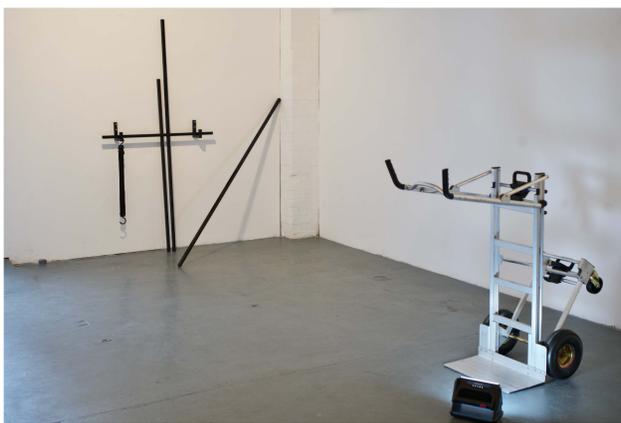


# ALL WORK NO PLAY

## CAMERON RANDALL

All Work No Play responds to the specific site of Unit 3 projects to examine the interplay between studio and gallery. The title is both tongue-in-cheek and cynical of the current conditions of being an art practitioner, linking notions of labour, hyper-capitalism and the ecological ramifications that come with that. The studio/gallery location was once an old paper works in the 1960s, while the surrounding buildings are all of industry.



The title is taken from the proverb "All work and no play makes Jack a dull boy", first recorded in 1659. This means without time off work, a person becomes both bored and boring. I am interested in boredom as a pre-state that cultivates possibility. This can be read both through the gallery experience as a place in which the boredom can inhabit, and in a more political sense, where boredom can be understood as radical catalyst for action.



The lo-fi aesthetic of the show itself was intentionally "a little rough around the edges", to fit the architecture of the gallery space, softening what might be considered complex or grand ideas and anchoring them in the material of the everyday, broken or discarded.

I wanted to invert the milieu of mass-production and provide an alternative opposition through an assemblage of objects, leaning on the "ready-made" or discreet gestural interventions to crystallise the moment and recontextualise the object. I am interested in how we might conceive objects differently and potentially through these conceptions realise other relationships to them. In this show specifically, I looked to create a dissensus within the aesthetic conditions of how we receive the art object to suggest a miscommunication or meta-communication or what Boris Groys might call a 'defunctionalized tool', 'zero-tool' or 'meta-tool'.



Cameron Randall is an interdisciplinary artist who favours a curatorial approach to his practice rather than one of production. He looks to assemble cultural signs and signifiers, and it is through this dialogue, that a distinctive conceptual language emerges. Previous work has involved sculpture, algorithms, moving image, sound, text, and installation.

He graduated from the RCA in 2019.

PUNCTURE. (2021)  
Hand truck, LED work light



plastic sky (2021)  
Cracked screen, computer, cables, ties



Setting up for the flash (2021)  
Market stall black coated steel, giant rotative hook bungee cord



Bits and pieces (2021)  
Speakers, mp3 player, ladder

