

HIDE AND GO SEEK

a BLINK! proposal by C Murphy

PROJECT DATE

Mid April – Mid June, 2011

PROJECT DESCRIPTION

Hide and Go Seek will bring memories of a childhood game to life for all those who travel John Nolen Drive. Playing off the varying moods of day and night, three children's figures will be positioned in a highly visible greenspace along John Nolen Drive.

By day, they will appear as playful figures engaged in a game of hide and seek, each one moving in one of the unforgettable poses of the game: one covering eyes and counting against a tree, one hiding nearby, and a third scampering to find the perfect hiding spot. Drivers, joggers, pedestrians, and bicyclists who pass will immediately make a visual connection to the game.

By night the life-sized figures will be lit from within with LED lights. The children's glowing figures will also surprise and spark a recognition for the nighttime passersby. While the sight of the children playing this game at night will instantaneously conjure up the rules of the game, a second and darker thought might emerge. What are these ghostlike children doing out so late at night? Is there a reference to danger and what is that danger, exactly? And who doesn't remember the childhood excitement of playing hide and go seek at night, when darkness brought both peril and excitement to the game? The duality of fun and danger in a park setting is sure to arouse the attention and evoke interest among viewers.

CONSTRUCTION/SAFETY

The figures will be constructed of durable fiberglass tape and have interior reinforcements to withstand inclement weather. Prior experience with fiberglass has been established: Murphy's spring 2010 BLINK! project, The Girl On The Ledge, endured the harsh spring at a vulnerable position atop a building with no damage nor erosion.

The site has been chosen for its proximity to an electrical outlet. As a certified electrician, the artist will work with city parks to ensure proper code is met for the wiring, and that safety requirements are met.

TIMELINE

November 1, 2010–February 1, 2011: Body casting of three models

February 2-March 1; Assembly of body casts with lighting

Week of April 18: Installation and exhibition opening

Mid-June: installation comes down