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Surface pattern & textiles

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Word count:

My exhibition entitled 'Immerse yourself' is an interactive and dynamic playground like atmosphere which actively ignites playful thinking while also channeling different ways people consume art. The experience itself features five pieces of diverse and immersive artworks which 5 different artists worked on. Exploring themes of technology within art, sound and how space can be used. I decided to hold my exhibition in a reworked warehouse where five different sized rooms lay ahead to explore. Through curation I selected my immersive artwork to support the idea that art and technology can bridge a gap. I also shed light on other important events that happen worldwide.

To create different and unique environments under one roof I intend to use a big, reworked warehouse, it will have two levels, 4 rooms on the 2nd level and an open floor plan on the 1st. As it is a one-way policy to ensure you get to see all of the exhibition the bottom floor is the last artwork you spectate. All of the artworks throughout the exhibition use light, colour and imagination. Hopefully, by combining technology, art and imagination my exhibition transports audiences to places they have never been before but will always remember.

Fig 1



Up the stairs into the first room 'Rainbow Caves' by Barbra Syrenka (fig 1). This piece is made up of approximately 44,000 up-cycled plastic bags that were used in New York every minute before the ban on single-use plastics went into effect. The rainbow lights in this space show the end of the great flood of plastic by shedding light on this issue.

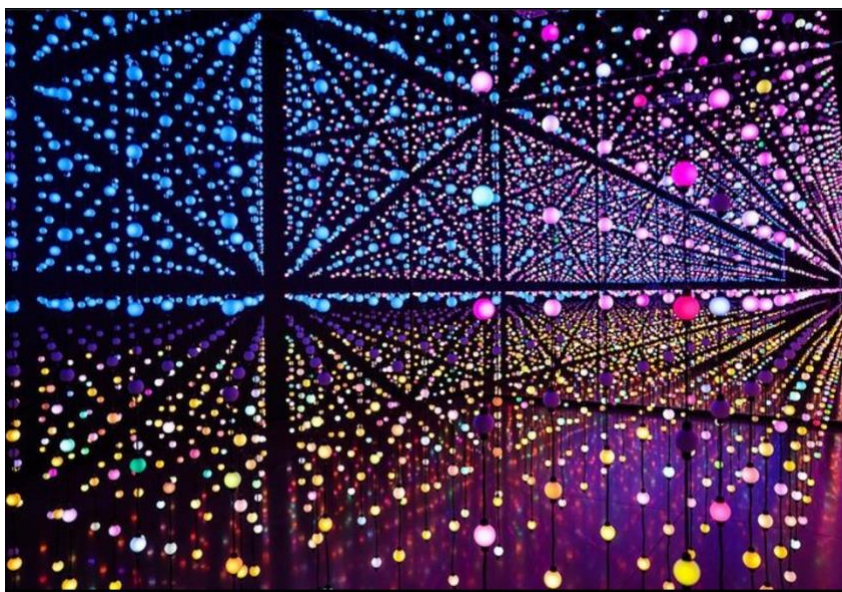
I wanted to include this piece at the start of my exhibition to showcase how art installations like this one helps in a different kind of way as it is creating something beautiful while reworking with plastics

Fig 2

Into the next room 'Crux Climbing Gym' which has a massive interactive climbing wall. 'Much of this was also strategised to maximise the highest quality projections and make sure we were able to properly light the room.' As well as being a good, fun source of fitness this climbing gym gets people involved and encouraged to have a go and say yes!



Fig 3



Into the next room 'Unknown atmospheres' by Seth Nehil (fig 2). A fully mirrored wall reflects flashing and pulsing lights which play in preside harmony to an electronic surround-sound within a five-minute loop. 7,000 individual led lights and sound installation which take you into a new realm.

Fig 4



Going forward into the fourth room 'The Infinite Crystal Universe' made and owned by TeamLab where pointillism is used effectively as a distinct colour of dots are formed to create a picture. The way in this room works is up to you; people use their smartphones to select stars to throw into the artwork which are then reborn in three dimensions. "The presence of people and their location within the work affect these three-dimensional stars, which in turn influence and are influenced by other stars in the space."

Fig 5



Down the stairs into the last part of the exhibition you are met with Piet Mondrian's work on a huge scale. Mondrian's work is a development of modern abstract art, he used square shapes and primary colours to create.

'Mondrian believed that his vision of modern art would transcend divisions in culture and become a new common language based in the pure primary colours, flatness of forms, and dynamic tension in his canvases.' As the pictures change swiftly showing off other paintings Mondrian had made before he sadly passed away in 1944.

Fig 6

I wanted to use Piet Mondrian's work in my own exhibition to celebrate the way colour has evolved and what kind of conversation it would spark up. Mondrain believed his abstraction could serve as a universal pictorial language which I find interesting as his work includes squares and rectangles. He also believed that abstraction provides a truer picture of reality than a realistic depiction of objects in the visible world.

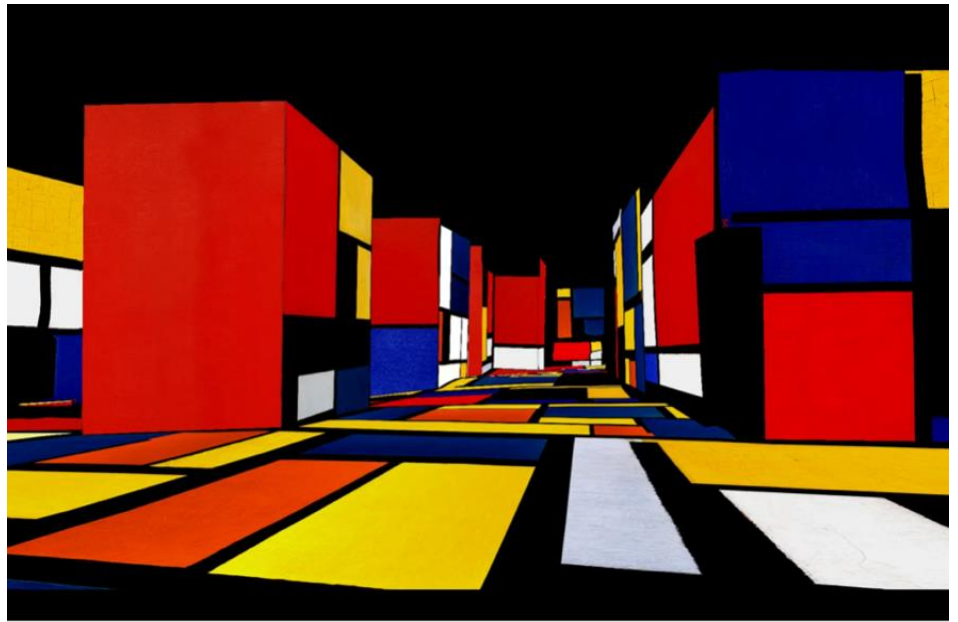
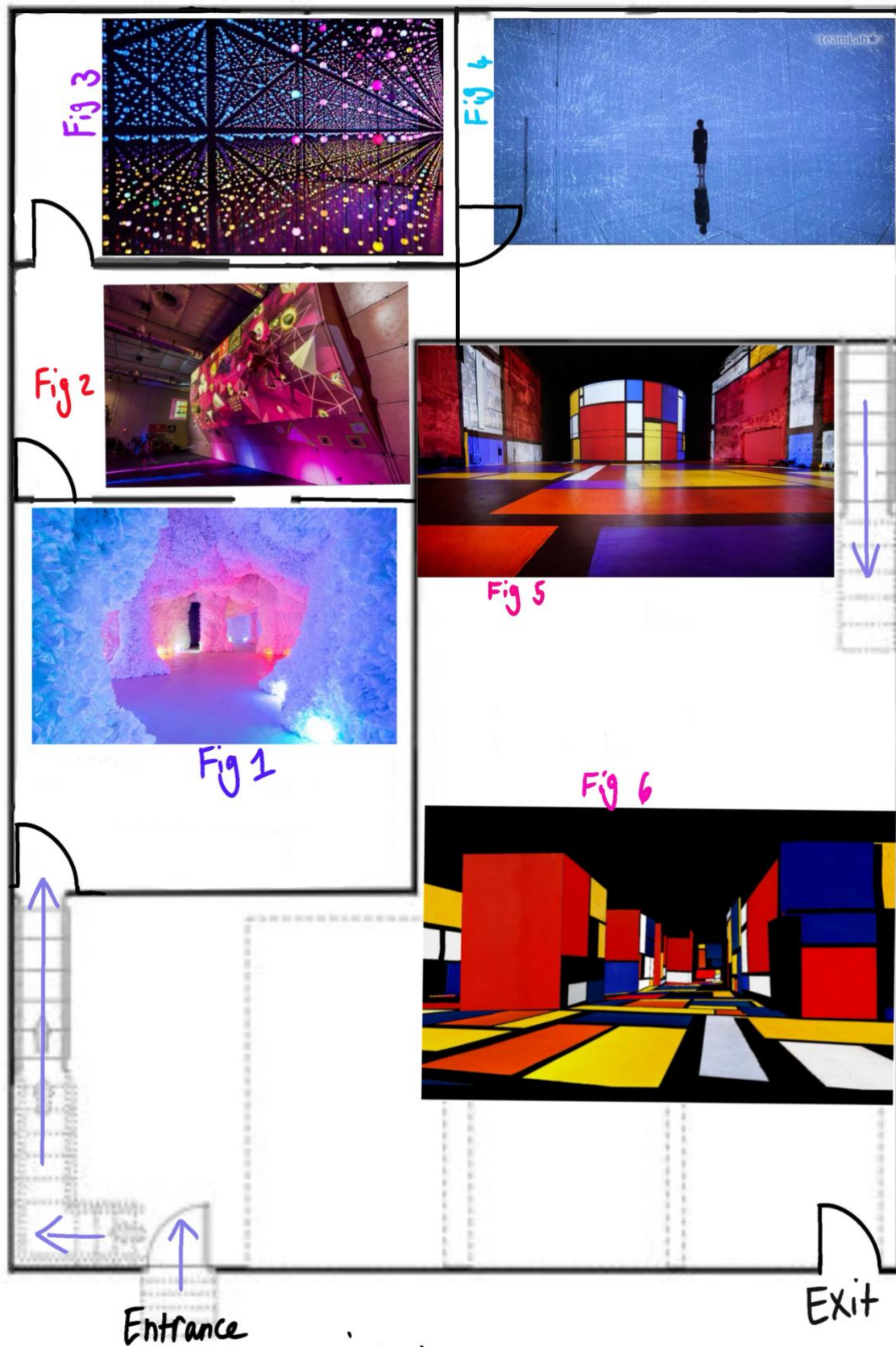


Fig 7



Exhibition map

Figures

Fig 1: Rainbow caves, Barbara Syrenka: salvaged plastic bags, salvaged fishing nets, LED lights, surround sound (2019)

Fig 2: Crux Climbing gym, Jeff Karihara

Fig 3: Unknown atmospheres, Seth Nehil

Fig 4: The infinite crystal universe, teamLab, 2018, Interactive Light Sculpture, LED, Endless, Sound: teamLab

Fig 5: Piet Mondrian, Carrière des Lumières

Fig 6: Piet Mondrian, Carrière des Lumières

Fig 7: Exhibition map

Bibliography

<https://isfdn.org/art-docent-lessons/all-grades/mondrians-primary-colors/#:~:text=Mondrian%20believed%20that%20his%20vision,dynamic%20tension%20in%20his%20canvases.>