

Max Dean - Clip 10

The Table: Childhood – object and viewer - reversing the roles

The fundamental idea that is driving the table, or the principle, was that I wanted to make an object that chose the viewer. I wanted to reverse my own strategy in the sense that I wanted to say to the viewer or participants in the room. "You know you're not in control here." Well, you are in control obviously but let's say, I want to suggest that maybe you're not as in control as you think you are about this because the table through a mechanism, or through the way that we've constructed it actually, is going to select one of you and it's going to make one of you the "person privileged", or pointed out, or focused, or whatever the term is that will be used to designate that particular participant from the other persons. As someone once said, it's the only object that he knows that can invoke embarrassment because some people don't want to be picked and some want to be. I mean that's part of that line that I was talking about earlier, in that someone's senses I'm crossing the line because I'm forcing someone to engage, or they don't have a choice in this particular [case]. The table's actually choosing them as to whether or not they're going to participate and it's interestingly because it's the people that don't want to get picked that get picked and the people that do want to be picked don't get picked for some reason, I don't know, it's just turned out to be that way.

