

### Artist Statement

The nature of our practice is rooted in art as a collaborative and responsive endeavor. We are interested in working with anyone who possesses creative or intellectual curiosities, whether or not they identify themselves as an artist. Excited by the prospect of viewers becoming the main catalyst in the creative act while the traditional artists play the role of facilitators, we see *The Long Walk* as the ideal circumstance to explore these themes further.

### Overview

"Translation" operates with these concerns in mind and seeks to create an open loop dialogue around the experience of *The Long Walk* between the walkers and our collaborative team. This project explores the following questions:

- How do individuals use the reductive language of social media as a vehicle for experiential documentation?
- Can that information be communally grouped, poetically reinterpreted and creatively introduced into the public sphere through multiple sensory experiences?

### Translation Process

Walkers will be invited to individually offer single word reflections on their experiences throughout the journey. Questions based on specific places/experiences can be used as prompts for these words. For example, "Use one word to describe a conversation you had in Duvall." Using their smart phones, walkers will upload these words to a Facebook page created by us, dedicated to "Translation." Prior to the trek we will ask a few people with smart phones to act as 'word keepers', in charge of uploading words for people without smart phones. This is a translation from a very physical, natural social experience to a technological world of social connectivity. This first step is the foundation for the rest of the project.

The next translation is our 'remixing' of the words provided by the walkers. The words collected via Facebook become a word bank of experiences. From the word bank, we will examine the relationships between words (the way they look and sound, the repetition or variety of words, the images or feelings they may trigger) and reorganize them to create a type of visual and audio "poem" for each day. Because the Long Walk spans several days, there are an abundance of opportunities for these translations to occur.

These final translations reintroduce the poems back into the physical world. The poems can take multiple forms. They can be sculptural words made from found materials along the trail, recorded audio installations, video projections, group collaborations and individualized handwritten poems for each participant. (We plan on traveling with portable battery powered speakers, i-pod, a projector and laptop with audio and video editing software. )

Specifically, we will be creating these poems at locations within Golden Gardens Park, McCormick Park, Tolt MacDonald Park and Snoqualmie Falls, though the projects could expand to other areas. Full group collaborations (see below for detailed descriptions and schedule) will take place at McCormick Pak and Snoqualmie Falls and will last 20-30 minutes each.

