



KIM CAMPBELL

The **Childhood Gravity Games** series is an amalgamation of dreams, notions and playful diversions. A liberal use of enchantment is employed to create a childhood world that plies make-believe over reality. It's not an adult world but a child's fantasy so it's a viewer's challenge to penetrate. Take a tumbling romp through the acrobatic maze of spinning wheels, traps and magpie trinkets in this Rube Goldburgesque panorama. String together the complete set of images from White, Red, Pink, Orange, Yellow, Green, Blue, Purple to Natural or arrange them in a circle and you can potentially get a seamless - if not endless - framework of cinematic diversion. While each image may stand alone they create a powerful visual experience together.

Over the last ten years it seems that the way people interact, relax and express themselves has changed rapidly. Mobile devices allow children to find their friends and interact with strangers in social media and online gaming outlets instantaneously. This shift from real life play to 'virtual real time play' changes the way a child's physical presence and creativity relates to the world.

Fear vs safety, curiosity vs discovery, cruelty vs kindness, life vs death are some of the universal themes explored in this body of work. In this new digital playground reality begins to blur and sharpen at the same time.

This work is staged in collaboration with my young models to tell a narrative about imagination and creativity. Shot completely from a bird's eye perspective I sought to create illusions that question the perceptions of the viewer. Each image is carefully constructed to tell a progressive story. The finished images are sized at 20" x 30" photos. There will be a separate large scale installation piece printed as a seamless panorama that can be hung on a long hallway, wrapped around two or three walls or mounted in a circular exhibition format with an entrance into the circle so that people may step inside **The Childhood Gravity Games**.