

Endgame, 14min loop, single channel HD video, 2016 (June)

Endgame is a rumination on dualistic thinking as pitfall of the human condition—metaphorically situated in both personal conflict within the self and interpersonal conflict between groups of people from a socio-political standpoint. The work also reflects the entrapment of the female within cinematic history in the embodiment of tropic roles lacking agency in a type of "puppet-play".

In a single-channel video installation, good and evil, us and them, and brawn and beauty are pitted against one another in a field of ladies, one side clad in white dresses and the other in black. The women, all played by the artist, stand entrapped within a choreographed and mythological battle of will and death that is locked in an eternal stalemate as neither side can "see" the other reflected.

Endgame was created for the group exhibition: **OUR MUTUAL FRIEND: A CONVERSATION WITH THE COLLECTION**; and was exhibited alongside new works by Robert Achtemichuk, Patrick Cull, Laura De Decker, Barbara Hobot and selected works from the Permanent Collection, 3 June to 4 September 2016, at the *Kitchener/Waterloo Art Gallery*. *Endgame* directly responds to the following three works from the permanent collection:

1. William Ronald, "End Game", acrylic on canvas, 152.8 cm x 132.8 cm, 1986
2. Wanda Koop, "Justice", acrylic on paper, 55.9 cm x 76.5 cm, 1984
3. Tony Urquhart, "Two Folly Bonnets" Engraving and chine colle. Ink and paper on paper. 11.0 cm x 18.0 cm (unframed), 1992

Sound credits:

The following sound effects purchased from Sounddogs.com under a royalty free synchronization rights license:

- 1138849: "Antique 1900 Film Projector- Manual Crank- Start, Normal Run, Stop; Projectors"; Vintage Entertainment PROJECT_51_GENHDF19488, 0-40. *The General* HD1
- 1138848: "Antique 1900 Film Projector- Manual Crank- Start, Fast Run, Stop; Projectors"; Vintage Entertainment PROJECT_54_GENHDF19487, 0-28. *The General* HD1
- 482264: "Projectors - 8mm Projector - C/U – Hand Cranked Spools - Film Flaps & Snaps On Reel, Lots Of Variety"; Projectors_8mm__035 16801, 0-79. *SoundStorm_SS_SDC*
- 306318: "Projectors - Film Projector - Int - Close-Up - Film Flaps & Off"; Projectors_Film__01796001, 0-112 *SoundStorm_SS_SDC*
- 520028: "Sci Fi, Rocket: Small Space Rocket: Booster Blast, Distant, Low End Only"; SciFiRocketSmallSpa_6108_43_3, 0-6. *Series 6000* – Ext VI
- 430069: "Rocket, Antiaircraft, Onboard, 3 - a vintage recording selection"; Rocket_Antiaircraft_Onboard_3, 0-66. *Casablanca_SDC*
- 319607: "GUN, ROCKET LAUNCHER – HAND HELD ROCKET LAUNCHER"; SINGLE BLAST GUN_ROCKET_LAUNC_60843402, 0-6. *Series 6000* -Extension 4
- 220062: "MISSILE - MISSILE OR ROCKET FLY BY AND EXPLODE"; MISSILE_MISSILE__60791902, 0-10. *Series 6000* -Extension 3

All other sound and all video footage by the artist. *Endgame* was performed, filmed and edited by Lisa Birke ©2016