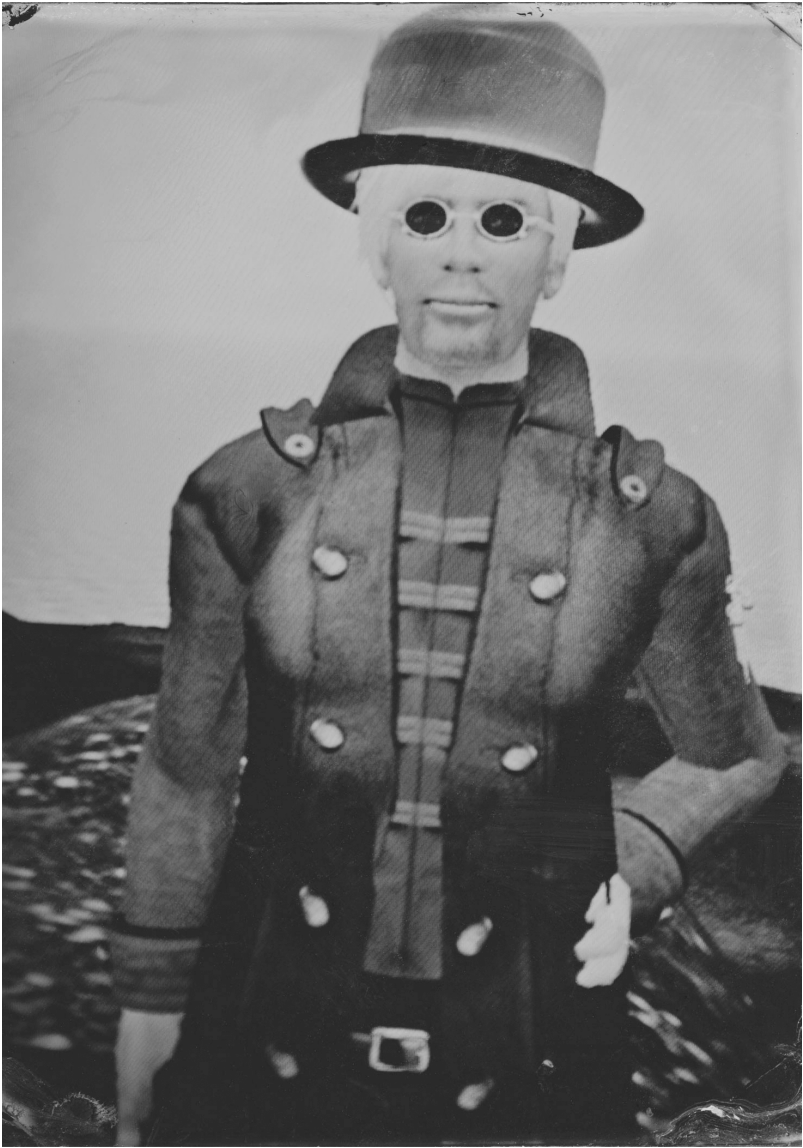




NATIVES: AMBROTYPES FROM THE DIGITAL FRONTIER

Susan E. Evans

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



Maurer, Anair Ice Lake, Aion



Minor Difference, Winterfell Aislinn, Second Life



Penumbra Carter, Wasteland's Junkyard, Second Life



Solbrak, World of Warcraft, Stryker's Tier



Sowa Mai, Caerleon, Second Life



Surriel, City of Heroes



Tensai Hilra, Port Harbor Commons, Second Life



Venerable Broome, Caledon Morgaine, Second Life