

Chris Dacre • Artist Statement

War, it's alluring and romantic and at the same time, destructive and demoralizing. So why is it that we feel the need, as a people, to continually wage them around the world? My work is a commentary on the sensitive issues surrounding war- recruitment and training, surveillance and concealment, excessiveness and absurdities.

My imagery is pulled from the time I spent in the Air Force as well as from movies, books and news stories on the cause and effects of war. Through the use of sarcasm, humor and cynicism I invite the viewer to take a closer look and to question and explore these issues.

New technology has allowed people to play war like a video game, pushing buttons from the comfort of an air-conditioned room that causes mass destruction halfway around the world. The US Army has developed a video game called "America's Army" that replicates the experiences of boot camp to the battlefield, it has been downloaded more than 20 million times since its inception. Why is it that so many people are still drawn to this type of destruction?

With my work, I want people to go away questioning why our society feels the need to continue to play these silly games that we, as a male dominated culture of war, learn and emulate as children.

Who really wins in the end?