

[here] [now] : montalvo, 2010

"Our language does not possess epithets fine enough to weigh, as it were, the degrees of its reality, to define its pliability. Let me say it bluntly: the tragedy of this district is that nothing here ever reaches completion; nothing transcends its definitivum — all movements, once begun, hang in the air; all gestures are prematurely exhausted and cannot proceed beyond a certain deadlock. We can now appreciate its great luxuriance and prodigality — in the intentions, projects and anticipations that characterize this district. It is all nothing more than the fermentation of desires, prematurely luxuriant and, therefore, impotent and empty. Every merest whim germinates in its atmosphere of inordinate facility; a fleeting tension swells and grows into an empty, puffed out excrescence, a shot up, grey and light vegetation of downy weeds — colorless shaggy poppy heads composed of a weightless tissue of illusion and hashish. A languid and profligate aura of sin rises over the whole district, and the houses, shops and people not uncommonly seem to be a shudder on its fervid body, the gooseflesh of its feverish reveries. Nowhere so much as here do we feel so threatened by possibilities, so shocked by the propinquity of fulfillment, scared pale and stiff by the pleasurable terror of realization. But it ends there."
Street of Crocodiles by Bruno Schultz

[here][now] investigates concepts of space and society through a virtual environment. The virtual and the real are counterpoints that serve as a dialectical springboard to a discussion about the ways that we, as modern citizens of the Information Age, function within the structures around us - in both virtual spaces, and in the physical spaces of our communities. The workshops are essential components to our work, as the installation is a reflection of its location - to synthesize how people conceive of the spaces around them and find ways to characterize the relationships that they have to each other.

WORKSHOP 1 :

Part 1:

Individually, create a diagram and/or description of the space that you navigate in your neighborhood. This can be over a day or a week. If you don't want to draw you can place words in relationship to each other, but you can only use 7 words!

Part 2:

Create groups. Using all of the diagrams/descriptions created earlier as reference, create up to 7 shared elements that characterize each diagram. Each element should be described on a separate piece of paper, similar to a 'flash card'. That is, each element should have both text and a drawing.

Part 3:

As a large group, pin up all the elements on the wall. Reduce the elements to 7.
(optional) Describe the elements in terms of frequency, scale and properties (color, texture, movement.... etc).