NATIVES: AMBROTYPES FROM THE DIGITAL FRONTIER

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After the invention of wet plate photography, the ambrotypist/ferrotypist traveled the Western frontier in wagons, photographing those living on the fringe of civilization. Nearly 160 years later, I travel the new frontier of online communities, photographing those paving the way. While the inhabitants of these non-physical communities and games do not go there physically, they are often able to manipulate and control their online incarnation: creating an abject presence of themselves. This project creates both a tangibility and history to the ‘lives’ of these inhabitants who, by design, do not know or have either. The ambrotype images make a tangible manifestation of the intangible persona while simultaneously showing the death of that moment.
Dekka Raymaker, Push, Second Life
Dr. Steampunk, Caledon Steam Sky City, Second Life
Dracona Lisle, Steelhead, Second Life
Eugenia Barton, Steelhead, Second Life
Matt the Knight, Oblivion, Elder Scrolls IV
Maumer, Anair Ice Lake, Aion
Minor Difference, Winterfell Aislinn, Second Life
Penumbra Carter, Wasteland’s Junkyard, Second Life
Solbrak, World of Warcraft, Scryer’s Tier
Sowa Mai, Caerleon, Second Life
Suriel, City of Heroes
Venerable Broome, Caledon Morgaine, Second Life