

I build playing fields, for games that engage mind and body.

The *Portable Layouts* are transportable, ready-to-play kits. They consist of standardized, gendered action figures and a variety of accessories. Each kit can be used to build an archtypal scene from daily life such as a meeting, a dinner or a road trip.

The custom-made action figures have been likened to a mix of Playmobil toys and voodoo dolls. They are designed and scaled for adults and resemble, in appearance, texture and weight, the figurines found in stores when I was growing up. Both the action figures and accompanying furniture and accessories are made of resin and painted pure white, with only eyes and mouth for markings.

Each *Portable Layout* is unique. Though the objects from different kits may seem identical, each is customized and finished by hand.

I go on *Expeditions* with the kits for private or public interventions, where one or several *Portable Layouts* are made available for people to manipulate. A single viewer at a time activates the kit, creating scenes of his or her choice. I photograph the full play session from start to finish, a “journey” of sorts.

A *Portable Layout* can be exhibited in several ways: closed, open, or as a scene with the action figures and accessories displayed in any desired arrangement.

The Portable Layouts are potentials; each scene is by essence infinite. Though a kit's plastic case and contents are formally finished products, they represent a myriad of unfinalized realities. The scenes are cyclically completed by a user's projection in whatever reality is born of the manipulation. Then the scene can in turn be interpreted by other viewers, until the next interaction begins.

The scene isn't finished by reaching stasis, it is finished by becoming part of a stream.

The action figures are also found in more intimate objects designed for personal use. A series of *Probes* are like human-machines sent into terrestrial or stellar space, with a mission to explore an unknown universe. In this case, rather than gathering information from nature, the probes trigger the creation of new gestures, scenes and mental journeys. *Probes* are made to be worn or carried, like charms, or displayed on a shelf or wall, accessible during one's daily activities.

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