

SUCTION PIECE | AN INTERACTIVE SCULPTURE

How the viewer experiences it (steps):

- * Small sign at doorway declaring their likeness on film.
- * Walk through a short entrance (size) into a white room filled with cardboard, black tubes and a soft hum present between interaction-triggered bursts of extreme suction.
- * Run into the running receptacle.
The receptacle is comprised of cardboard and Plexiglas driven by tucked away but not hidden fans blowing through two sets of tubes. A black vacuum hose is growing from the top and the bottom of the receptacle. This area is spot lit (dramatic).
- * Following the faint hum of the vacuum and the tubes the viewer walks into the space. By placing the guts of the installation in the entree way the viewer experiences the system from inside-out/middle-start.
- * Viewers pass tables and chairs with hand-sized scrap paper scattered with random pens/pencils. This area is lit with directional lights (soft).
- * The podium is standing near the rear right about 5' from the walls. It is made up of two 3' diameter cylinders.

The bottom is 3'4" tall and the top, sitting 2' above the bottom, is 2' tall. Like the receptacle all the inner-workings of this section is made discrete but still visible and there is black vacuum hose growing from the top and the bottom. This area is spot lit (dramatic).

Through direct interaction with the piece through contribution and, in turn, reception the user becomes part of a larger whole.

Motivations driving the piece:

The beauty of the surprise in suction (airplane toilets).

I don't know where this is headed.. I don't know all the answers... I just know what excites me and what gets strong reactions from people

I thrive in a collaborative setting and search out people to work with that fall outside the fine art realm because

I am closely collaborating with Scott Eckert because he not only brings to the project a general knowledge of engineering design but also darts around conceptually just as I do. Beta1 will be constructed along side Scott. I have been working through conceptions with Lisa Jevbratt and am bouncing technical ideas off of Blair Burtan regarding specific engineering issues.