

Prairie Mountain – implied dangers

Yeah, *Prairie Mountain* allows, suggests that you might be able to use this kind of little ladder that's at the back of it to climb on top of the tabletop, i.e. the mountain part of the prairie, right, and then the harrow spikes which are held up off the ground by four or six teacups, I can't exactly remember how many, you know, inverted teacups on which are these very sharp wooden spikes and then between the wooden spikes are the harrow spikes areshards of glass so I mean potentially, there's a potential danger. There's not potential danger, there is danger associated with this piece, but the idea was you were never...I mean it's metaphorical too; you were never supposed to climb up on to the table. I mean the table is there to do that but there is the certain issue like how, what do you do in just presenting it? How do you present this particular piece in such a way that we don't have to put it behind a guardrail or whatever and allow people some kind of access to it. In retrospect, I guess it's just an issue of how would we present it again? I think there's a potential danger here, but then again, crossing the street is dangerous.

Okay, how do I ensure that the idea comes forth first or the work comes forth in a visual sense? How does that come forward first and then I don't shock or endanger the people or make them worry? So I mean *Prairie Mountain* does have that particular edge to it, so probably in

the future it will be seen in some kind of alcove with a rail in front of it and that doesn't necessarily trouble me but I'm aware that I'm doing that, and I'm always wary that there's a line, a very line, that you can come up to, but you can't cross. If you cross it, then it becomes shock and the viewer's shocked and at that point once the viewer's shocked you know all they're going to remember is the shock experience, they're not going to remember what provoked the shock, the visual thing, they're not going to remember any of the details...and some work has done that, some other work that I'm aware of has done that and I don't think it's successful for that reason because it pushes the viewer too far.

