Display Architecture

This body of work explores combinations of the two terms display and architecture: the many strategies used in the display of architecture, whether drawing, models, film, or photography; architecture put in the service of displaying art and objects as exhibition structures and supports; and most importantly, objects that display themselves, whether pavilions (in the case of architecture) or commercial and cultural products. The video *Architecture of Shops*, the sculpture *Display VII*, and the wall installation *Sombrero* were first shown together and operate as a little display primer, importing this aesthetic discipline into the gallery for both the artist and viewers' scrutiny. To me, the apparatus of product display is a model for the function of aesthetic in the art object, as well as a key to understanding the function (and non-function) of the pavilion typology. To test the functional drain of this form, I have built pavilions with unlikely functions like bicycle storage, workshops, or just lounging. The low functional program of the pavilion is in turn a model for my exhibition architecture, which I think of as a kind of functional art installation, created for the display of other artworks. When art is introduced to my exhibition architecture in projects like *The Puppet Show* or *El Grito*, a whole new set of variables emerges and the previously clearly-outlined roles of function and display become blurred. This viral ambiguity of the art object brings to mind the mutability of value in my early works such as the *Crime Stories*. Also problematizing boundaries, the *Display Nature* project looks at how architectural representation constructs and superimposes our perceptions of both the built and natural environments.