

Artist statement for *Thin walls between dimensions, Divided Worlds: the 2018 Adelaide Biennial of Australian Art*, Art Gallery of South Australia

My contribution to *Divided Worlds* is the latest in series of monuments to pop-culture fandom, in this instance centring on the tabletop role-playing game *Dungeons & Dragons*. The work has been specifically conceived as the first encounter as viewers descend the stairs to the basement level of the Art Gallery of South Australia. For me, that journey has always called to mind the great mythological descents into the underworld: Orpheus attempting to rescue Eurydice from Hades, Dante's exploration of the Inferno, and, as a lifelong *Dungeons & Dragons* enthusiast, the subterranean journeys into the lairs of evil wizards and long abandoned dwarven mines that are the settings for the game. My parents bought me my first *Dungeons & Dragons* rules set when I was ten years old and I have no doubt that a childhood and early adolescence spent devising and inhabiting imaginary spaces (castles, dungeons, forests etc.) laid important groundwork for my later sculptural endeavours. The starting point for my work is a map of an underground maze described in the game which has been transposed onto forty-eight, 1.2 metre square MDF panels which incrementally unfold across the cavernous space at the base of the gallery stairs. The particular map I have utilised was included in the game's introductory boxed set during the late 1970s and early 1980s and represents a notional space that has been traversed in the imaginations of literally tens of millions of people. As such, the work also considers how 'real' this imaginary space has since become, and how a sculptural extrapolation on it might bridge the gap between make-believe and a tangibly material outcome.