



## ***Skin and Skeleton***

Nature:	Performance, Three-Channel Video Installation, Bullet Armour Sculpture
Material:	Life-size Bullet Armour Sculpture, .38, .39 calibre, M16 brass bullet shells, copper
Duration:	7:22 minutes
Production Year:	2014
Audio:	Jason Holt Mitchell
Location Shoot:	Vermont, USA; Schöppingen and Münster, Germany; and Manila, Philippines
Public Screening:	Yuchengco Museum Manila, Philippines

Departing from my experiences in the snowy valley of Vermont Studio Center, the spring fields of Schöppingen, the urban city of Münster, and the predicament I encountered in creating large sculptures – *Skin and Skeleton* is a critical and ironic representation of this notion of the ‘exterior’ or shell and the ‘interior’ or the structure, the skin and skeleton.

Everyday I crossed a bridge in Vermont, I would take a few minutes to stare into the freezing river, watched the ice forming daily. As I stared into the water, I thought of the victims of typhoon Haiyan devastating my country. I saw the destruction under the beauty of freezing river water – the same element that destroys and creates beauty. Performatively tracing the weather map of the typhoon on the same element that destroys, I sprinkled birdseeds to bring back a sense of hope. Spring in the floral fields of Schöppingen and urban site in Münster, Germany stands in opposing contrast to winter.

I debate my artistic process with material. Is the skeleton/structure created before the skin/covering? I created a skeleton-like sculpture from empty brass bullet casings and wore it as an outer body covering, exposing myself to weather conditions of snow, during the hunting season. This project investigated the notions hunting, protection, and the struggle for power within nature and man-made; as well as notions of spaces relating to boundaries; psychological, social, as well as the cultural and political.



performance documentation