

in a moving portrait of Brimfield's father, the final part of the Giant Despair trilogy directly repurposes, augments and extends footage drawn from 70s TV series The Incredible Hulk. In every episode, post frenzied rampage, the Hulk inevitably lumbers to the nearest forest in a fugue state to recover, having thwarted the fiendish plans of assorted criminals by throwing, crushing and splintering a succession of large objects and environments. As The Giant Despair, the throbbing purple menace is frozen alone in an extended inbetween state, traversing woodland, sand dunes and beaches in search of relief to the accompaniment of an epic cinematic score. Interacting tenderly with animals and his baby daughter between bouts of existential crisis, he must nevertheless leave to walk the earth alone to uncertain ends. Additional footage is shot in the deserted landscape of the deserted Sonian Forest and windswept De Panne sand dunes in West Flanders, Belgium.



THE GIANT DESPAIR- PART III
Digital film, 19m04
Shirley Cooper Gallery
The Tetley