



## Sculptures made by the Sea

Vogabyggð 2018

Reference number: 408





## **Sculptures made by the Sea**

The work *Sculptures made by the Sea* is a group of seven unique bronze sculptures created by the meeting of hot fluid bronze and the cold sea around Vogabyggð.

The sculptures will be placed and relocated by the artist every third year during the next 15 years exploring the entire Vogabyggð. The sculptures can be flipped, tilted or turned around as there are no up and down.

The models for the sculptures will be created at a public performance. Hot liquid bronze is poured into the cold sea. The cooling of the bronze shapes a number of unpredictable complex forms.

A selection of seven sculptures will be enlarged and placed in Vogabyggð - shaped by the sea, patinated by the weather conditions.





## Made in Vogabyggð

A performance is held near the bridge in Vogabyggð. A bronze caster pours 1200 degrees hot liquid bronze into the cold sea. A metal net catches the pieces of bronze.

The instant cooling of the bronze shapes the metal and creates a number of bronze pieces which are used as models. There are absolutely no environmental impacts as the sea solely serves as cooling of the bronze.

The sculptures are site-specific works, clearly anchored to Vogabyggð and the Icelandic nature - both physically and thematically. A parallel to the lava shaping Iceland.





## Change over time

The sculptures have no classic up or down. They should be viewed upon from all angles. When relocated they will be flipped, tilted or turned around. Changing the position of the sculpture makes it appear new. The images above show the study of the bronze model in six different positions.

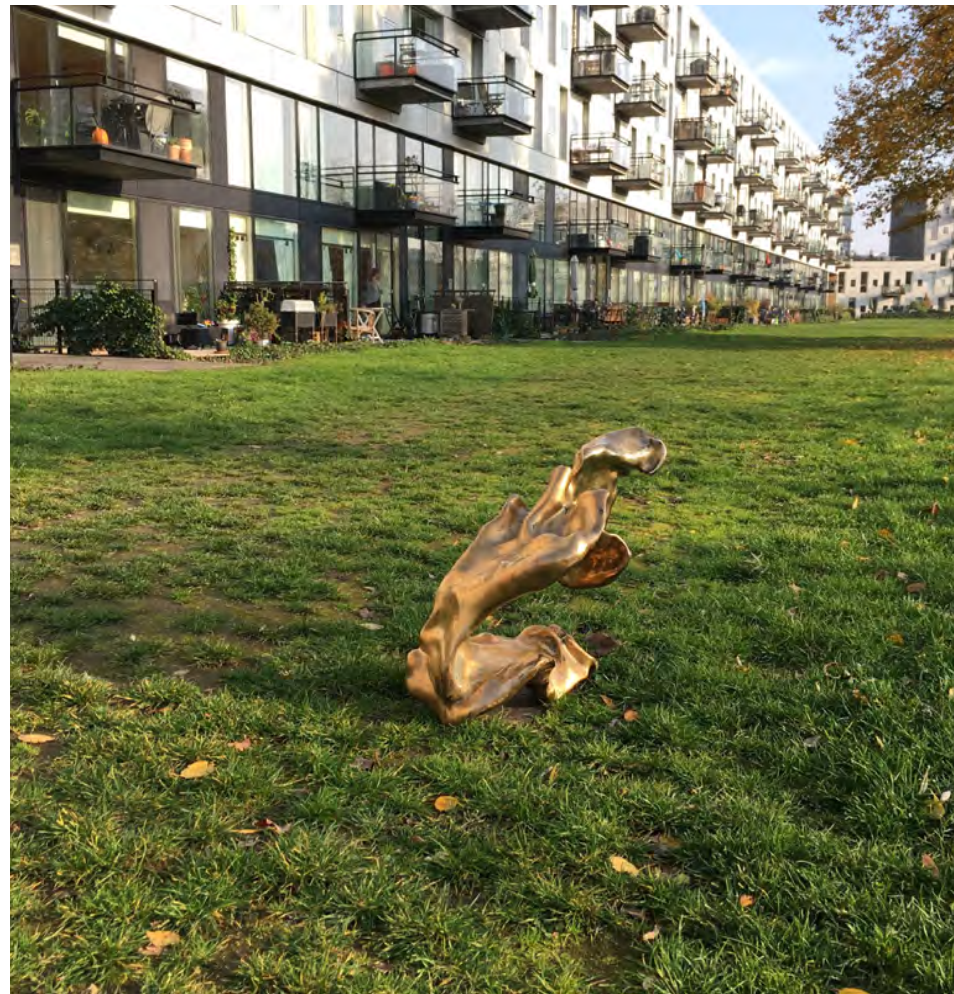




**Mobility**

The artist will be present to relocate the sculptures in Vogabyggð five times over a fifteen year period. Mobility of the sculptures challenges the urban space and the classic thoughts of stationary public art. Moving the sculptures on a regular basis keep the sculptures vivid, relevant and in an ongoing dialogue with Vogabyggð. A parallel to the tide relocating materials of nature.





## Location and relocation

By relocating all sculptures the artist is given an ongoing opportunity to consider the social, architectural and historical development of Vogabyggð. It is possible to try out different locations both challenging, surprising and more classic ones. In the water the breathing spaces, the meadows, backyards, the boardwalk. Several together or singled out. Possibilities are endless. The sculptures will highlight given locations and explore the context.







## A possible position

Sketch of the tide hiding and later revealing one of the sculptures.









## Scale

The seven models chosen for Vogabyggð will be enlarged. The final sculptures will range in size, volume and shape from big sculptures that physically interact with your body to the smaller ones that can interact poetic and boldly with its surroundings. These are examples of possible sizes and shapes.





### Patina study

The patina of the sculptures evolves together with Vogabyggð and its inhabitants. Forces of nature and local weather conditions define the surface. The starting point is raw bronze, polished and shiny.



Robert Smithson



Jean Arp



Henry Moore



Umberto Boccioni

## References

The project has a large number of art historical references due to the material bronze, the act of creation, the use of nature and chance in its making.





## Ambitions

The artistic ambition is to create a conceptually challenging and visually intriguing project which is directly connected to Vogabyggð both thematically and concretely. Vogabyggð's location near the sea offers conceptual possibilities that are explored in the project. Letting the bronze find its own natural shapes in the sea of Vogabyggð as a reference to the making of Iceland. The changing locations of sculptures in entire Vogabyggð as a reference to the tide changing location of materials.

The dynamics of Vogabyggð changes over time. This project changes over time as well. It's an ongoing dialogue between the sculptures, the artist, Vogabyggð and its inhabitants.