

stephanie robertsart.

Maindee Library Artist in Resident June 13-30 2018

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Maindee Library Arts Residency Project

These sketches have been put together in response to Maindee Library and Maindee experienced over the past 3 years. I have considered its past, present and its role for the future.

- Texture matt and shiny, few that are soft, some leaves
- Colour is subtle a little dull, observants will see colour everywhere
- Light illuminated from above and from the sides
- Pattern grids and bricks with lines connecting with vegetation
- Sound cars and chatter with laughter at times, shouting at times
- People a cultural landscape of diversity, some soft, some hard
- Projects that have established the journey
- Place in flux, mapping / observing a change, mostly good, some affect sensibilities
- Space has a new purpose, as well as a past

My designs have been created by what I have seen, experienced and that has inspired.

Concept designs

These designs are visual concepts

Selected materials, patina and process will illuminate their significance to the space.

The involvement of others will create the texture and stories that will be revealed

This project is a residency - Dates 13th- 30th June including Saturdays

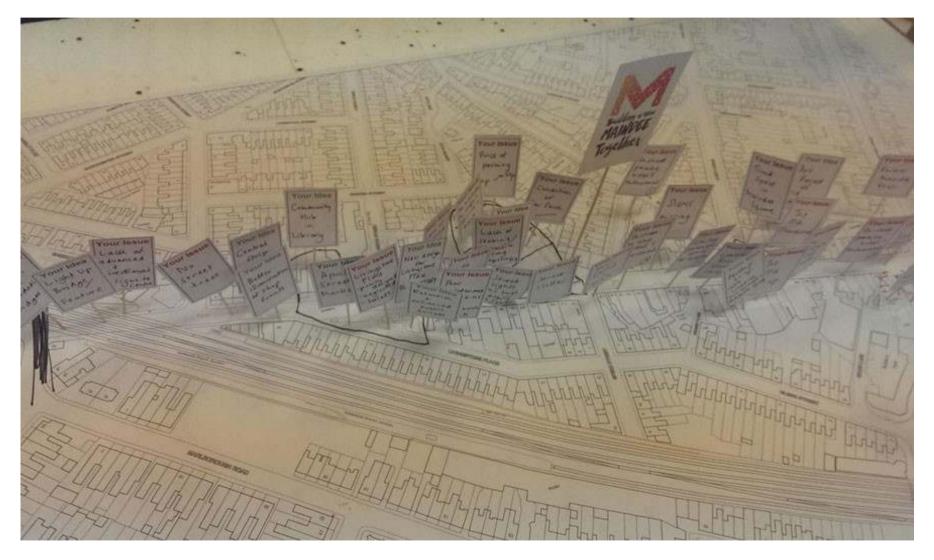
I wish to work for 3 weeks on site to explore the potential of these included concepts.

Working with volunteers and other artists to include an archive of the journey so far at Maindee Library. To observe and respond to the past, present and future use of space, in place and its people.

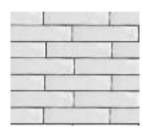
Materials mosaic including ceramic and glass, glass formed cases, memorabilia, paint stripping product or man power, found objects, fabric, broken crockery.

I would like to share and discuss these design concepts with you all and make together.

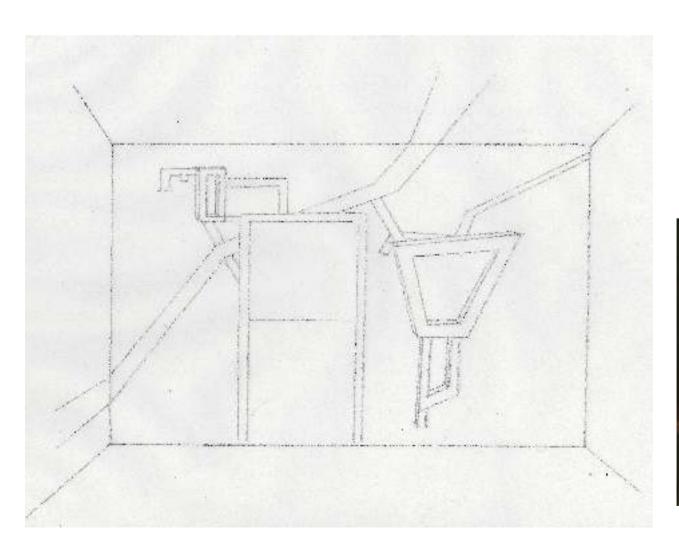




Pathways and archiving







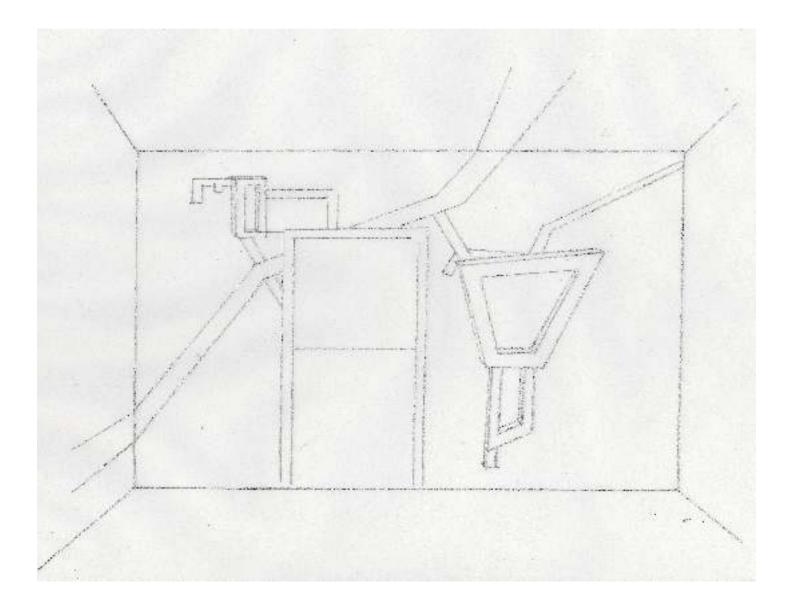




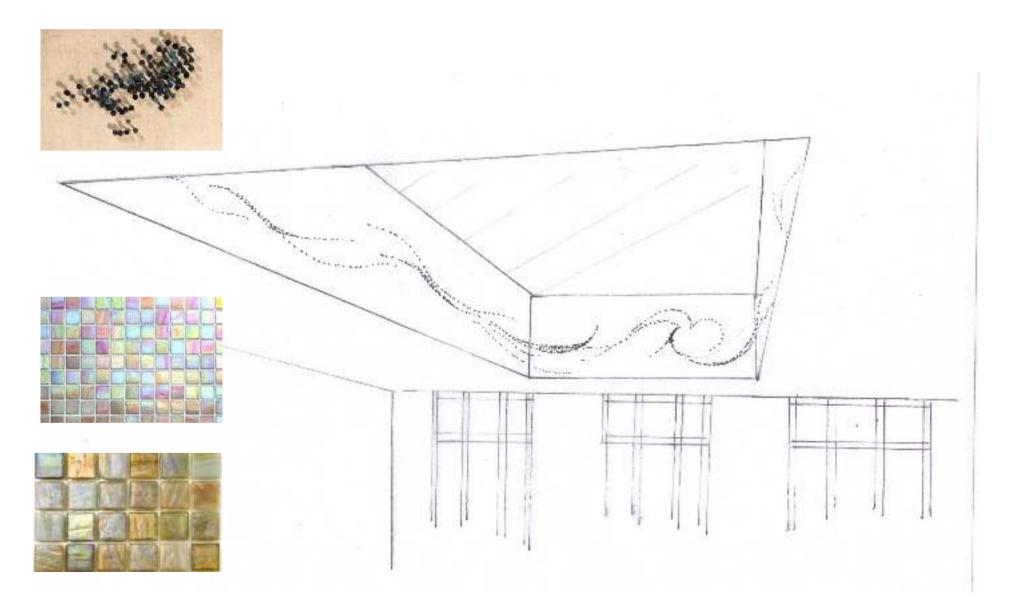


Fabric and softening

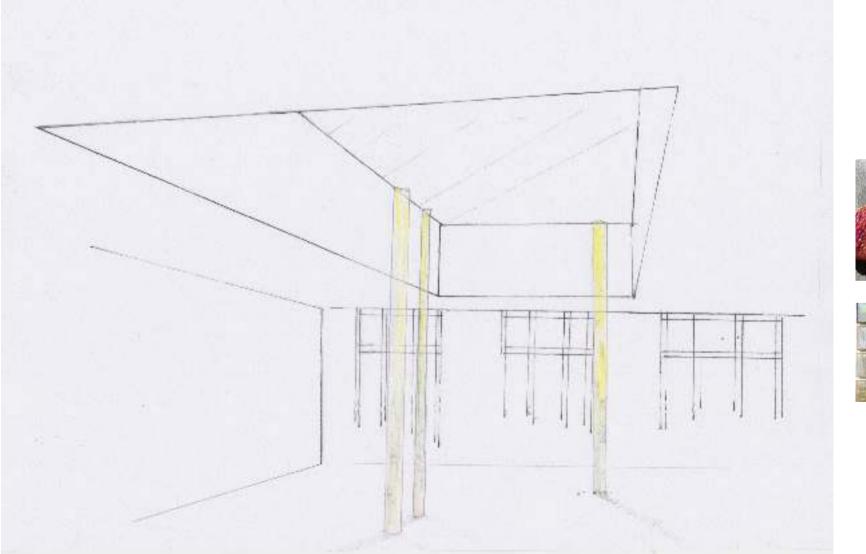




Sound and movement



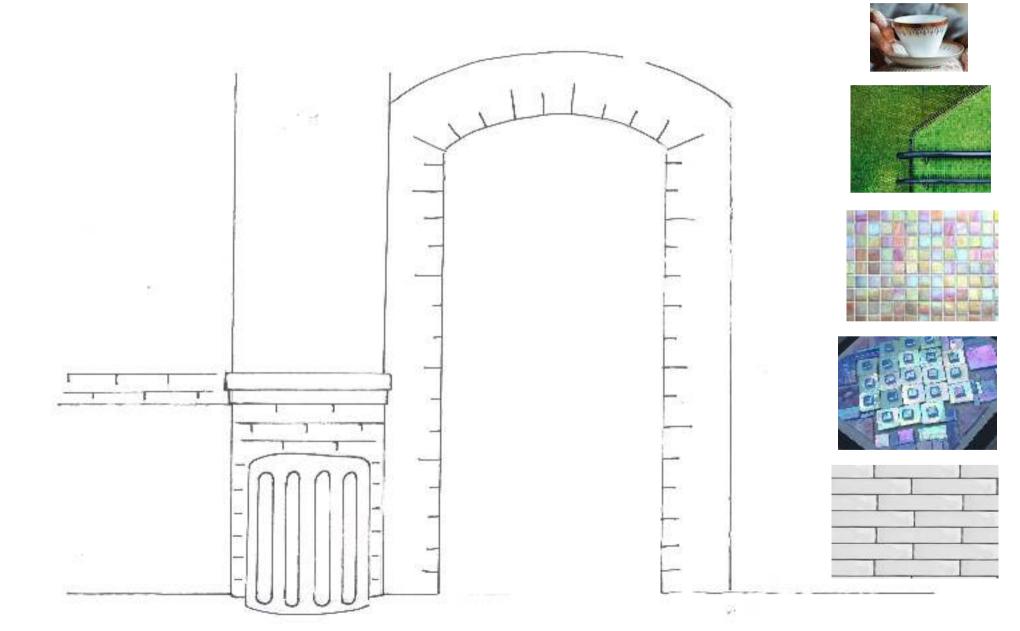
Shafts of light



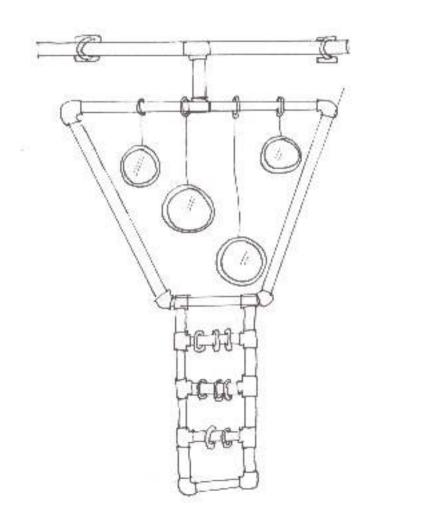


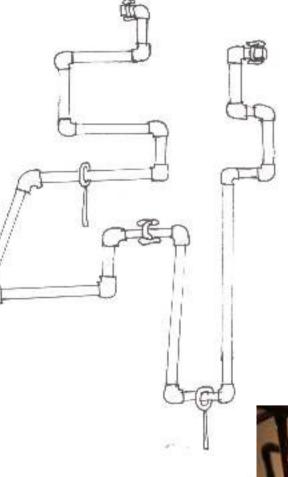


Rejuvenating and enhancing



Play with street layouts



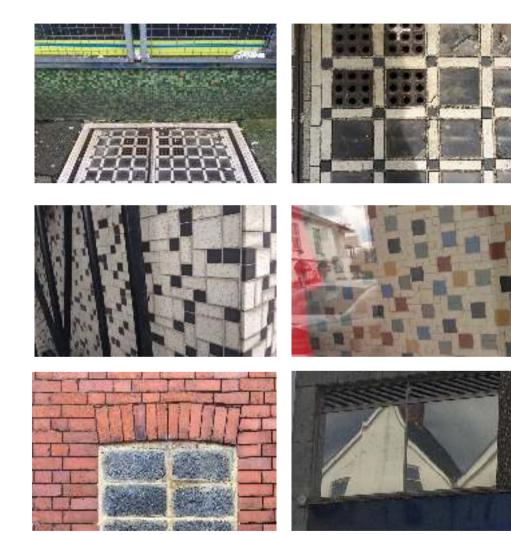








Revisiting Place





Revisiting New Paths

