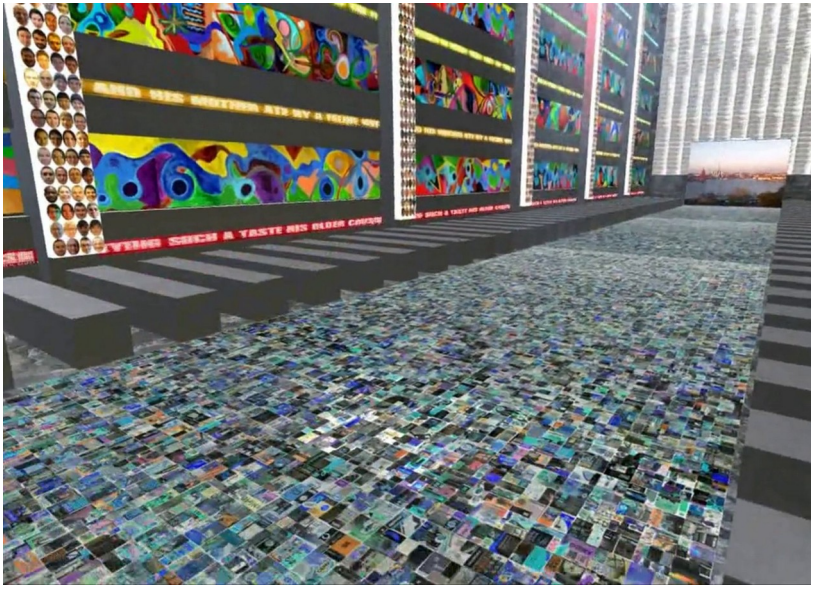


Fig.122 Rendering of an ideal exhibition in which the sidewalk made out of all the collages of the trash I picked is displayed. Installed in this fashion the work resembles a river of trash coming to represent what a human had to absorb through his or her life as a consumer or in my case as someone who has resisted to become a consumer.

TRASH 02

At the end of my project in 2040 I will have scanned 6.192 collages of trash picked from the sidewalk. This amounts to 15.552 square meters of picked trash over the course of 36 years. If it will ever be exhibited the work results in a dump with the only difference that the old layers of garbage do not get covered by new layers. Rather all this dump has been reassembled by an individual into a flattened landscape almost as if the viewers will have to take account of it without the possibility to hide their consumer traces with new traces. In a way this assemblage elevates the garbage into a noble material that could decorate the interiors of wealthy individuals, the same who are behind the capitalist enterprises so much polluting the planet. Refusing this idea I just visualize it as a centralized sidewalk that has been purified by the dirt of its content. But instead of being fancy models of a catwalk, visitors have to remove their shoes, to ensure that the printed layer does not fade. In this respect they become like poor barefoot scavengers trying to make sense of all the trash. They are reverted into their hunter-gatherer ancestors who were excellent trackers and constantly walked with their eyes scanning the ground for hints which could lead them to a game. In this case the game is to make sense of my project.