

***Iain Ball* - Statement 2016**

Through various iterations and collections of aggregate content, my work explores speculative (both real and imagined) scenarios pertaining to weird cultural transformations which have manifest as the result of sudden spurts of rapid technological change and stewed within periods of stagnation and lament. As such, I am interested in how the past and future can be 'hacked' and altered via the deployment of strange energetically charged object/devices.

For example my project *Philips 2013* (2010 -) considered a hypothetical near future scenario after worldwide economic meltdown where the consumer electronics entity Philips had managed to mutate and evolve into a post-market semiotic mechanism, after the year 2013 it then became one possible future which never happened and now probes the near-past detritus of the late 2010's consumer electronics era.

Energy Pangea / Rare Earth Sculptures (2011-) is an ongoing series and research project which develops various 'sculptural systems' or aggregate swarms by implanting newly created hybridised sculptural objects into pre existing and emergent environmental contexts. Taking on hyperstitional narratives by blurring fictions and realities, each sculpture aims to develop a unique inquiry around a set of objects and site or through multiple sites and localities.

My work tends to be project based, modular and open ended as new exhibition and presentation opportunities allow for recent developments to morphologically transform the pre-existing sculptural system as each project is treated as a constantly evolving swarm of media with specifically created primary nodes and input/outputs working much like a black-box.

Recently In *Praseodymium* (2016) I have worked with the idea of developing a psychotechnical artifact which harvests and transmutes various contemporary paranoias such as belief in alien abductions and secret government mind control programs into a renewable energy source, in TerbiuM 2016 the sculpture was co-released with a digital ep single and music video made for Goch, a Forest Psytrance producer from Macedonia and released through the digital record label Quantum Natives.