

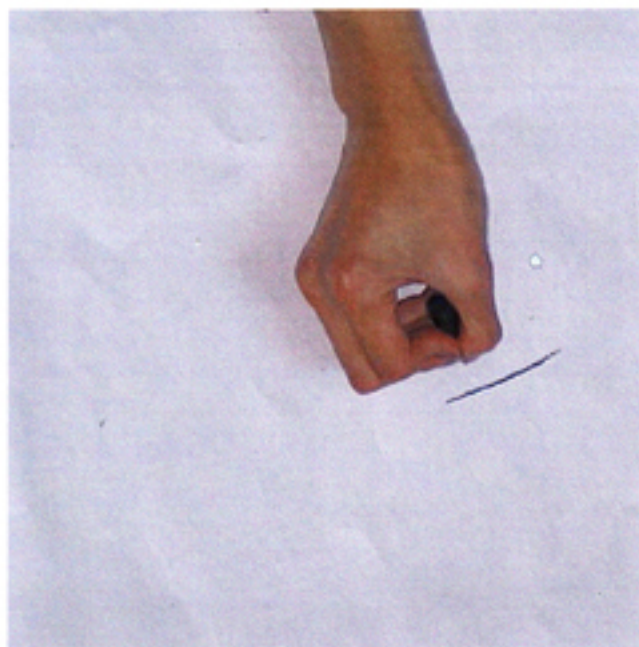
This was developed under the exhibition theme, "All you ever wanted." The theme draws on the common & forbidden dreams and desires of the exhibit's participants. Within our area, common pressures include financial hardship, education, racial/cultural barriers & the influence of first-generation migrant's parental pressures upon subsequent generations (e.g. conservative, stable career pressures, traditions & self-deprecating goal-setting). The exhibit is a reaction to these pressures & a ^{multicultural} ~~extracurricular~~ audience & artists.

Their specific want/dream is about being
 BIGGER than yourself. I've heard some say
 they'd be happy if only they could have/do/
 taste one thing, one end goal, one benchmark.
 But, personally, I've never really felt that way.
 I continually restless & frustrated & disappointed
 with the best of achievements. I often am so
 focussed on being bigger & better that I never
 stop to enjoy the journey/moment/achievement.
 It's always "what's next?"

This puppet is about slipping into the arms of something GREATER than yourself - or always feeling smaller than you were meant to be. It's about not aiming low to avoid disappointment. Because sometimes a steady income, picket fence & 2.5 kids isn't enough. But when/what would be enough? If just gets bigger & bigger, these expectations of self.

Lattice Sketchbook

Matt Huynh (POPPERBOX)

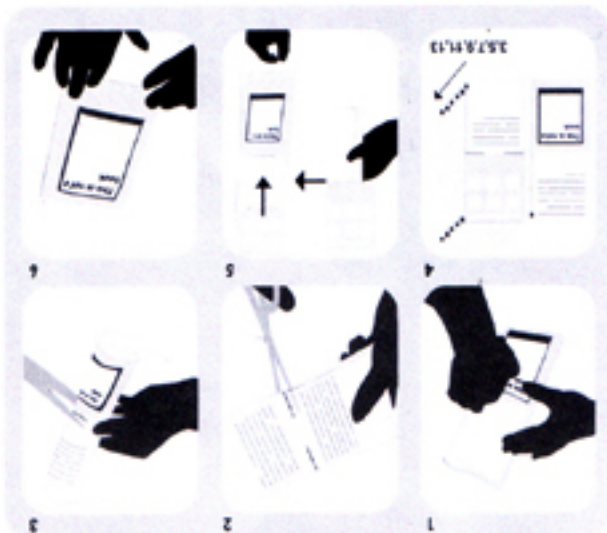


Use this book to sketch out your ideas, directions and other thoughts inspired by the workshop.

I was considering a digital information with motion sensors. It'd be less clumsy & would encourage more participants/audiences to play with it but it appears out of our reach (abilities). Perhaps we could find someone with the technology to sponsor/partner with us to show off their equipment. They could supply the gear & we could adapt it to use, context & experience for an artwork. This borders on the territory of another one of our exhibits if it is done digitally, so I'd hesitate to. Besides, I like the idea of a tactile, widely monster on your shoulder that you slip into - like a very, very thick shirt or jacket. Something unwieldy, like your minds image of yourself is more than you can draw & create than the reality (of your abilities, & opportunities)

Surely there is an easier way to do this! Is there? What remains to be seen?

Questions



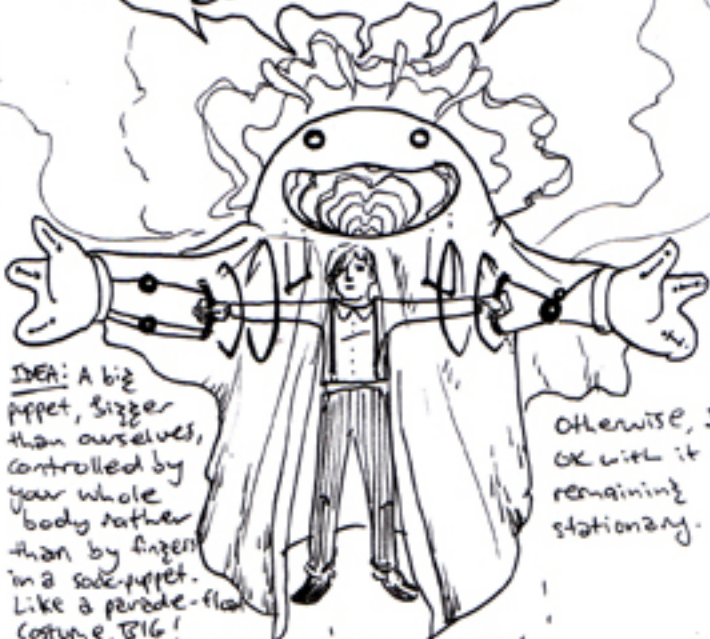
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Lattice Sketchbook

Project or Direction Ideas

"Bigger than you,
Bigger than me"



IDEA: A big puppet, bigger than ourselves, controlled by your whole body rather than by fingers in a sock-puppet. Like a parade float costume, BIG!

Immersive - you use your body to go through certain (perhaps at the back) & "slip" into it like a jacket, although with the thickness of the creature's muscle.

Perhaps levers/buttons can control body-parts. The participants can move its arms.

Otherwise, I'm OK with it remaining minimalist.

How to construct this?
It is very physical, tactile & lo-fi - the mechanics of its movement is the trickiest part.
3D - I'm traditionally a 2D artist, so it'll push me to work in this unfamiliar mode & with physical materials. But, equally, part of the attraction is \$\$\$
took!



Words from days 1 and 2
landmarks, space, making your mark, negotiating space, two way, voices, question, obstacles, choice, places, direct impact, identities, curiosity, play, invention, joy, fun, language, communication, accessibility, we just keep moving, sustainability, interactive, reflection, movement, artist, documentation, education, listening, change, sharing, movement, pavement, street, people on streets, media, recycling, environment, creativity, belonging, materials, culture, home, homelessness, everyday life, history, direction, multiple ways to tell a story, movement, urban nomads, continuity, reflect, migration, adapt, hybrid spaces...

Grants/Sponsorship?

Resources There is a studio of robotics/animators & puppet artists in Newtown who develop work for movies, festivals & events. However employing them help could be very costly!

Places or Spaces

- This concept was developed with a view for an exhibition for Casula Powerhouse.
- Given the venue, dominant aims included -
 - * Making a piece that would draw audiences all the way to Casula and into an art gallery.
 - * The exhibition's theme, "All you ever wanted".



Casula Powerhouse

Audience: Given the theme, it's targeted towards those growing up in Western Sydney. Those who've grown up in Western Sydney schools & families & neighbourhoods with all of its accompanying first-generation migrant values.

ARTISTIC COLLABORATORS: require