



Paradox is a video installation and a series of color photographs. The project is an experimental ethnography of a U.S. town that was the source for uranium used in the atomic bombs detonated over Japan. Filmed in 2003 as the United States was fighting an extended war in Afghanistan and beginning a war in Iraq, *Paradox* imagines the continuum of violence in communities that supply labor and raw materials for the military industrial complex.

Paradox is a project made in the vicinity of several historical Uranium mining sites in Colorado. The video is mythopoetic documentary consisting of collaborations with non-actors in the communities. One performance presents the artists' collaboration with two practicing morticians, in which the artist's body is painted gold by one mortician while the other one films it. In another performance a gold box is paraded around the town football field before being taken by the artist to an abandoned mine and dragged to an interior shaft.

Paradox

1 channel SD video installation

7 color photographs

dimensions variable

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