

Derrick Adams

Deconstruction Worker

Deconstruction Worker is an ongoing and evolving series of collage, painting and multimedia sculpture using pencil, ink, paint, fabric and printed shelf-liner to create minimal geometric constructions of angular human figures. These figures are meant to appear to live both in a state of deconstruction *and* in the process of being built.

Architectural processes and their different presentation strategies are important in the work. Building footprints, floor plans, elevation sections, visual renderings and the constructed object act as various developmental states and approaches, and serve as a comparative investigation into the physical construction of the figure.

The series is inspired by the philosophies of *Deconstructivism*, such as the fragmentation and manipulation of structure and surface, and the marriage of complex and improbable forms. Through these techniques, examination is placed on the force of popular culture and the media on the perception and construction of self-image.