

MAJOR SITE INSTALLATION

Installation Art arts 360

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Many installations today are nomadic, that is, they can be moved from place to place. Others are site-specific, with the form and content relating specifically to the space they are built in as a temporal experience. Your major project for the semester will be housed in Horvitz Hall at Kenyon College and you should consider the context as you develop your project. You are not limited to being site specific however. You may consider a work that could be installed elsewhere in the future if you so desire, or one that only minimally refers to the site (you can never ignore the site).

Choosing and analyzing, Drawings or Maquette/

Choose/ negotiate for a space in the installation room that you will develop your major installation within. As you plan, work in 2D and 3D to develop your idea. Measure, draw, diagram and/or build a model of the space with an approximation of your idea in it.

Written proposal for final project:

Think through your plan more fully and create a written proposal. Present to the class along with fully complete drawings, photos, material elements.

Developing your idea: (write answers in your e-notes, blog or website)

What are your interests and abilities? What would you like to challenge yourself with?

What did you learn from the first projects?

Research Artists who share your interests.

Develop metaphors, irony, etc.

Discover the possibilities of material/ processes.

How do your limitations guide your choices and how can you overcome them? Space/ Finance/

Location/ materials/skills/ knowledge.

How does time function in the idea?

What is the relationship of the idea to the specific space?

What skills do you need to develop to make this piece?

Be Curious and committed to working consistently.

Make it!

We will have a series of weekly critiques to give each other feedback. We will also have many workdays in class time and you should show progress between classes so that we can make the most of classtime instruction.

Gaining an Audience:

- a. Writing an artist's statement
- b. Documenting the work in Images (still and video)
- c. Making postcards/blog/website and publicizing the work:
- d. Hosting an exhibition

Decompression/ De-installation

De-install the work before grades are submitted (5 pts)

Intermittent skill development during class time: you will be expected to learn the basics from demonstrations over the semester and your grades for the above stages will include the skills you exhibit as well as the ideas and form they take. Here is a list of possible skills, but the exact skills will depend on what we need in the semester:

How to build a maquette. (alternative: use graphic software to design your space)
 How to build a wall, of wood or sheetrock, (spackle and paint as needed).
 How to do basic wiring for lighting.
 How to do simple welding/grinding/mold making/sewing, etc as needed.
 Choose a skill you already enjoy and develop it.
 How to use available technologies to interact with the viewer as needed
 (Isadora/ Arduino/ Raspberry Pi, Zach Poff, etc)
 Graphic Design and PR:
 How to write a proposal
 How to give an illustrated talk on your research (PowerPoint, LightRoom or WebPage)
 How to document your work with photos and video.
 How to develop PR materials, including a postcard and blog or webpage.

Materials Brainstorming....add your own:

Paint	Magnets	Powdered pigment	Glass bricks	Pencils	Sword
Bark	Silk organza	Plexi-glass	Picture frames	Mercury	Dinner trays
Cassette	Foam insulation	Scabs	Make-up	Chains	Shot glasses
Cans	Toast	Sillystring	Bones	Newspaper	Mold plater
(alum)	Cotton	Computer parts	Old window shades	Umbrellas	BeesWax
Marbles	Rubber gloves	Plastic bags	Velour	Saffron	Parafin
Rust	Erasers	Fishnet	Cornstarch & water	Honey	Spandex-Latex
Pig gut	Fiber optic	Gutter guard	Domino	Coffeebeans	Copper
Varnish	Gears	Chicken wire	Clay nails pepto	Rock candy	Fiber Glass
Burlap	Felt	Leaves	bismol	Beef jerkey	Soap
Jello	Kneadable eraser	Toothpicks	Finger nails	Eggs	Pacifiers (baby)
Pillows	Matches	Garden hose	Stuffed animals	Lampshades	Caulk
Old	Lights bulbs	Sponges	Coated pills	Cotton balls	Glue
shoes	Old chairs	Sand paper	Saw blades	Pulleys	Galvanized fence
Asbestos	Rawhide – leather	Sand	Pasta	Antique typewriter	Elec conduit
Wire	Tweed	Stained glass	Hot wheels	Riding chaps	Flags
(copper)	Pennies	Ceramic	Cork	Bathtub mats	Dry Grease or Fat
Photos	Straws	Balloons	Salt	Dry corn on cob	Diapers:
Whole	Foil	Fringe	Jars	Gas mask	Zippers
milk	Brass foil	Records L.P's	Moss	Hood ornaments	Solder
Marshmal	Gold leaf foil	Tile	Boxes	Pantry door	Earth worms
lows	Silverware	Laboratory hoses	Coupons	Confetti	Fire fliles
Hair	Cardboard	Traffic cones	Hay	Chicken skin	
(human)	Water	Ice	Sugar cubes	Disco balls	
Flour	Pollen	Tires	Dung	Bike chain	