

MAXWELL BARNES

Maxwell Barnes' Sisyphus is a first person portrait of universal experience. Stunning visuals, as in reality, mask a repetition that harnesses how digital experiences mirror, with increasingly clarity, lived life. The platform of the video game Grand Theft Auto V is used as a sort of experience trouvé. A set of activity is allowed to the player, as a more constrained set is allowed when one is born. The voice-over tracks the basic structure of the titular work by Albert Camus, slowly revealing it's base crowd created origins. As the text links at points to the projected footage we're confronted with a redundancy of the faux that continues, nevertheless, to astound.