

OUR
piece
OF BRIGHTON

MAKING IT OUT

Context

The paved area immediately to the left of the NCP car park exit on King Place has been identified as a spot for anti-social gatherings and a location for encampments of rough sleepers.

A proposal has been developed to ultimately discourage people from forming camps but with the intention of offering individuals at risk of offending or being in a situation that could lead to offending, the opportunity to contribute to a piece of public art. Through taking this route it is intended that there will be a number of further positive outcomes including; opportunities to be involved public art creation for disadvantaged individuals, opportunities for disadvantaged individuals to learn new skills and further engage in education and training, collaboration between local charities and a physical representation of positive youth activity, thereby acting as inspiration to others and reducing stigma towards graffiti and young people.

Making It Out

[Making it Out](#) are a local charity that engages people leaving prison in the art, design and manufacture projects, working towards employment and further training.

Through the sculpture MiO have engaged young people who access local services including those that are homeless, young offenders and in need of additional educational support.

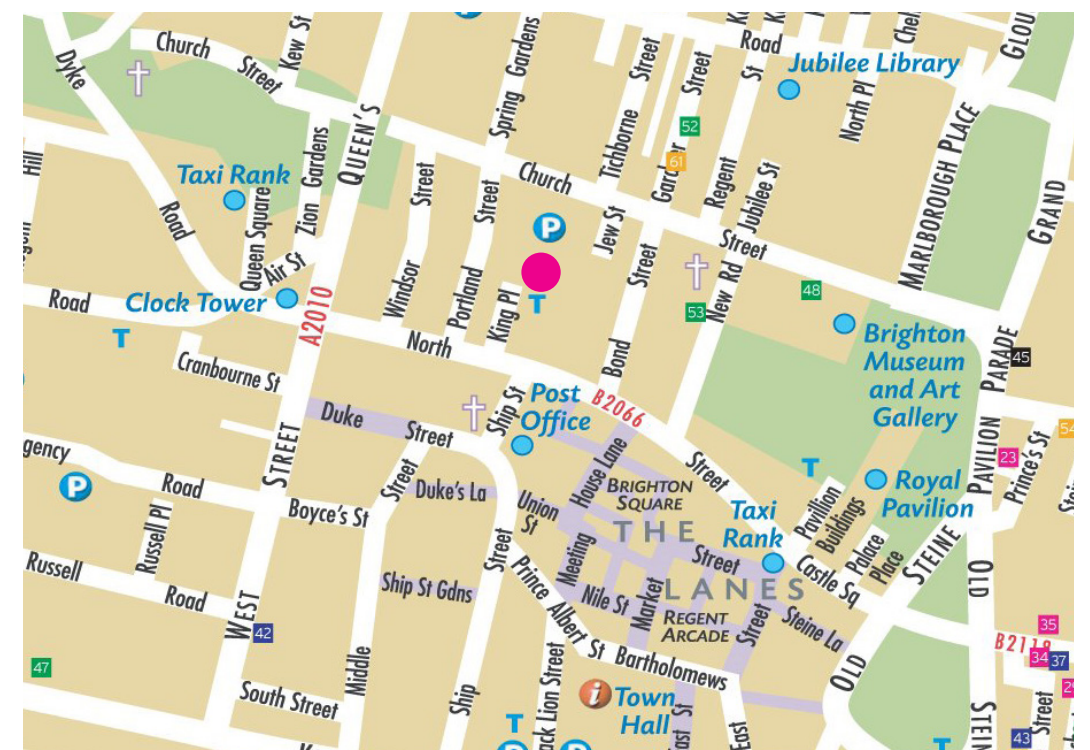
After initial discussions over suitable themes, the creation of a 3D piece of graffiti chosen as a bridge between local art heritage and traditional sculpture. This use of graffiti as a theme was also seen as a way to create an initial appeal to the young people we worked with as well as encourage other younger passers by to stop and appreciate the artwork.



Location for the sculpture and current temporary solution to fill the space.



Recent artworks completed by MiO participants, 'The Big Guy Gull' & 'Hanging Offcuts of Emmaus' in their outfit store.



Location of the sculpture within the city

MAKING IT OUT

Research & Development

To ensure that our approach has been as inclusive as possible, we have engaged with a range of local youth services within Brighton and Hove: **Homewood School** (BHCC), **Clock Tower Sanctuary** and **Youth Offending Service** (BHCC). From these organisations and young participants from MiO the project has engaged over 30 young people and will continue to increase this level of engagement in the fabrication and installation of the sculpture.

In order to understand the different experiences and perspectives, we circulated packs that included: a flyer, brief description, a camera, a sketch book, and some note taking material. Young people who attend these services were primarily asked to take photos of graffiti and in the local area and of buildings or places around the town that had significance to their lives in the city.

From these initial research images MiO managed several idea generation workshops to gather ideas as to how the sculpture could represent the experience of growing up in Brighton and Hove, specifically for young people who have faced a number of barriers. A clear theme from these workshops was that whilst there is a fun and vibrant side to the city that visitors experience, there is also an underbelly and it can be easy for young people to be led astray and end up in difficulties with addiction, unemployment and homelessness.

To develop a brief that would suitably engage young people in the project and explore the street art and graffiti of the area we consulted with Brighton based artist and muralist Daryl Bennet (aka **Sinna One**). Daryl has extensive experience of creating art pieces on the external fabric of the city and also with working with young people to help develop their skills and build their self confidence. As the project has developed we have also worked with Barney Trattles (Chum 101) to help develop the style and increase the variety of influences for the young people involved.



‘Art packs’ given out to young people across the city.



Examples of work by Daryl Bennet (Sinna One) & Barney Trattles (Chum101)



Workshops at MiO's Portside Studios - idea generation from primary research images.

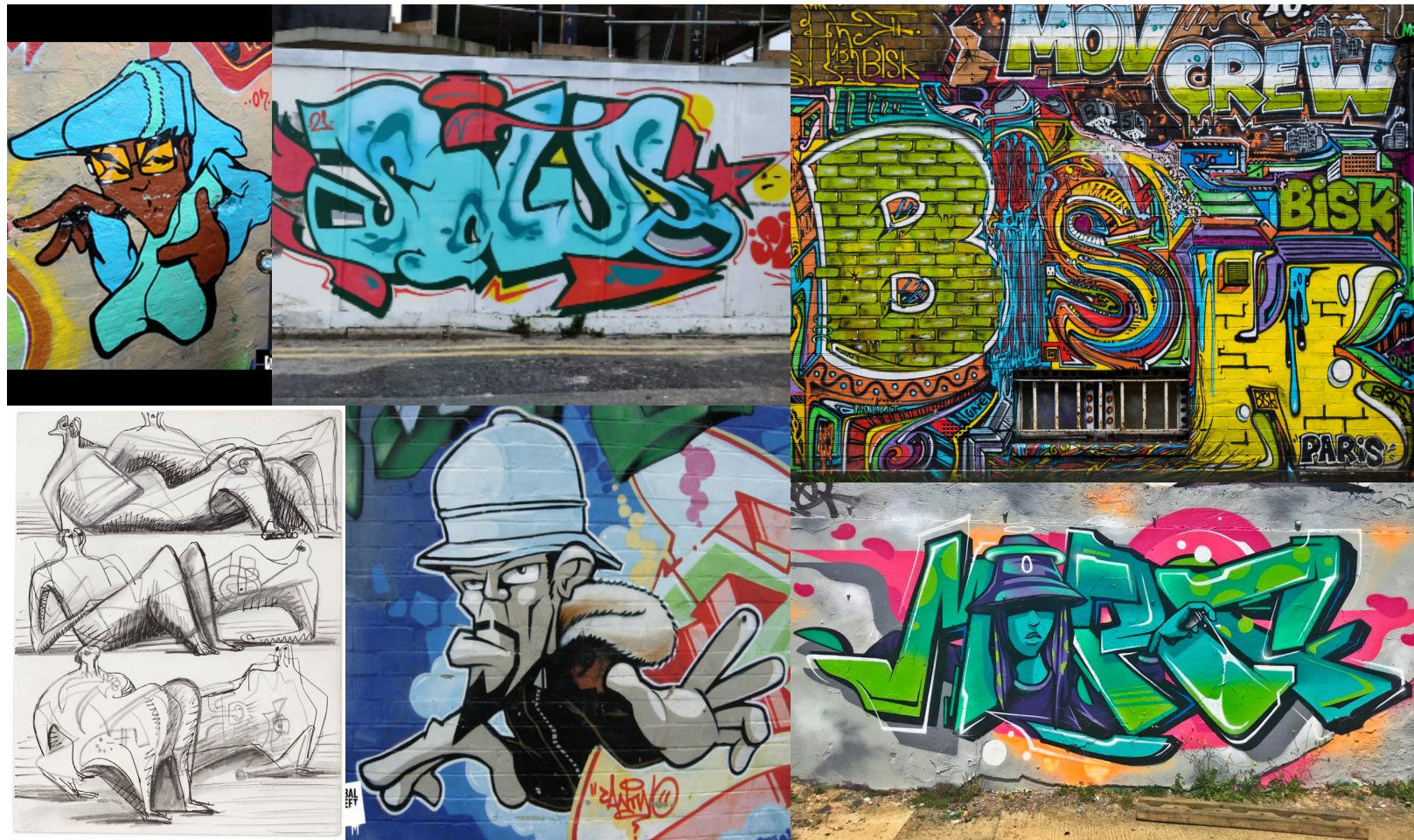
MAKING IT OUT

Concept Development

Building on narrative threads generated from the R & D, we explored themes of duality in the city depending on one's perspective and direct experience. Scenes that could appear happy and inviting to some, could also be fuelled with anxiety and separation to others. A tourist destination for some and also a space of desperation for others. During a workshop consultation the concept of being **'lost'** and pulling through the hardship to become **'found'** which itself further developed the form work.

This Lost and Found metaphor can be extended to having lost one's youth, finding yourself, losing yourself as a reason people visit Brighton, lost heritage or culture and finding a home in a new environment/culture. As well as these it was discussed that graffiti is in essence nearly always a lost art-form, when painted over or removed and is equally **'found'** as one walks around the city and encounters new, unexpected artworks.

Participants began to explore form in 2 dimensional graffiti using paper and pencil to inform a 3 dimensional shape and then moved on from this working in a variety of materials in 3D form and CAD. The idea of working around an ampersand to emphasise the **'&'** and including the form of a character whilst keeping the letter forms for LOST and FOUND visible in a style that took reference from research images of local graffiti.

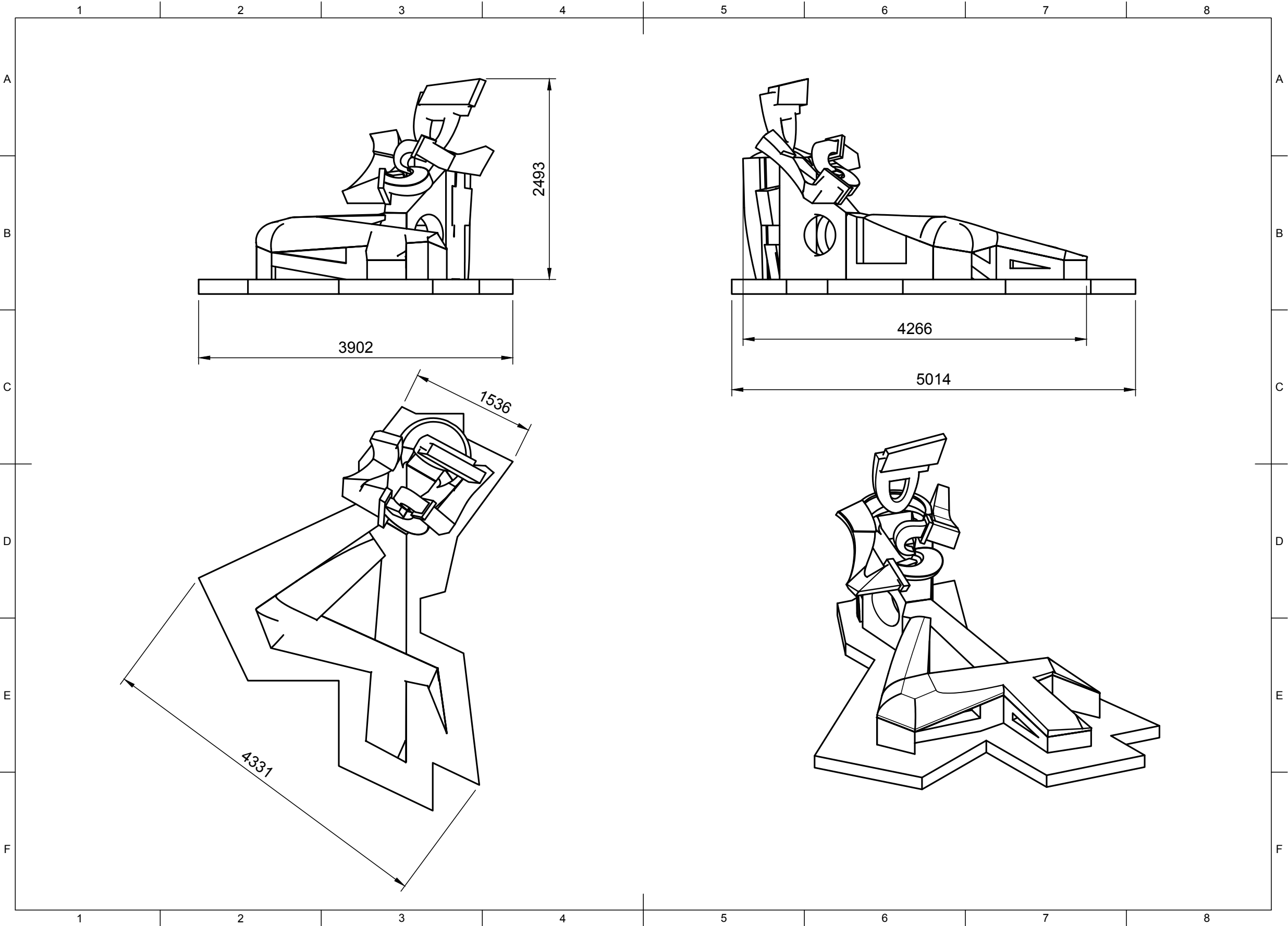


Some of the source material that influenced the development

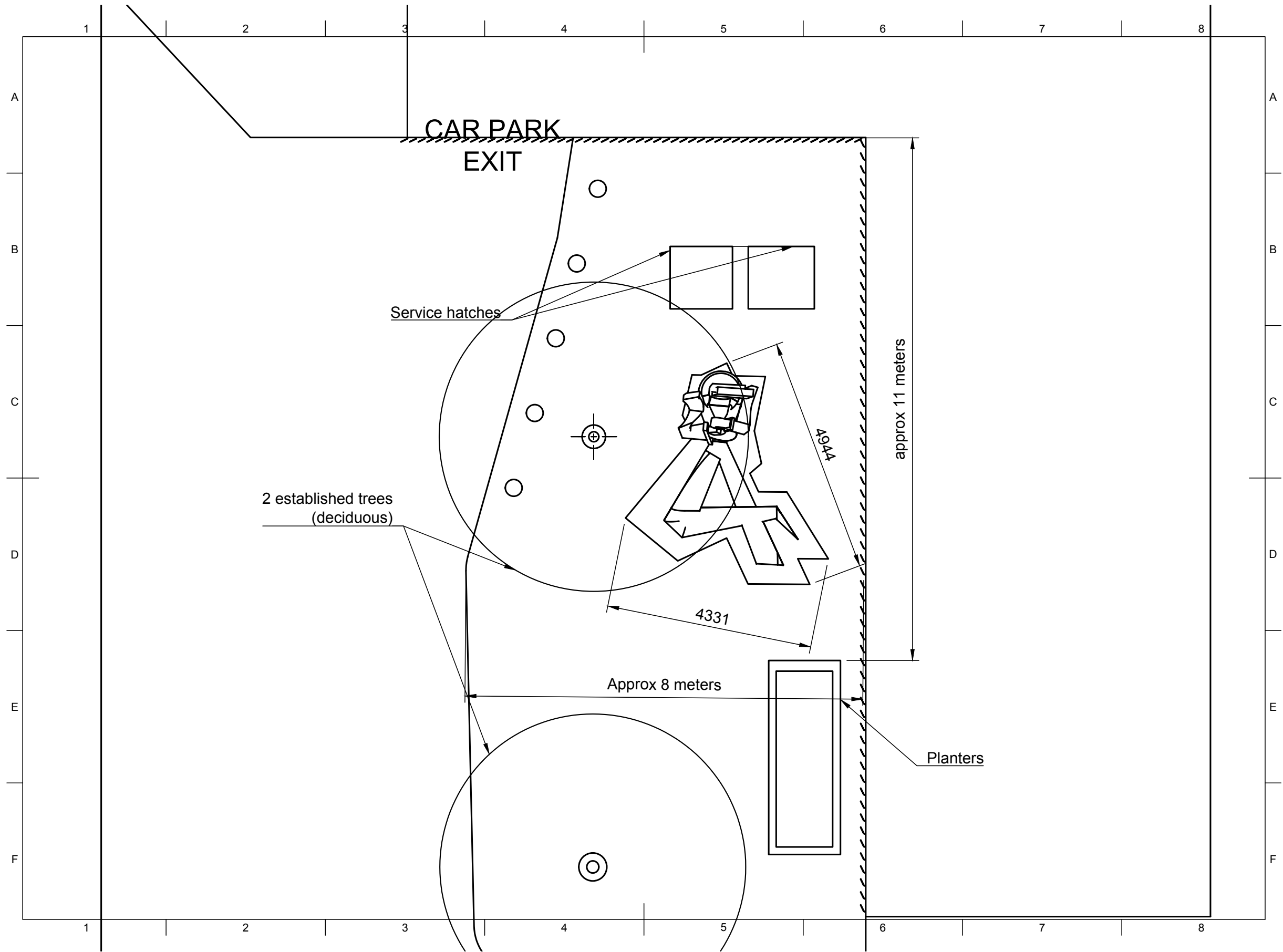


Developmental sketches and models from group workshops.

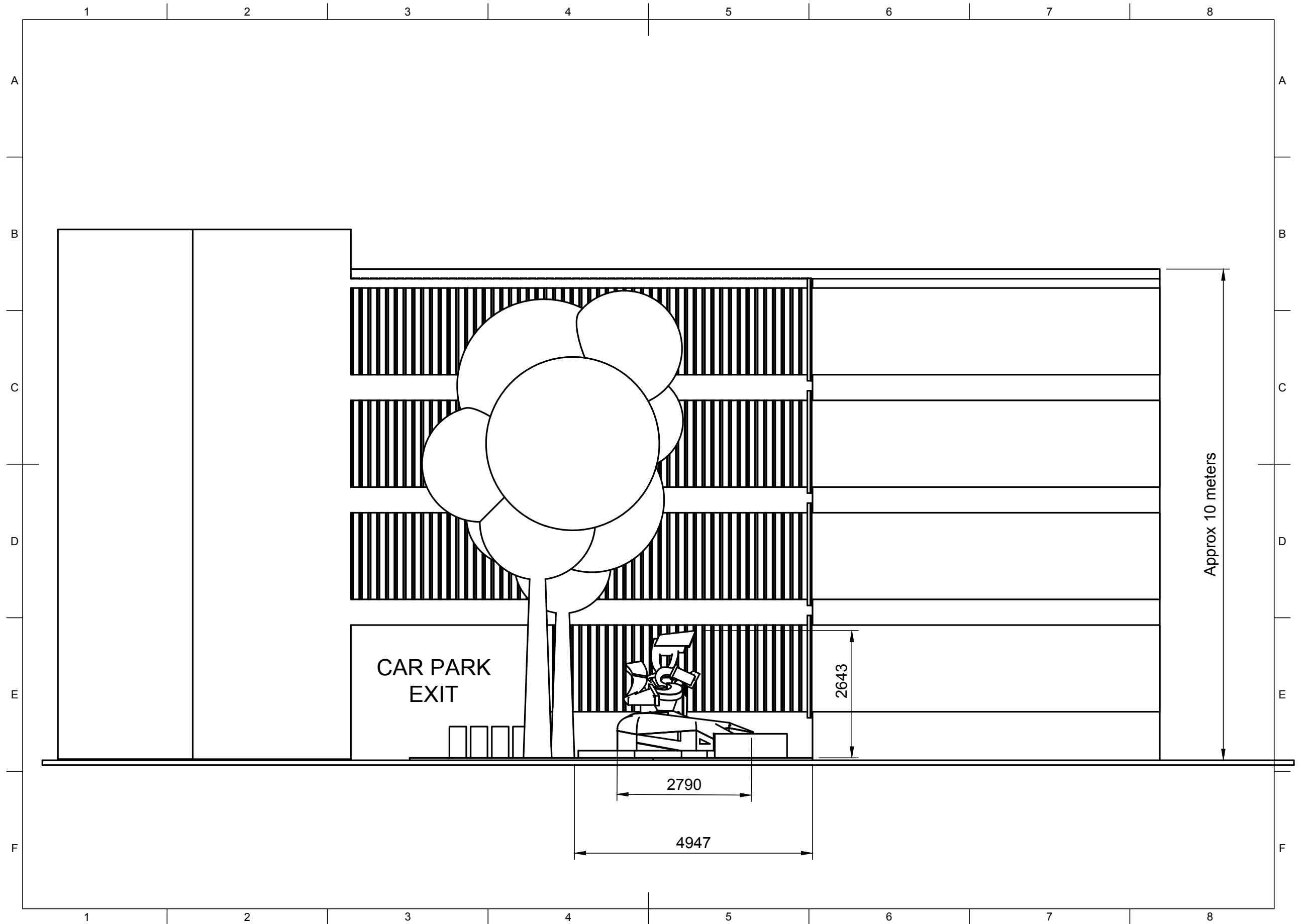
Orthographic

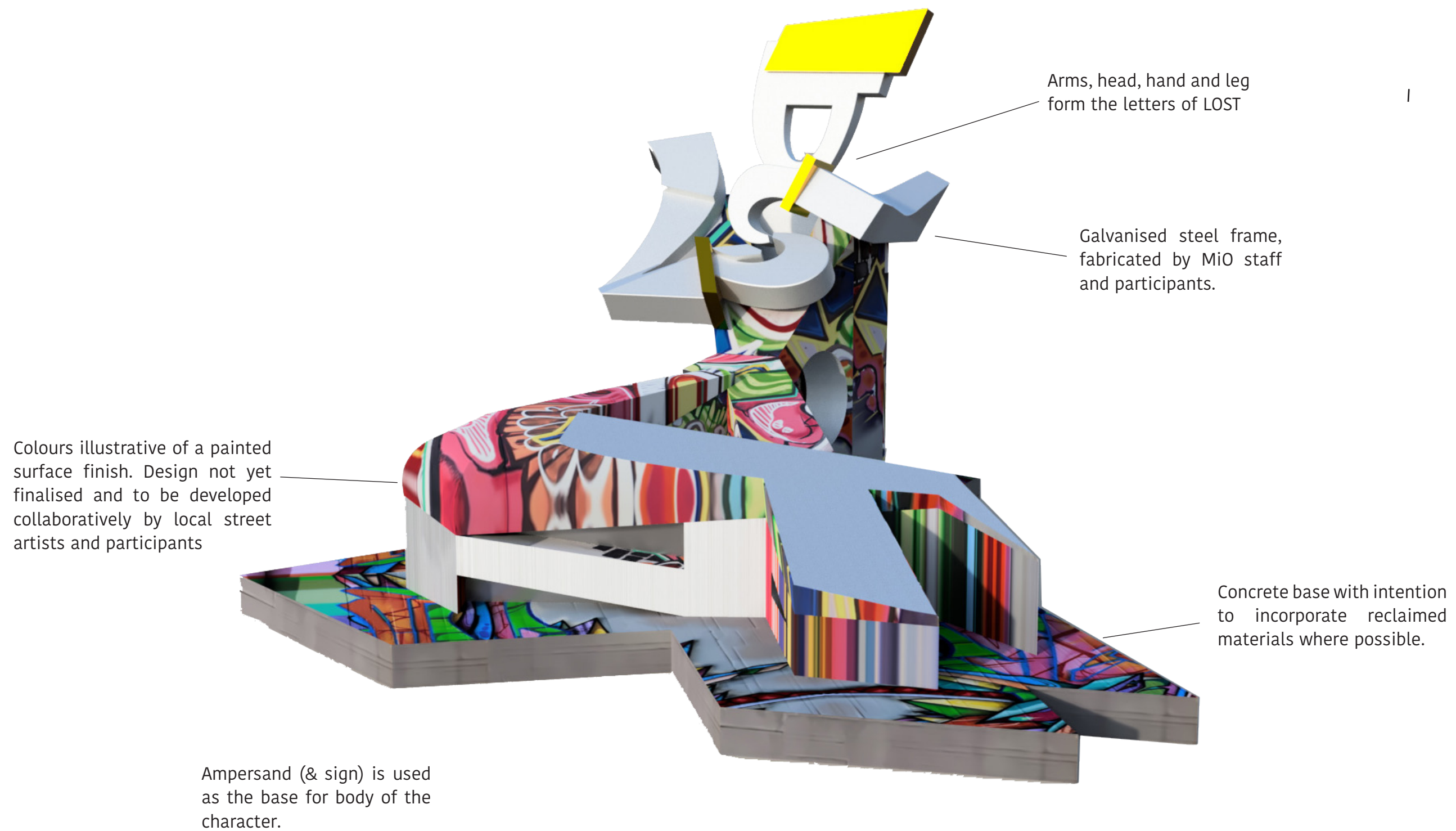


Site Plan



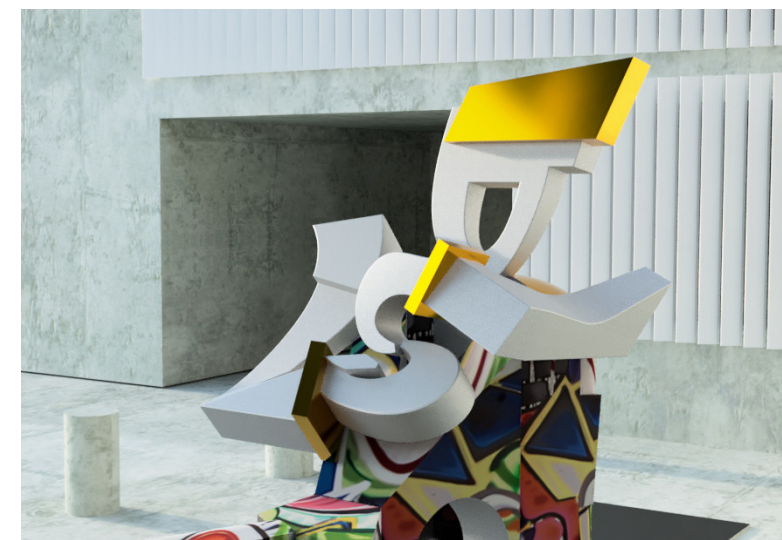
Elevation











Lost and Found lettering emphasised



Further Considerations - visual impact and sustainability

Car Park



Image above shows possible use of the car park shutters, adding colour to create a greater visual impact from a distance and serve to better blend the artwork in with the surroundings. It could also bring some extra colour into what is currently a As shutters are removable they wouldn't need to be processed in situ. and could be themed with the paintwork on the sculpture or include some of the lost and found materials (see opposite)

'Lost & Found' materials and collaboration with Green Centre

Through development of the sculpture there has been a desire to keep sustainability of design high on the agenda, specifically in the use of materials.

Further to this and linking into the theme of 'Lost & Found' we intend to incorporate a number of reused, reclaimed elements into the sculpture. These will also serve to highlight to the audience issues around waste.

We are working with [The Green Centre](#) to establish possible waste products that we could incorporate into the design. This could be though surface finishes, filling of 'voids' or embedding objects within the concrete base.

