

NATHANIEL ROBINSON

Rooms with Rooms and Games

11.17 – 12.21.24

# Devening Projects



Room with Closet and Droppings, 2024; plywood, medium density fiberboard, douglas fir, mirrored glass, tinted polyurethane casting resin, polyethylene foam, PVA wood glue, cyanoacrylate glue, epoxy, water-based polyurethane varnish, paint, #10 framing screws, drywall screws, wooden dowels; 15.5 x 13.75 x 11 inches including bracket; mounted with top edge of bracket 49 inches from the floor.



Room with Figure and Clock, 2024; medium density fiberboard, paint, water-based polyurethane varnish, Bandai-Namco S.H. Figurearts body-kun, clock, douglas fir, screws, bamboo dowels, PVA wood glue, cyanoacrylate glue; 23 x 21.5 x 9.25 inches including bracket.



Room with Curtain and Filter, 2024; melamine-faced particle board, air filter, mirrored glass, polyethylene sheeting, tulip poplar, PVA wood glue, drywall screws, aluminum wall cleats; 10 x 19 x 11.25 inches, mounted with top edge 64.75 inches from the floor.



Room with Painted Walls and Ceiling, 2024; plywood, PVA wood glue, paint, water-based polyurethane varnish, aluminum wall cleats; 8.75 x 17.5 x 9 inches, mounted with top edge 48.75 inches from the floor.



Room with Figure and Faucet, 2024; medium density fiberboard, particle board, douglas fir, Bandai-Namco S.H. Figurearts body-kun, wooden dowels, steel pins, screws, PVA wood glue, paint, water-based polyurethane varnish, tulip poplar; 14.5 x 15 x 13.625 inches including bracket, mounted with top edge of bracket 40.25 inches from the floor.



Room with Chairs, Table, Town, and Crumb, 2024; medium density fiberboard, plywood, glass mirror, salvaged award plaque, tinted PVA wood glue, basswood, bread treated with polyurethane varnish, cyanoacrylate glue, aluminum mounting cleats, drywall screws, paint; 16 x 14.5 x 10.75 inches. Mounted with top edge 36 inches from the floor.



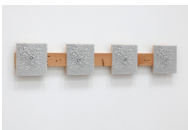
Room with Crater, 2024; pine, charred pine, douglas fir, chalk, plywood, shellac, PVA wood glue, steel mounting bracket, drywall screw; 9.75 x 22 x 22 inches including bracket, mounted with top of bracket 36 inches from the floor.



Game with Rubble, 2024; unidentified softwood, plywood, polyurethane foam cushioning; concrete, stone, brick, bread, and a variety of small objects; PVA wood glue, mounting cleats and screws; 2.625 x 16 x 13.5 inches; mounted with top edge 18.5 inches from the floor.



Game with Three Stones, 2024; t-111 plywood siding, plywood underlayment, clear sheet acrylic, douglas fir, tinted acrylic primer, polyurethane varnish, self-leveling cement, PVA wood glue, paint, cyanoacrylate glue, screws, tinted polyurethane casting resin; 7 x 23.5 x 27 inches including bracket; mounted with top of bracket 30 inches from the floor.



Game with Grounds and Bolts, 2024; reclaimed softwood construction lumber, pigmented polyurethane casting resin, plywood, PVA wood glue, polyurethane glue, steel bolts, washers, nuts, #10 framing screws, water-based polyurethane varnish, graphite; 7.5 x 46.5 x 2 inches, mounted with upper edge 60.75 from the floor.

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Room with Large Paintings, 2024; plywood, oil-based primer, oil-based enamel paint, pneumatic brad nails, wood filler, polycarbonate sheet, mirrored glass, galvanized carriage bolts, paper shim, steel mending plate, drywall screw, stainless steel screws, cyanoacrylate glue, PVA wood glue; sections of paper currency, security envelope, MTA Metrocard, exhibition announcements, business card, and food packaging; 17 x 14.375 x 20 inches; top of bracket 45.5 inches from the floor.



Game with Lenses and Grass, 2024; spalted maple, paper-faced particle board, sections of polycarbonate Fresnel lenses, plywood, screws, artificial grass, paint, PVA wood glue, water-based polyurethane varnish; 22 x 16.75 x 8.25 inches including shelf; mounted with top edge of shelf 48 inches from the floor.



Stairs with Figure, 2024; plywood, medium density fiberboard, steel, aluminum, Bandai-Namco S.H. Figurearts body-kun, paint, water-based polyurethane varnish, PVA wood glue, cyanoacrylate glue, wooden dowels, drywall screws; 26.5 x 27.5 x 5.75 including mounting plates. Mount with uppermost screw at 35.25 inches from floor.

## Rooms and Games

It is hard to know what to think.

There is such a thing as existing and experiencing existence. And there is the world which goes its own way heedlessly. Whether these are actually contradictory, I'm not sure. But it does confront me as puzzling, and as a stumbling block.

The figure feels the water flowing from the faucet, or feels for water which will not flow, or waits for the feeling of flowing water. The figures felt like a risk, which was good. They are acting within models, scenarios constructed like stage sets for perspicuous viewing from the outside. They are parts of a demonstration demonstrating experiences.

What this is for, and who this is for, is not clear to me. So it is difficult to know what to say about it. This is despite the fact that, from my own perspective, these current objects come from a direct, even crude and ruthless, way of making them mean what they mean.

Not knowing who or what this was for was an opportunity. This is possibly a reflection, or a case, of the opportunities present in this moment broadly, in a moment when the future has seemingly been removed and replaced with mere consequences.

When I call something something (like calling something a game), I mean that it is that and also that it isn't that.

Call the whole game an elaboration on the semipermeable membrane, the primordial selective separation from the environment. Or rather, not to presuppose environment and self, the di-vision of one reality into two environments, one surrounding the other, and the maintenance of that distinction. Not a simple distinction, but a distinction conditioned on connection conditioned on separation. You know what I mean. So it is a game with rooms. With a slight jolt I notice that, while looking up from the keyboard and thinking out my next words, I have been watching moths searching for openings in the nighttime window screen.

– Nathaniel Robinson, October 2024