

Goat.  
(September 1953- January 1953)

#### Artist Statement.

I use my moniker 'Goat' as a way to break free from the responsibilities, sensibilities and aesthetic qualities of being a gemsbok antelope from Africa. Having a kind of domestic 'pet' alias allows me access to far more institutions, performance scapes, festivals, panel talks and award ceremonies than my more wild and true name would allow.

The horizon is a material I use a lot in my work. When it changes (and it's always changing) I respond to it in a kind of ongoing dance. I sense it tipping in my body, tipping and diving, and I respond to it through a meshing of my senses - furry impact, warm liquid pressures, sound, sharp changes of colour or form, nose-taste and wind.

Physically, I am made of fake parts as well as my real parts and this greatly comforts me and informs my artistic direction and method of questioning: How long has this thing been here? Can I eat it? What is made of glass? What is delicate? Does the inside match the outside? How much is being used today? Does it eat grass and does it eat grass with me or alone? How long are we here for? Is it dangerous inside? What's that, on its head? Can I get there before it moves away? I trust this immediate form of questioning as this is the only way I can remember.

The Resources for Recently Stuffed Beings in Hamberg has commissioned my next work in 2020. It's a set piece and I'm basing it off an open greenhouse in the centre of Lisbon - open roof and lots of rainforest. Steps that go up into canopies and then descend into grotto's. There will be live birds, mosquito's, fish, lizards, butterflies, venus flytraps and I'm even trying to convince my funders to let me build an oasis - well, it's like a hologram really. It will always appear always in the distance, on the horizon. And then you look around and there are many horizons, different ones, and sometimes they converge on each other, like negatives of different photographs, drifting gently up and down.

There will be lots of speakers which play fake bird calls and other animal sounds. I want the atmosphere to be rich and kinda OTT dense. Growling gorillas and howling bears. Small insects shuffling, the swoop of birds.