



Burlington International Airport (BTV), Public Art Proposal

Artist: Mark Walhimer, mark@walhimer.com, 415-794-5252

Artwork Title: Liquid Vermont

Intent:

Although I was born in Connecticut, I've always thought of Vermont as a second home. From my earliest memories of learning to walk, I was skiing and traveling to Manchester, Vermont with my family. My cherished memories of Vermont go beyond its picturesque landscapes and lush greenery. To me, Vermont embodies freedom – the freedom of thought, the freedom of being, and a harmonious existence with nature. Through this art installation, my hope and intent is to capture and convey that profound sense of freedom.

Artist's Statement:

I am fascinated by the intersection of technology and humanity. I want to understand the differences between us and machines and how feelings and thoughts evolve with mechanical objects. We all romanticize and fetishize material things and mechanize parts of our thinking, yet we remain humanistic. Our visual tracking changes our perception of the world and ourselves. How can we learn and grow by using our understanding of machines as a method of reflection and meditation? Can a machine provide insight into our process?

The machine is an external manifestation of ourselves. When we build, destroy or restore a physical object, we internalize the process as a form of self-care. We surrender to our feelings and perceptions, "letting go" in order to gain greater freedom and insight. Through intellectual and emotional interaction with machines, we grow and change, and the machines grow and change along with us.

Biography:

Mark Walhimer (b. 1964) is a Connecticut-born artist living in Mexico City. He runs a design studio called [Museum Planning, LLC](http://MuseumPlanning.LLC), and is known for his use of empathy, visual transparency, layered compositions, technology, and kinetic sculpture in his work. His influences include Cy Twombly, Rebecca Horn, Bruce Nauman, Rafael Lozano Hemmer, Vito Acconci, Gaetano Pesce, and Chris Burden. He is considered a pioneer in interactivity. His goal is to create personal connections between users in both the physical and digital worlds through his art, which is reflected in the blurring of lines between art and technology in his work. He has exhibited internationally, and his art can be found in public and private collections.

Mark is the author of *Museums 101* and *Designing Museum Experiences*. He has a bachelor's degree in studio art from Skidmore College in Saratoga Springs, New York, and a master's degree in industrial design and exhibition design from Pratt Institute in Brooklyn, New York.



Budget: \$50,000 Total
\$25,000 Artists Fee
\$15,000 Monitor(s) or Projector, Sensors, CPU, Cables
\$10,000 Travel, Shipping, Insurance, Installation

Artwork Description:

Digital images of Vermont evoke a sense of freedom while being grounded by nature. Although the artwork is highly innovative, the interaction is natural; as viewers walk past it, the images change and respond to viewer movement. Visitors co-create NFTs of their interactions.



Liquid Vermont - Concept

Date Submitted: September 8, 2023