

*Michael Zahn as Michael Zahn*

11 Rivington

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*Michael Zahn* as Michael Zahn

*in "Grand Theft Auto IV," or Mario's Leap Into The Void*

*Ours is the age of computers and frogs -Oprah Winfrey*



In an immersive environment\*, and in compulsive marriage to an interface\*, we are, per the human usual, given to the tactile need/continuum. The tactile can be as glib as it can be gleeful. And it, more than any other sensory faculty, inheres within itself the most bizarre and intricate seat of moods. (It is the bride who wed herself: zeal and velleity homo-ing out en masse: all geologic strata confounded with neurological enigmas: smorgasbord as fed upon by 1,971 species of birds.) Now, dupe the tactile with the glee and/or glibness of color, the arrogance of sight, and a commonplace (exalted), if not entirely stable, synergy takes place. The synergy of somehow-true [of enjoyment] and (t)hence the ment] and (t)hence the syn-ergy that knows/portends [all] ends. So, the tactile-visual is prodigal and bound to turn prosaic.

This is why I'm (stuck) here(!) making paintings, says Michael Zahn of as Michael Zahn. Unimpressed with the super-sensory physics involved in dataprocessors, but still enamored of all dataparts, Michael Zahn has entered the "parts" industry knowing that even the King of Color was captive to the family business (and sometimes couldn't quite discern the difference between drudgery and infanticide). In the War in-Favor-of Ontological Discontinuity (Happenstance), painting becomes a clear-cut revelation toward the profanity, and hence the eudaemonic gift, of what color+texture+volume assures. Painting as assurance of nothing but the plenty that both proceeds and ends plenty. Hello, painting. (Painting somehow responds, "Hello, people.")

Remember, there were not paintings prior to painting! Does that mean that there is not painting prior to paintings? or paintings prior to paintings? Michael Zahn as Michael Zahn is vaguely aware of all answers and will succumb to them at the end of "Grand Theft Auto IV". "Grand Theft Auto V" will arrive against all failures of the tactile-visual.

*\*remembering that these words are in no way restricted to computer-culture vernacular!  
mario's leap into the void, 2008 / courtesy www.totokidz.org/np/ / cover: Andrea Baker / design: jesse williams*

