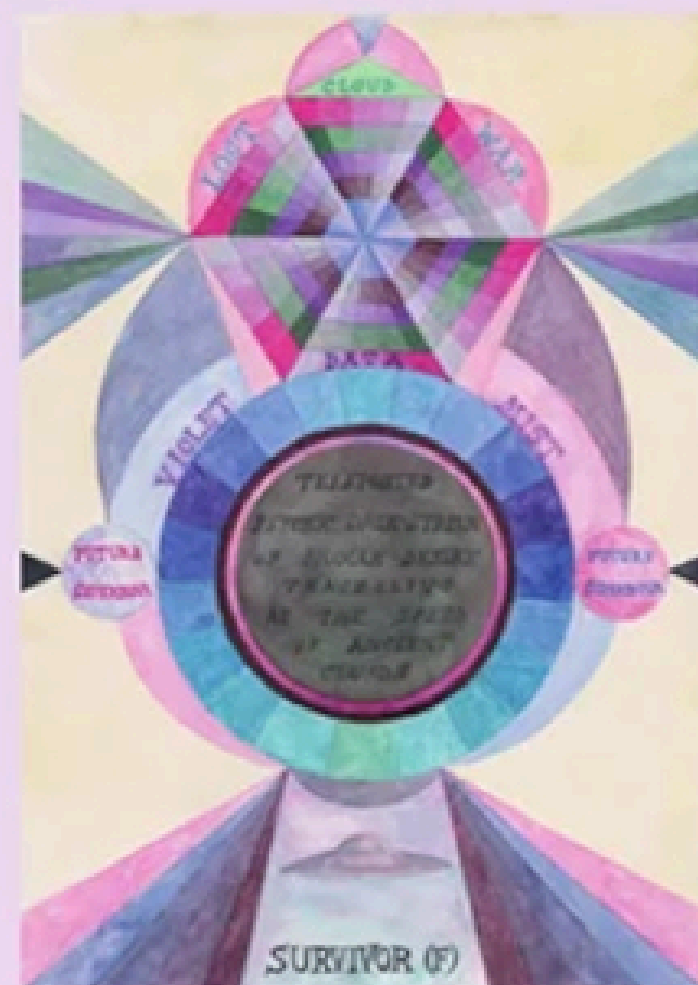
In January 1991 I bought an Amiga computer and made a digital series of fictional video game stills using Deluxe Paint II. In these works, I set up hypothetical video game/philosophical constructs which on one level critiqued the current culture and possible future technologies coming out of video games and which on another level might reveal mystical truths via technology. The digital is relatively immaterial – code transmuting in and out of hallucinatory images and texts – and felt like possibly a more direct path to the transcendental.

I photographed these works straight from the screen as there was no other way to output them that I knew of, apart from through a very primitive daisy wheel printer where they appeared as washed out dots.

The effect of the photographs perfectly reproduced the highly pixelated, raised needlepoint effect of the Amiga screen image. Conceptually this means of presentation was also appropriate in that it made it seem like I had gone into a video game arcade and photographed the games there, lending authenticity to the fiction.

The original Amiga floppy disks which stored the image files are corrupt, but the photographic artworks remain.





THE SKY
WAS THE
COLOUR
OF THE
DEATH
OF THE
INTERNET