

Window Speak: **A Multi-Media Installation**

As people walk the streets of New York City, they are bombarded with visual images of architecture, store fronts, and other moving figures. In fact, a form of communication occurs—whether consciously or unconsciously—between the individual and the environment. These stimuli transmit information to the passerby about the city’s culture, history, population, and social life.

Windows present a great opportunity for such communication.—in particular large windows that can capture the attention of onlookers traveling on 53rd Street between Fifth and Sixth Avenues. I propose using the Chashama storefront to create a multi-media installation that precipitates a dynamic dialogue between the public and the window art I generate.

The following is a description of the sculptural objects I will place in each window.

Window 1

Top Half: a male suit form, a female dress form and child’s genderless suit, with a pacifier-like head on the top of each garment

Bottom Half: a contemporary baby carriage with the shape of an Egyptian sarcophagus

Window 2

Top Half: a large size shopping bag with a gas tank attached

Bottom Half; a repeat of the male, female, and child dress forms from Window 1 with a shopping bag-like head on the top of each garment

Window 3

Top Half: a repeat of the male, female, and child dress forms, with a table tennis racquet-like head on the top of each garment

Bottom Half: an ironing board with a table tennis net across the middle.

Window 4

Top Half Only: a clothes closet, containing a new female dress form with two fuses on the breast area and a lighting fixture inside

Window 5

Top Half Only: the same clothes closet, containing a new male suit form, with pipes replacing the pant legs

Window 6

Top Half: a repeat of the male, female, and child dress forms, with a wheel-like head on the top of each garment

Bottom Half: a hybrid sculpture of a man's sports outfit (shorts and tee shirt) and a bicycle

Window 7

Top Half: a hybrid sculpture of a couch and an Egyptian boat (with skull symbol) and the image of a woman's bathing suit on the front

Bottom Half: a repeat of the male, female, and child dress forms, with a skull-like head on the top of each garment.

In this installation, I use sculptural representations of clothing as a metaphor for all the external items we wear, purchase, and flaunt. The suit (6 feet tall), the dress (5 feet tall) and child's genderless suit (4 feet tall) that are repeated throughout the installation with differing heads represent the family. The baby carriage/sarcophagus, the shopping bag/gas tank, the ironing board/table tennis net, the closets, the bicycle and the couch/boat relate to the clothes and also add an element of absurdity [symbolism?] to the installation.

The clothing as well as the other objects listed above will be made from such contemporary materials as paper, cardboard, chicken wire, plastic sheets, and modeling paste. I will cover all the sculptural objects with modeling paste to give the appearance of strength and the texture of stone and add gentle colors to the surfaces with acrylic paint. In addition, smaller, relevant found objects can be sporadically placed on each sculpture, again adding the element of color to the monochromatic surface. The sculptural objects will reflect a combination of primitive and minimalistic artistic styles.

My goal in sharing this window art with the public is to stimulate the asking of some heavy questions. Do externals conceal or reveal the true essence of the individual? Can clothing be a cover up for the lack of substance inside? What is fake in our world and what is real? With the presence of these windows filled with compelling, attention-getting icons of daily life, the street becomes an art gallery and the dialogue begins.