



RoseKennedyGreenway.org

Rose Kennedy Greenway Public Art

2017 – *Playful Perspectives*



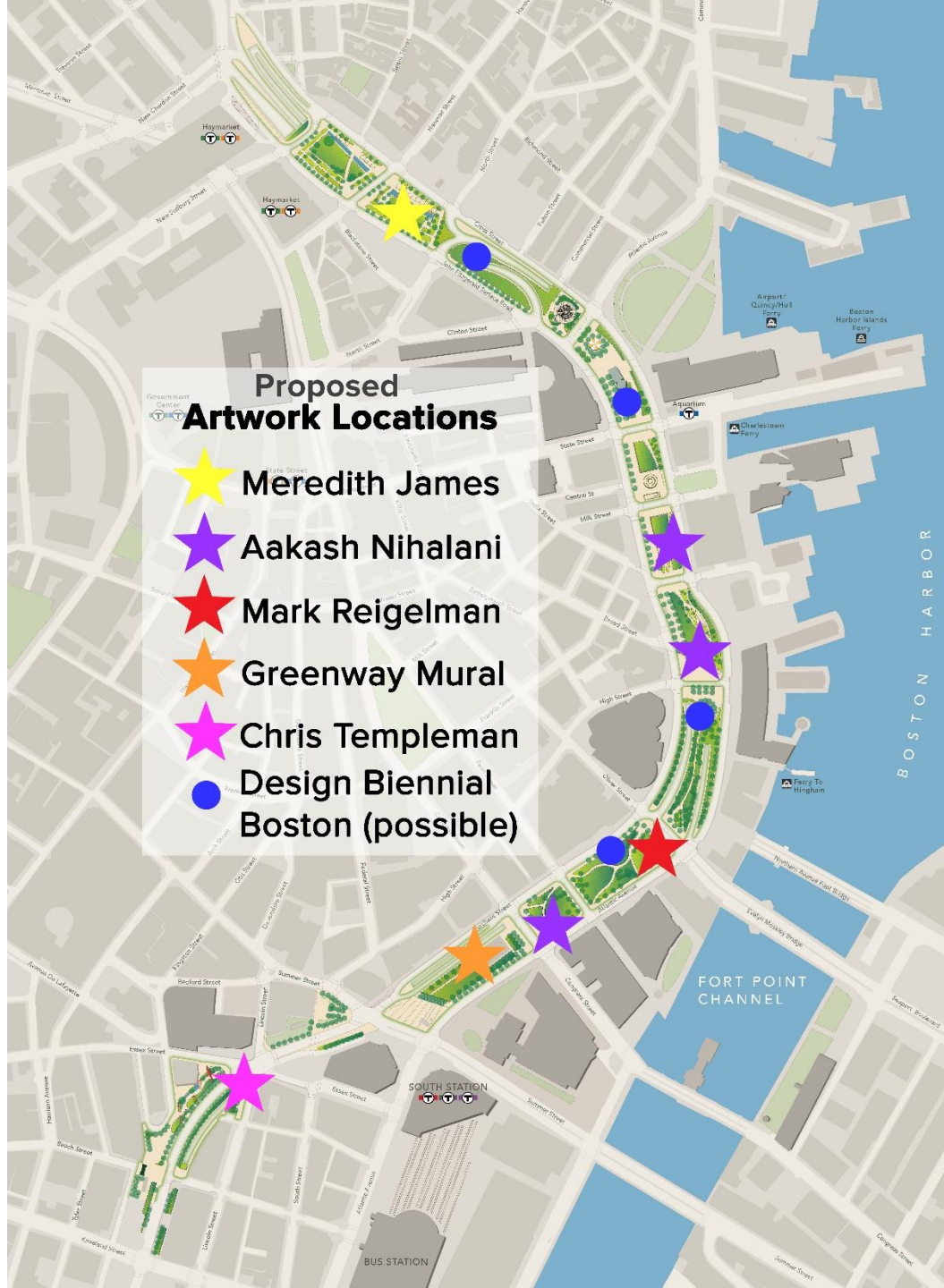
Playful Perspectives

Playful Perspectives is an exhibition of large-scale, site-specific commissioned works by artists who use forced perspective techniques to trick the mind and encourage the viewer to engage with the artwork in a playful manner.

These interactive works playfully and delightfully expose the vulnerability of one's sense of perspective. They manipulate visual perception through the use of scaled objects and optical illusions, blurring the boundaries between art and everyday life, and between expectation and reality. By inserting these works in spaces that thousands of people pass through in the course of their daily routine, the exhibition seeks to monumentalize the mundane, specifically for those who live and work along The Greenway.

Major works will be commissioned from five artists and showcase winners of DBB17:

1. Mehdi Ghadyanloo (Oct. 2016 – Fall 2017)
2. Chris Templeman (January 2017 – January 2018)
3. Meredith James (Spring 2017 – Fall 2017)
4. Mark Reigelman (Spring 2017 – Fall/Winter 2017)
5. Aakash Nihalani (Summer 2017 – Fall/Winter 2017)
6. Design Biennial Boston 2017 (Summer/Fall 2017)



① Mehdi Ghadyanloo



Mehdi Ghadyanloo, *Spaces Of Hope*



Photo: Mehdi Ghadyanloo

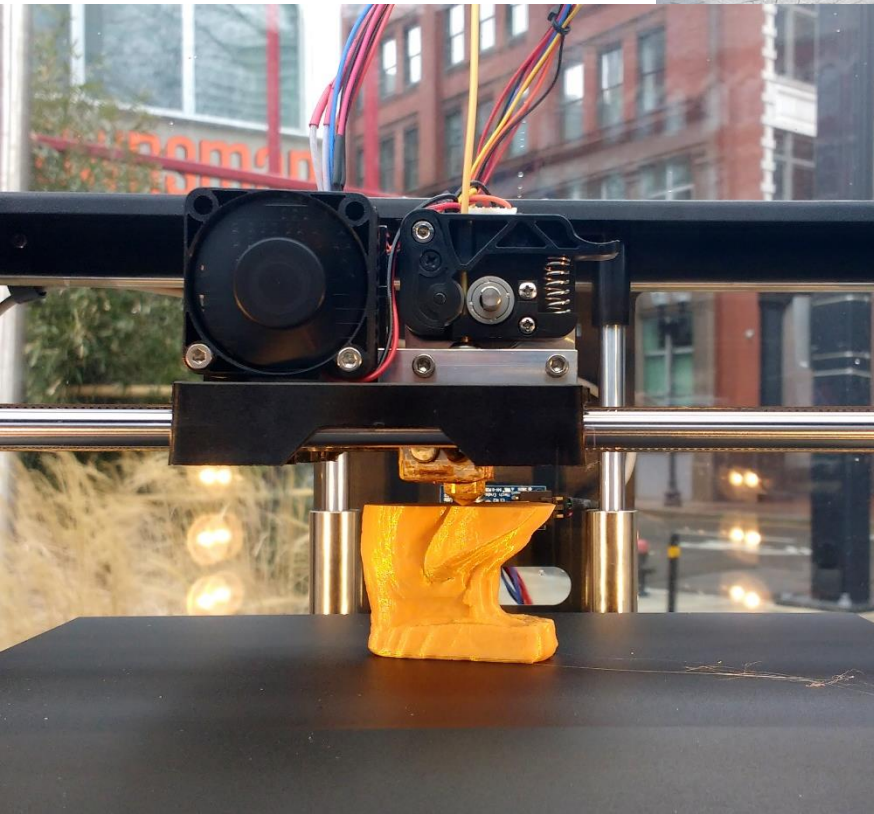
② Chris Templeman



Chris Templeman, *Make and Take*

Year of the Rooster: 2017

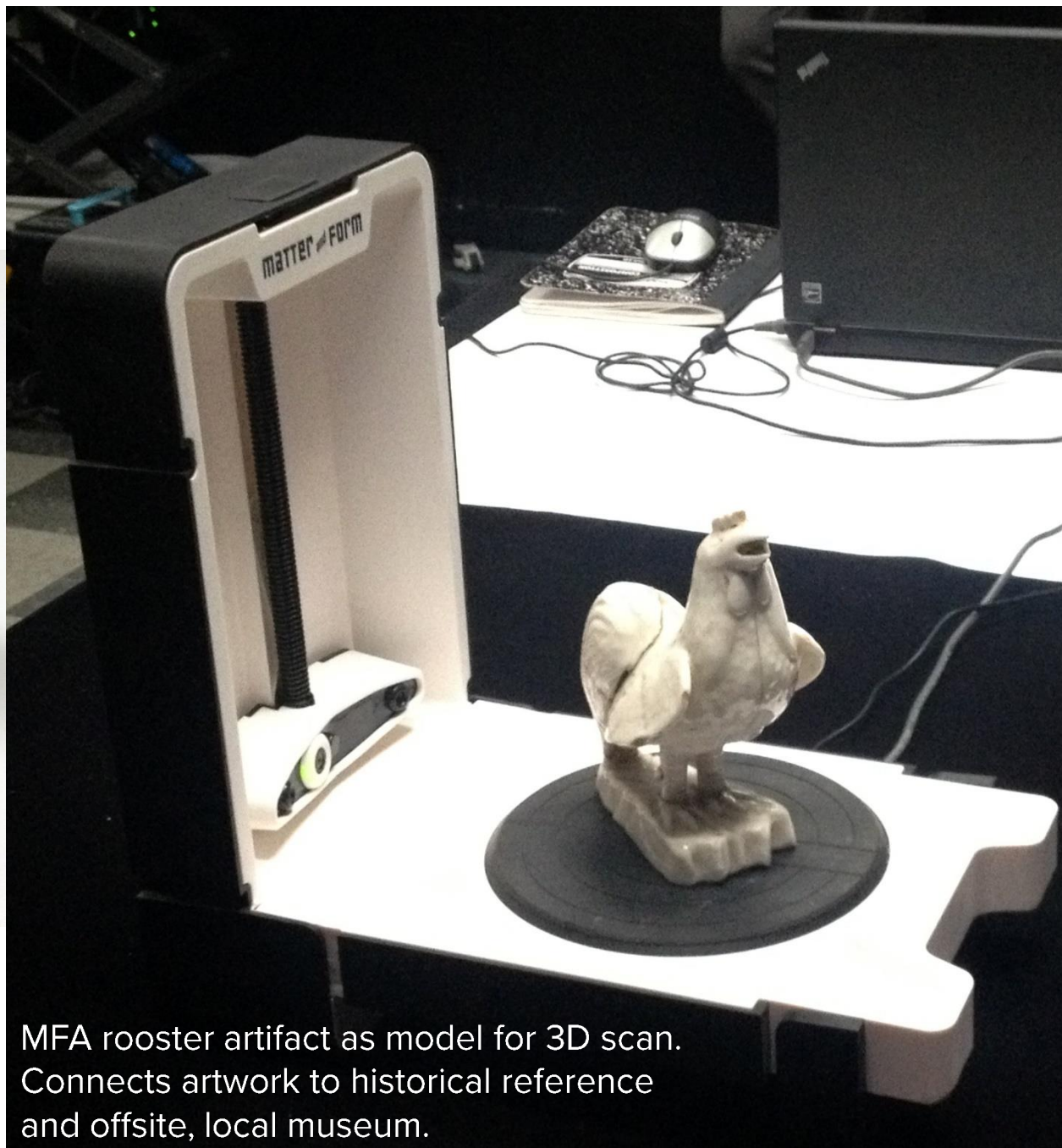
Individual roosters being 3D-printed consistently throughout the year. Idea of “democratic art” - free for public to take from machine depository. Invites visitor curiosity and participation.



Chris Templeman,
Make and Take



3D printed roosters



MFA rooster artifact as model for 3D scan.
Connects artwork to historical reference
and offsite, local museum.

③ Meredith James

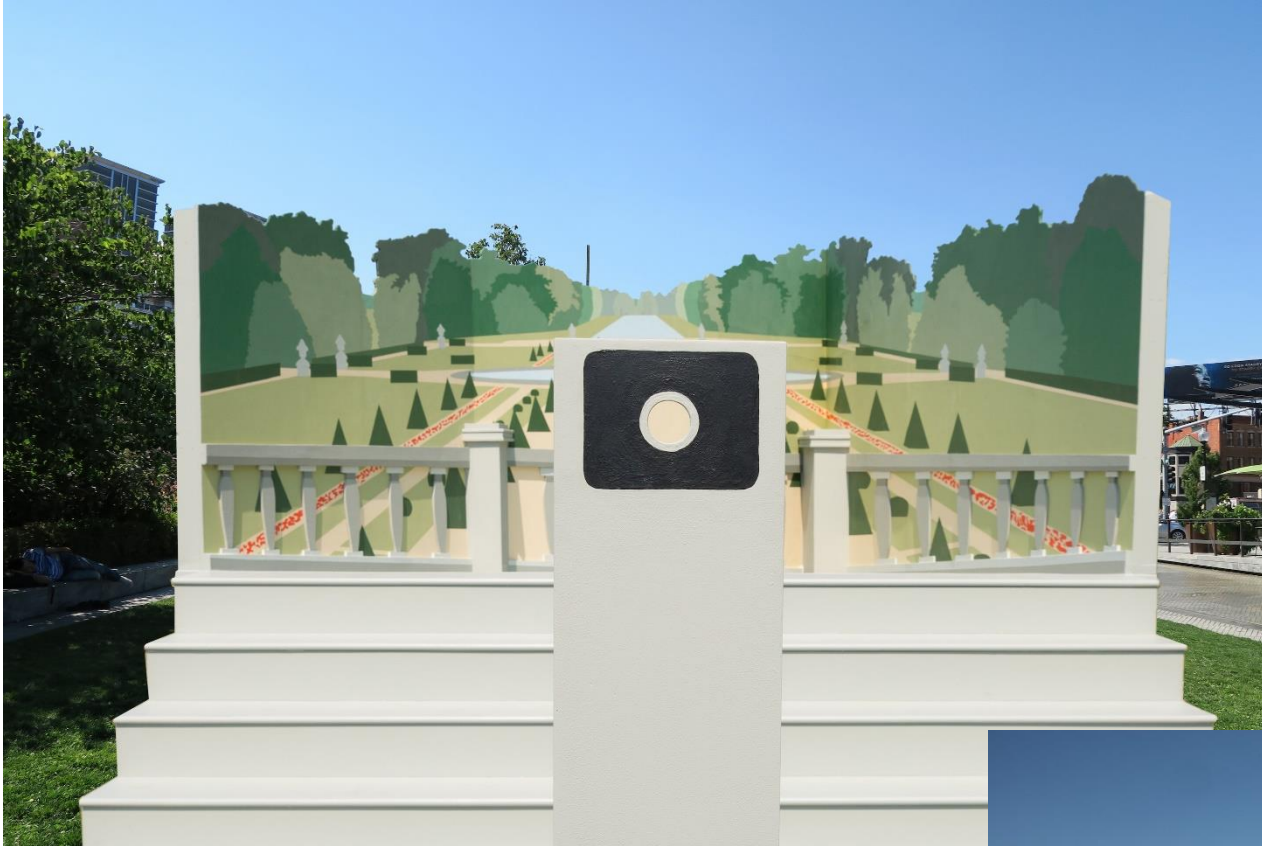


Meredith James,
*Far from this setting in
which I now find myself*

Ames Room: a three-walled trapezoidal room built with a false perspective so it appears regular from one viewpoint while people inside the room seem to be different sizes depending on where they stand. Invites viewers to actively participate to complete the artwork.



Meredith James, *Far from this setting in which I now find myself*



Ames Room sited in Greenway, North End



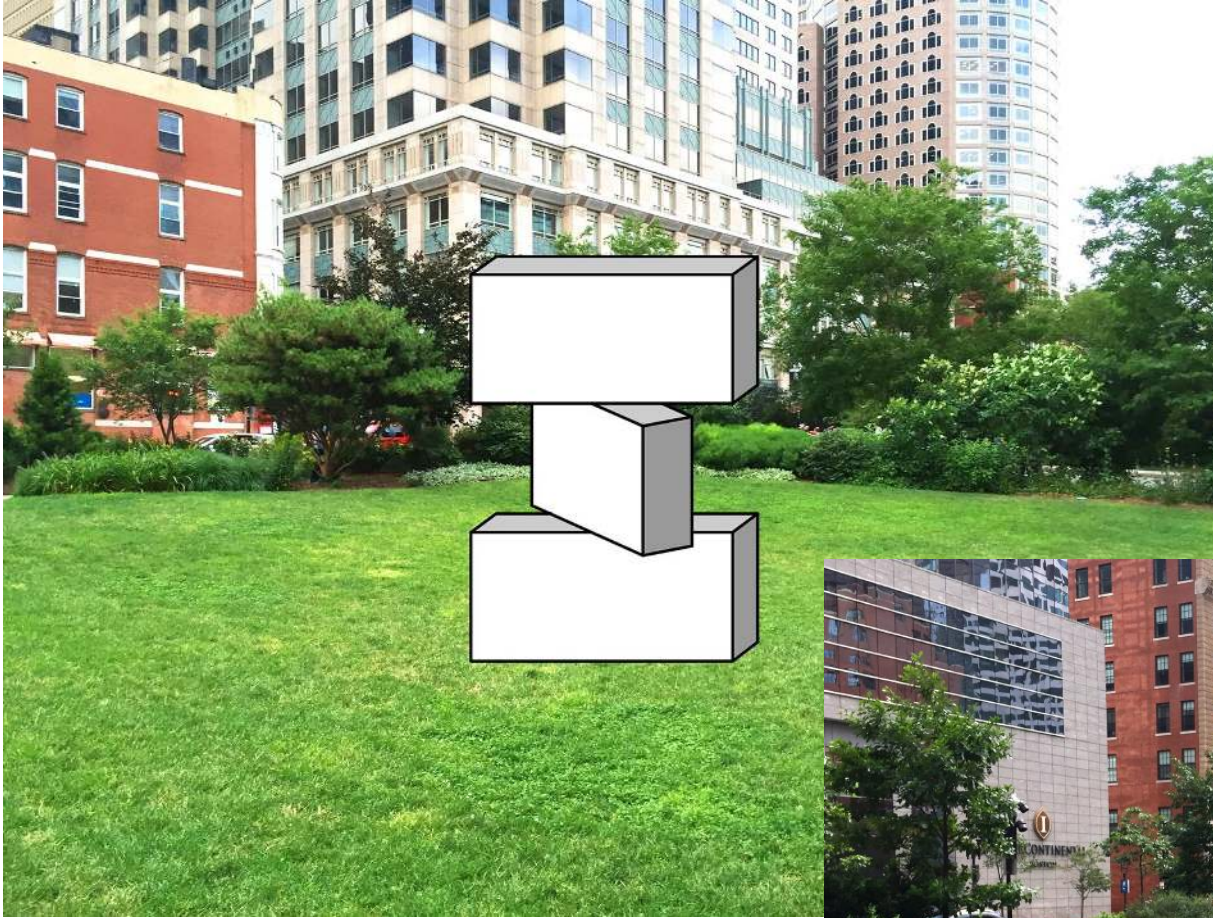
Meredith James, *Far from this setting in which I now find myself*



④ Aakash Nihalani



Aakash Nihalani

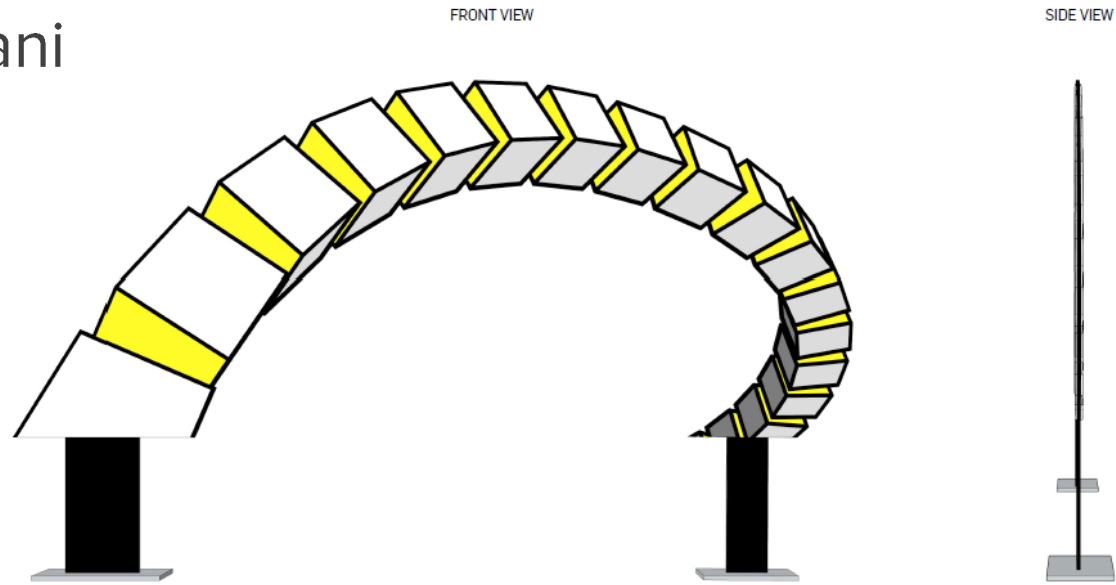


Greenway Concept: “balancing acts”

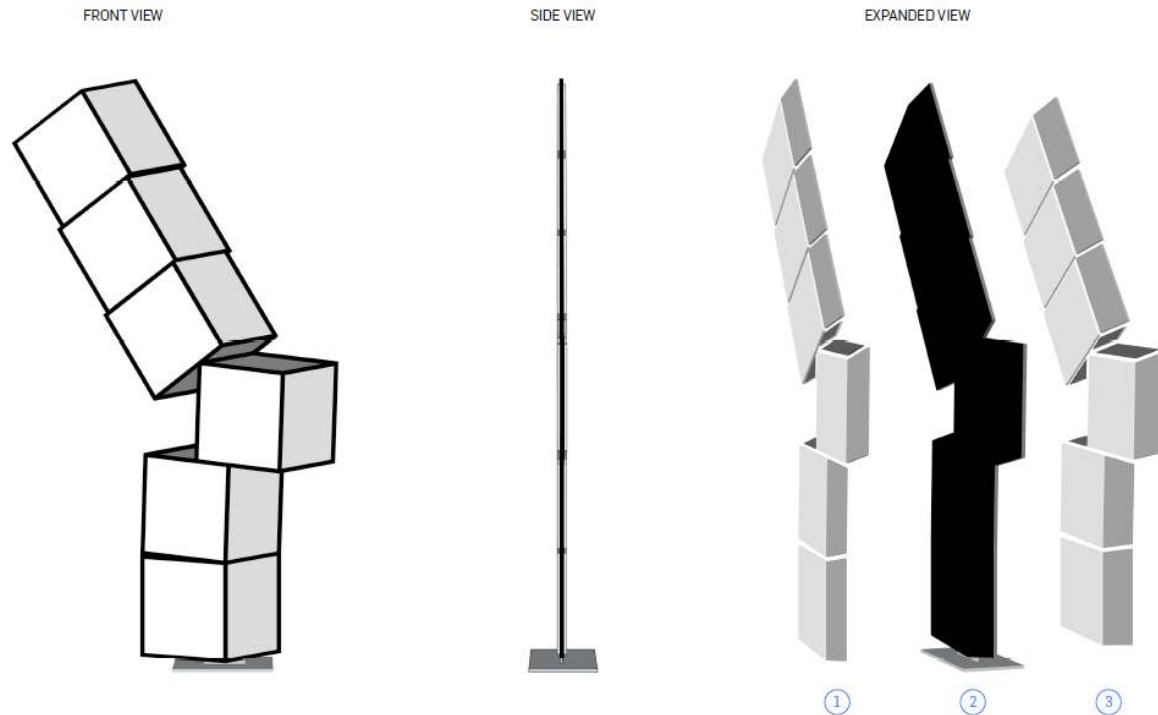
Bright, bold lines and color in 2D form are used to create the optical illusion of a 3D sculpture. Artworks merge with environment to create a sense of harmony between the organic and inorganic. Nuanced placement and deliberate angles convey playful motion, personification, and suspended moments in time.



Aakash Nihalani



Artwork Diagrams



⑤ Mark Reigelman



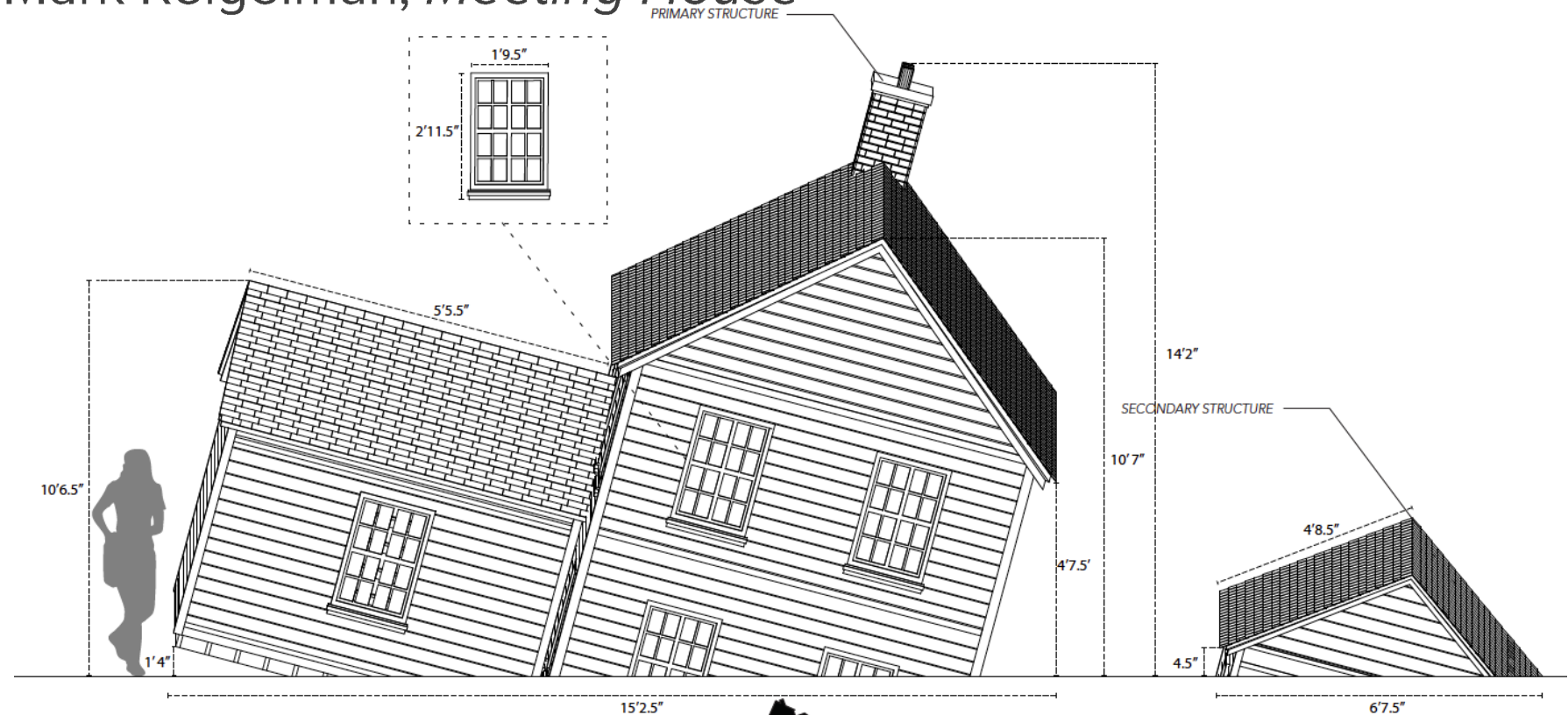
Mark Reigelman *Meeting House*

Sited in Wharf District Parks.

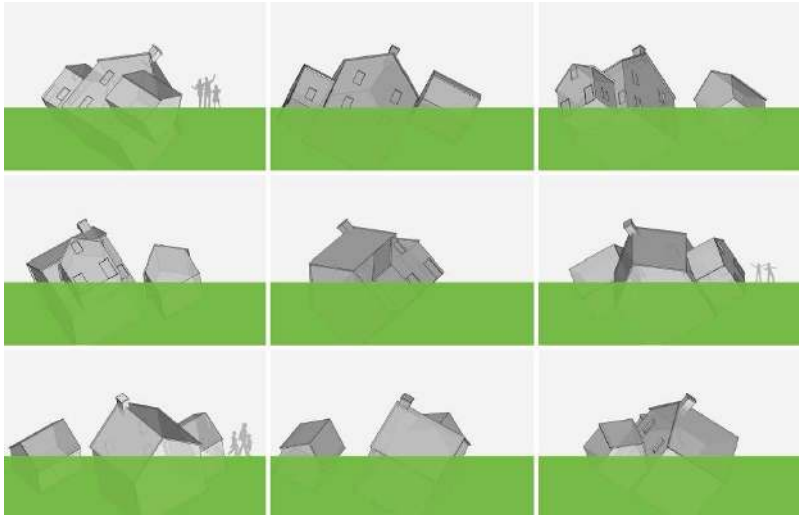


Sinking (or rising) house sculpture references history of site and social structures; layers of building and rebuilding over time, and ideas of place and home. Based on historical Quaker Meeting House. Offers interactive lighting in windows at night. Offers visitors seating spots. Based on historical Pembroke Meeting House.

Mark Reigelman, *Meeting House*



Sunken House Diagram



⑥ Design Biennial Boston 2017

The Design Biennial Boston recognizes emerging architects, landscape architects, and designers who have created inspiring and innovative practices in Massachusetts. It is sponsored by Autodesk in partnership with pinkcomma gallery, BSA Space, the Boston Art Commission, and the Mayor's Office of New Urban Mechanics.

The 2017 call for submissions is themed “Playful Perspectives” to coincide with the 2017 curated public artworks on The Greenway. All entries will address the idea of play, perspective, illusion, interactivity, or viewer engagement in some way.

Design Biennial Boston

(2015 artworks - illustrative examples)

