## Oliver Payne

356 S. Mission Road // March 14-April 27

FEW LEGACIES CAST a longer shadow than John Cage's. Artworks that incorporate chance, music, or performance scores are burned with his signature—it's inescapable. Payne, who has played with music and quotation since his early collaborations with Nick Relph, is of a generation to whom it seems that all territories have already been claimed by one flag of authorship or another. What's up for play are spaces of drift, areas that are in between or in flux.

Payne's new video, Untitled (Shadow of the Colossus / In a Landscape), is shown by itself in a cavernous warehouse. The single-take static shot captures a tableau of objects arranged in double, like a mirror image from the center out: Twin stereo speakers border either side of the frame, in front of which sit two burning sticks of incense, followed inward by two identical floor fans, a matching pair of houseplants, and two PlayStation consoles. In the middle of the composition, two miniature copies of Cage's prepared piano

piece In a Landscape, 1948, rotate on matching turn-tables connected to a DJ mixer that bisects the frame. On the wall behind, we watch two copies of the video game Shadow of the Colossus played on the consoles below.

Two on-screen avatars begin at the same point, but their paths diverge, only to come together later and explore the same terrain from different vantage points. In a Landscape provides the soundtrack. The two records drift out of sync; the music chases itself, elongating the present moment before splitting in two, the second record echoing the first. There's a kind of telescoping that happens in the piece a collapse of documentation, performance, and quotation into something that's not quite any of those. Cage was famous for his disdain of LPs, claiming that recorded music flattens a living performance into a falsely authoritative version. Payne's video offers a kind of curative reanimation of the Cage recording into something new.

—David Matorin

