



Artist Project

## GUITAR HERO

Lewis & Taggart



**Front** You showed a number of objects, collectively known as Guitar Hero, at Galleri Fisk in Bergen earlier this year. Where did the project begin?

**L&T** We started the project after hearing an urban legend about Mötley Crüe bassist Nikki Sixx and how he acquired his first guitar [the story goes, Sixx stole a Les Paul gold-top guitar as a teenager, believing it to be a bass]. The story was so epic—almost allegorical—and embodied our two favourite subjects:

longing and failure. We wanted to pay tribute to this anecdote, and the rest of the project unfolded from there.

**Front** Is the name a direct reference to Guitar Hero, the video game?

**L&T** Yes. Like Nikki Sixx in the story, the video game makes an absurd attempt to fulfill guitar fantasies.

**Front** What kind of objects were involved?

**L&T** For the exhibition, we cobbled together two wooden billboards as supports for a projected text and used borrowed books from the rock section of the local library to prop up the projectors. In front of a floor-to-ceiling mirror, we dangled a pair of headphones that played a collection of iconic guitar solos that we edited together based on suggestions from friends.

**Front** And you made this travel sleeping mask. With pentagrams. Amazing. But you didn't include these images in the show?

**L&T** We chose the pieces we felt were best suited to the particular gallery space, which meant editing out some of the other components. Since then, the sleeping mask has taken on a small life of its own—it's basically become a part of our luggage.

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