

Box-like structures and ciname simulators

Janet Cadiff – Clip 17

George: Entertainment is really important in our work, because, I personally don't like boring work.

Janet: I think a lot of our work has the idea that we are transporting people and *The Paradise Institute* is a sort of box-like structure that you walk into and it refers to ideas of . . . flight simulators or these Disney world things where you get into a box and the box moves. We created a cinema-simulator so that you are transported to somewhere else.

George: When we were working on *Paradise* . . . we really wanted to have this strange juxtaposition between the inside and the outside.... You come up to this plywood box basically sitting in the gallery space, and then when you go into it, all of a sudden you're inside this magical, beautiful space . . .that's a fictional space, obviously, it's a model, but the finish is fabulous and you can really imagine that you're inside an old forties or fifties cinema