

REVISTA INTERACTIVA DE ARQUITECTURA, ARTE Y DISEÑO

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DESTACADO

THE WATER LIGHT GRAFFITI. ANTONIN FOURNEAU

Inicio > ARTE



Uros Island es parte de una serie de esculturas de luz, inspiradas en la visita de Grimanesa al Lago Titicaca en Perú...si quieres saber más descárgate gratis arqtist magazine, revista interactiva de arquitectura, arte y diseño.



GRIMANESA AMORÓS is an interdisciplinary artist with diverse interests in the fields of social history, scientific research and critical theory, which have greatly influenced her work. She makes use of **SCULPTURE, VIDEO, AND LIGHTING** to create works that illuminate our notions of personal identity and community. Amorós uses her art as an agent for empowerment to involve viewers from all different backgrounds and communities. She was born in **LIMA, PERU** and lives and works in **NEW YORK CITY.** Amorós is the recipient of several grants, has exhibited in the United States, Europe, Asia and Latin America. She has participated in numerous film festivals, lectures, and art fairs and has given many artist lectures. A number of her pieces are permanently housed in public and private collections.





Most Recent Exhibitions And Public Work include: La Fragua Tabacalera, Madrid, Spain, 2013; Georgian National Museum's National Gallery, Tbilisi, Georgia, 2013; CAFA Art Museum, Beijing, China, 2013; Harper's Bazaar Art / Art Basel HK, Hong Kong, China, 2013; LITVAK Gallery, Tel Aviv, Israel, 2013; The INNOV8 Festival, "Uros House", The Lite Center, Lafayette, Louisiana, 2013; Voyager Video Retrospective, Yuan Space, Beijing, China, 2012; The Route of Friendship Patronage, World Monuments Fund, Nina Menocal Gallery, Mexico D.F. 2012, Breadboard and PECO building, Art in the Air, Philadelphia, PA 2012, The Flag Art Foundation, New York, NY 2012, Seoul National University Museum of Art, Seoul, South Korea, 2012, 54th Biennale di Venezia, Illuminazioni – Illuminations Collateral Event Future Pass, Venice, Italy, The Wereldmuseum in Rotterdam, The Netherlands, the National Taiwan Art Museum in Taichung, Taiwan, and the Beijing Art Museum in Beijing, China, 2011; tribeca ISSEY MIYAKE Headquarter, New York, NY, 2011; the Times Square Alliance Public Arts Program in collaboration with The Armory Show, New York, NY, 2011; the Paul and Lulu Hilliard University Art Museum, Lafayette, Louisiana, 2011; the Chapelle de la Persévérance, Tarascon, France, 2011; Big Screen Project, New York, NY, 2010-2011; Allure of the Seas Underside of Bridge in Central Park, Turku, Finland, 2010; Claramatte Parkhaus Façade, Basel, Switzerland, 2010; No Longer Empty, Museo Del Barrio: Tapiz, Harlem, NY, 2010; Hudson Valley Center for Contemporary Art, Peekskill, NY, 2008; aka Rittenhouse, Philadelphia, PA, 2007; Jamaica Center For The Arts & Learning, Queens, NY, 2007; Jane Voorhees Zimmerli Art Museum, 2009; UBS Art Gallery, New York, NY, 2009; and The Museum of the Americas, Washington, DC, 2004.





UROS ISLAND is part of a series of light sculptures, inspired by my visit to Lake Titicaca in Peru.

Since I was a child, living on the coast of Peru, I have always loved the beauty of the ocean; everything from the tides to the colors, to the bubbles and the foam. Off the coast of Puno, Peru are the Uros Islands. The Uros Islands are floating islets that are made of totora reeds that are grown in Lake Titicaca. Everything that ranges from houses to boats to watch towers are made of these totora reeds. Evolving from these two ideas, I created Uros Island.

I have always work with subject matters that relate to my personal experience and anything that is of interest. I prefer to work with organic shapes. As for materials, I use the ones that are practically and best express my ideas.

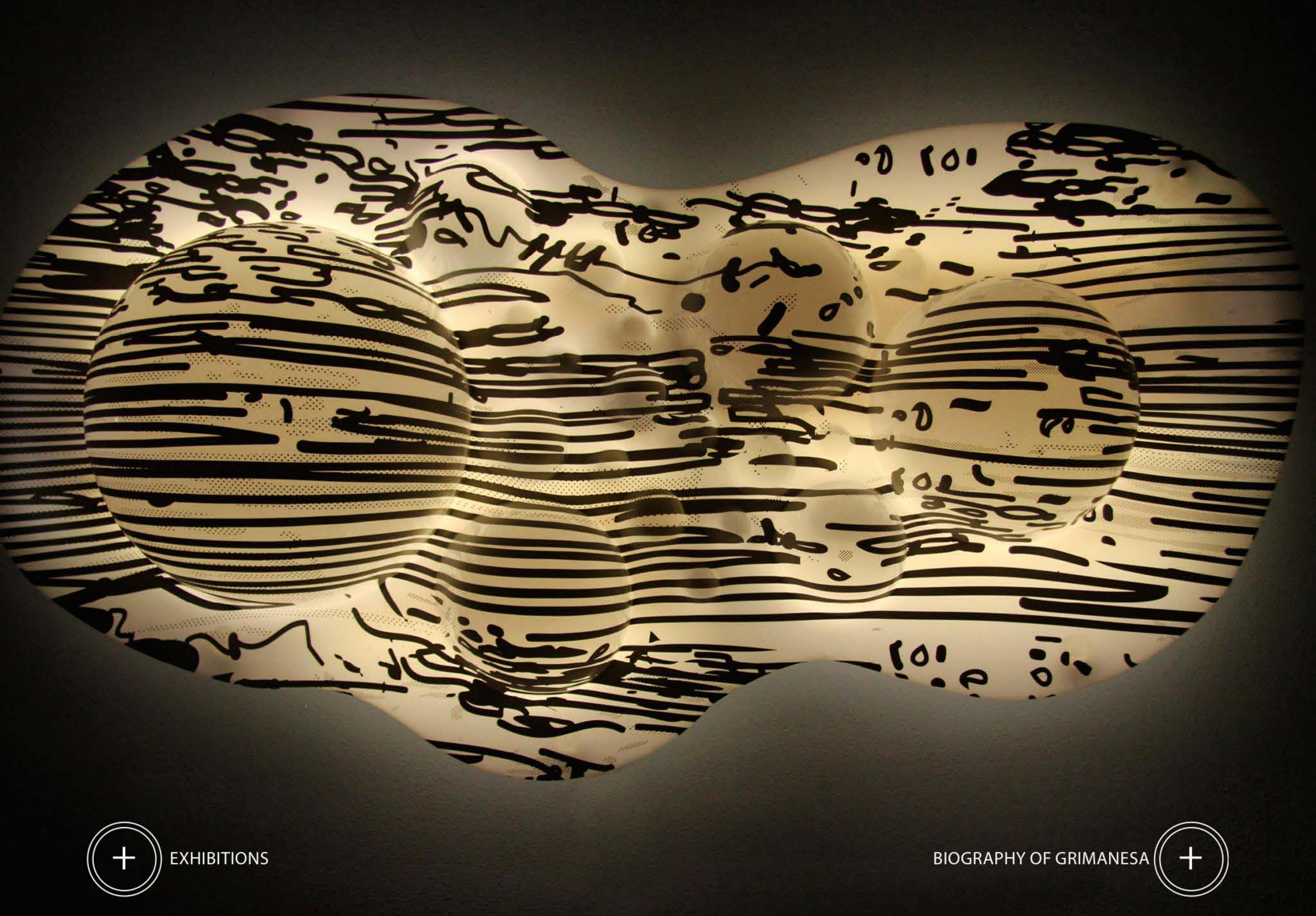
A particular electrical hardware was designed specifically to create the Uros Island use a custom lighting sequence influenced by my larger lighting works. It's like being a conductor except instead of using music; I use light as my visual language. My work differs from other contemporary light artist because I focus a lot on the lighting sequences. Other artists have chosen to write software so their work is influenced and altered by external inputs.

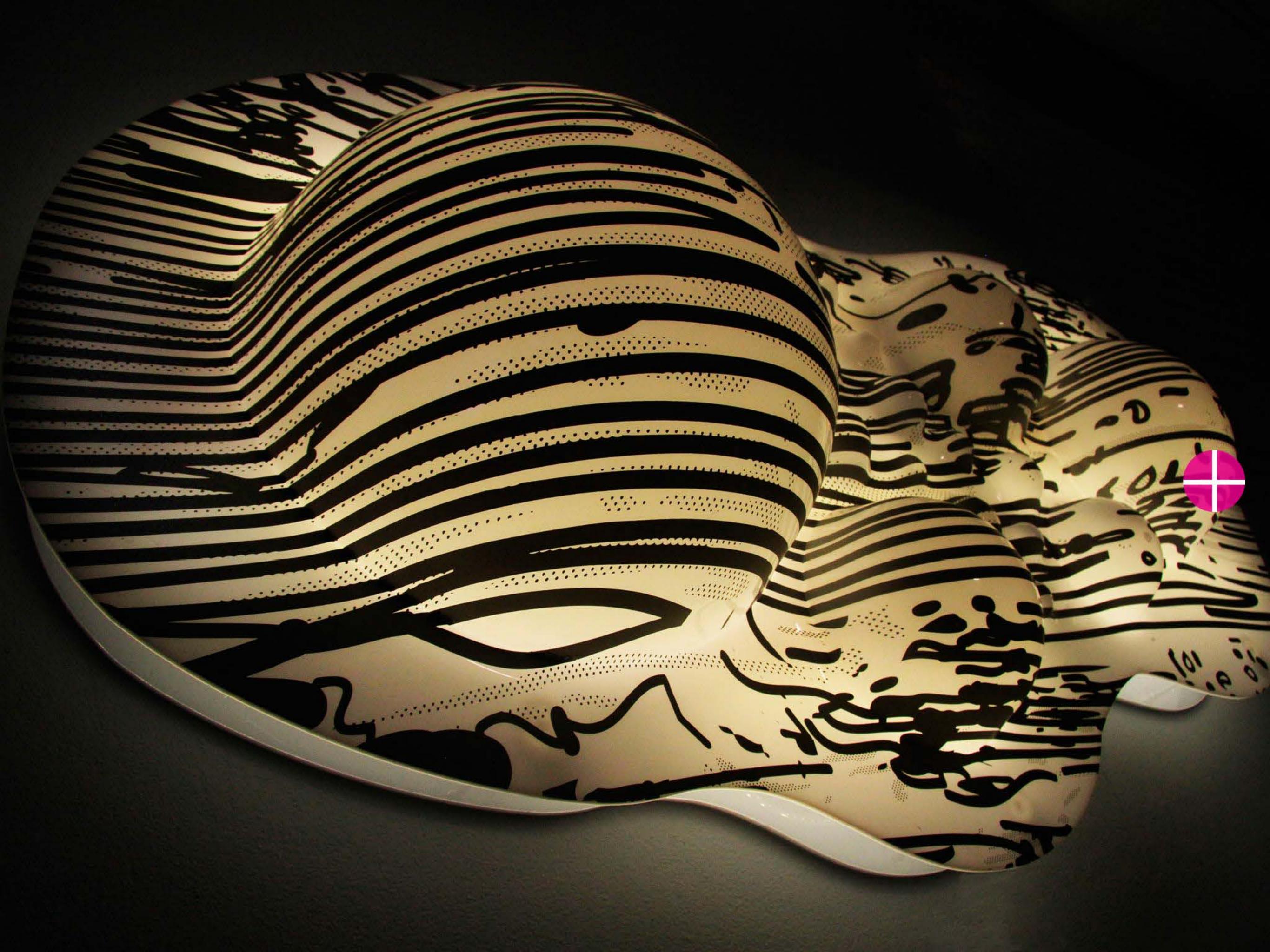
I can control the hue, saturation, and intensity of every point of light to the time scale of .01 second. My work is driven by this timeline sequence, which is designed to loop in such a way that my viewer never knows where the sequence begins or ends. Uros Island differs from my larger works, as it's customized to be more suitable for smaller space.

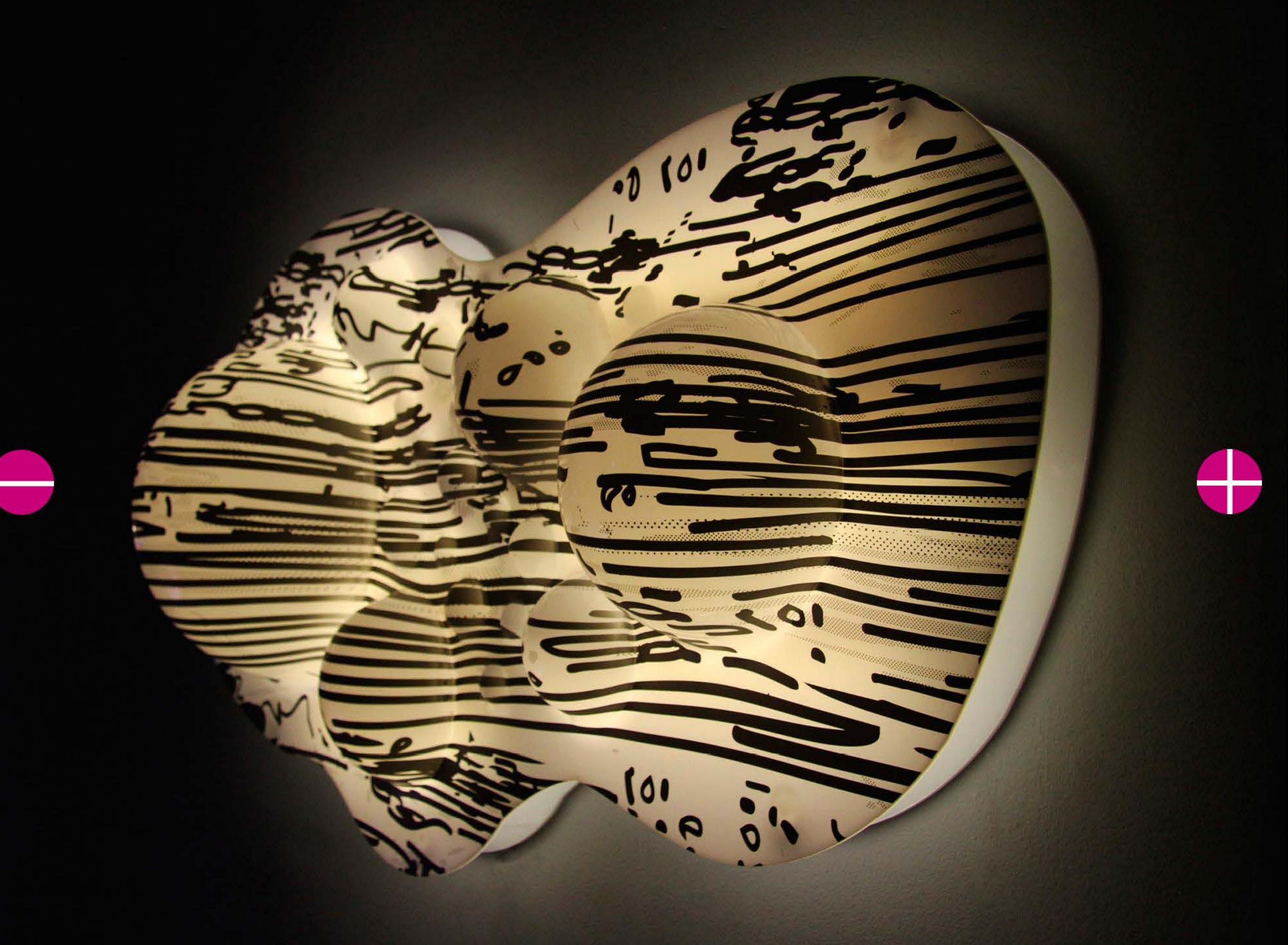
Title: UROS ISLAND

Media: LEDs, diffusion material, custom lighting sequence, electrical hardware Dimensions: 61 cm x 115 cm x 20 cm (24 x 45.5 x 8 inches)





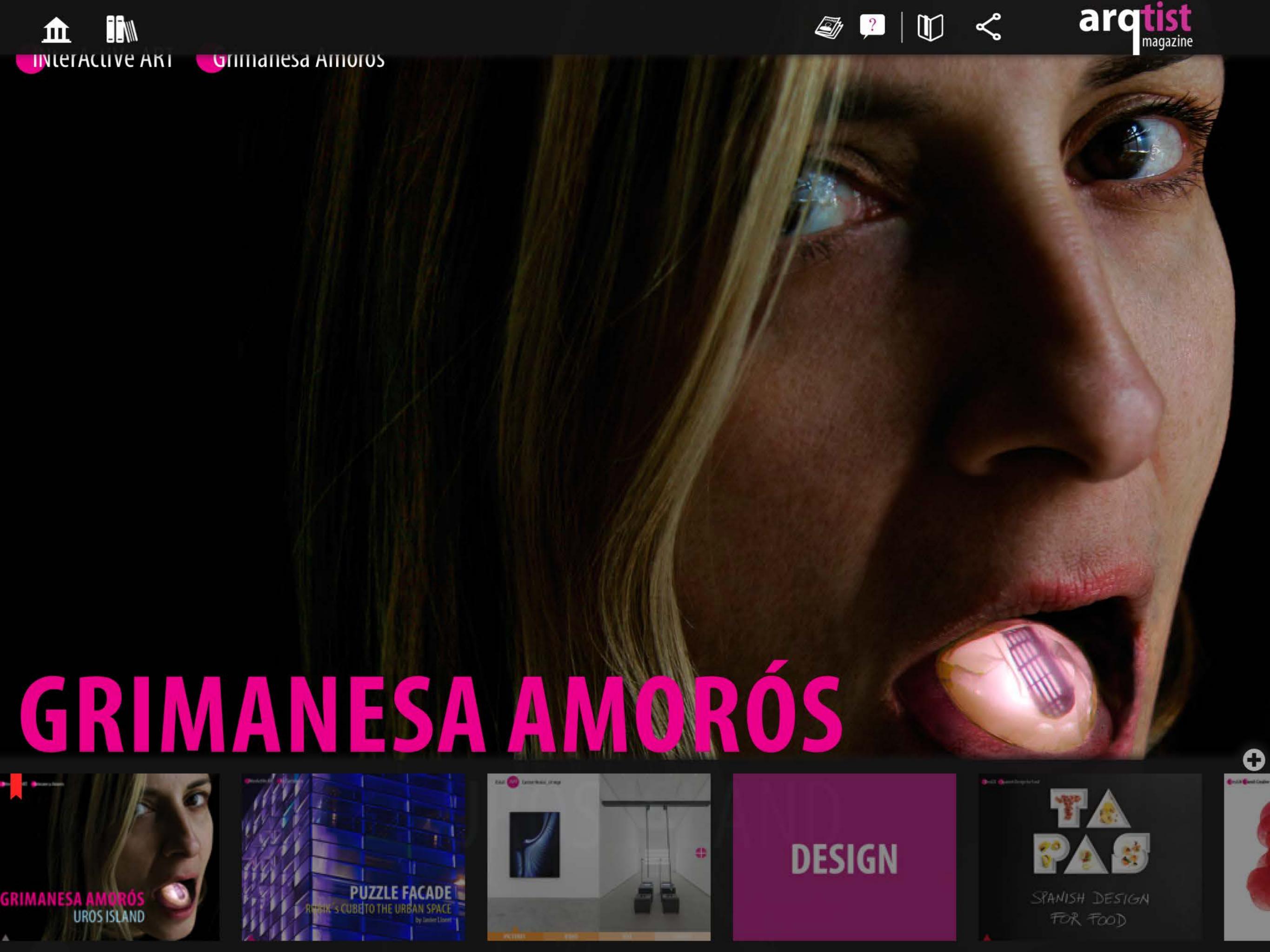














GRIMANESA AMORÓS

