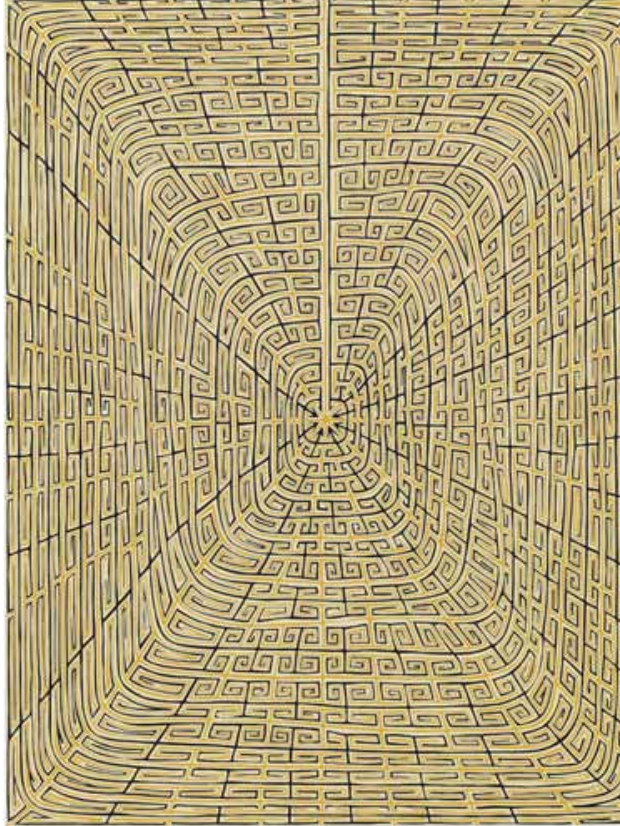
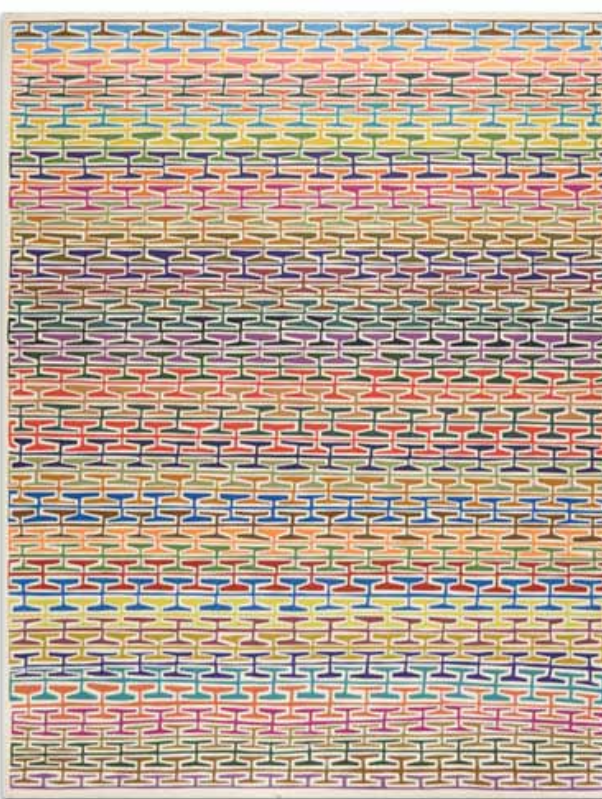


The process of the “No Man’s Land” Exhibition



About the Artist: James Siena

- Rise to notoriety began in 1987
- Abstract paintings with inspiration from Artificial Intelligence
- Investigating imaginary space
- Not just abstract labyrinths
- Logic and reasoning
- 1st Major Solo show: Pierogi 2000 in 1996
- 1st Solo Museum Exhibition: 2003 at San Francisco Art Institute Gallery
- Gorney Bravin+ Lee in NYC
- Daniel Weinberg Gallery
- The Pace Gallery



James Siena

- Painted Abstractions
- Logic
- Meticulous patterns
- Imaginary spaces
- Reality distortion



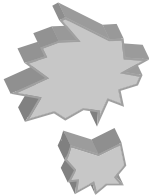
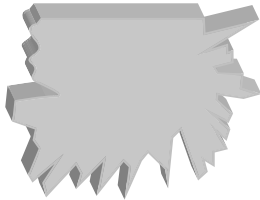
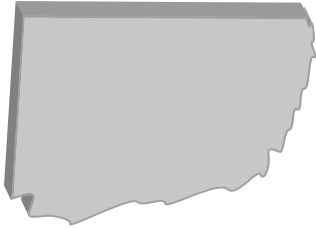
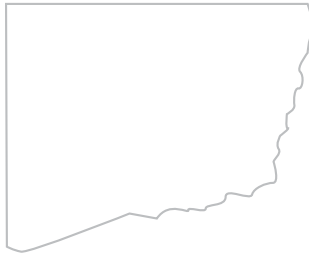
No Man's Land

- Created in 2004
- Engraving with light blue gampi chine colle on Magnani Pescia paper
- Own entity
- Complex geometric abstractions
- Process of creating a final image
- Lines intuitively positioned as work progresses
- Center points with lines radiating
- Crisp bursts seen as explosions
- Blank spaces mean no man's land



Mapping the Etching

- James Sienna's piece has many complex abstractions; however, one will notice that there are simple components that make up the overall piece.
- 5 different pieces with several layers.

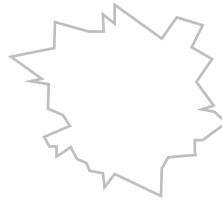
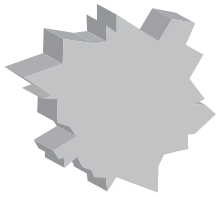
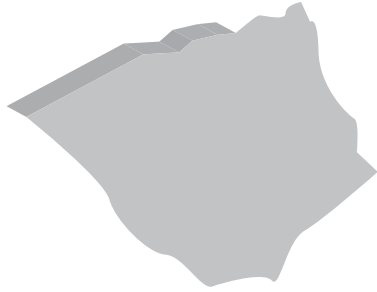
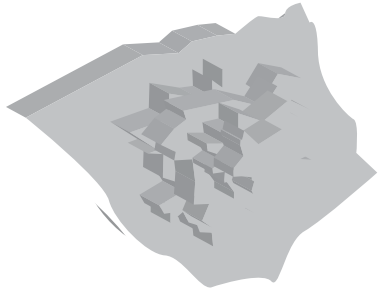


Mapping the Etching

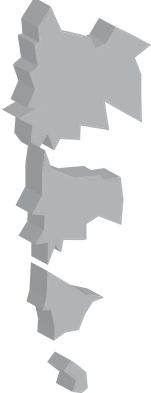
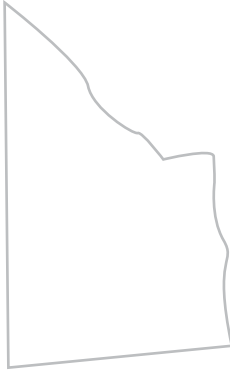
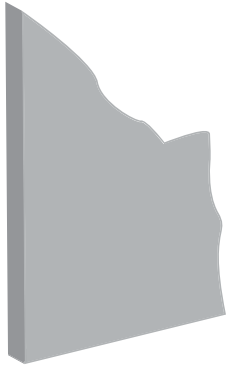
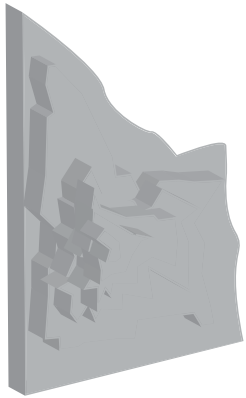
- Top left component with 6 different layers shown.
- This makes 6 layers of 1 component out of 5 pieces.



- Top right component with 5 different layers shown.
- This makes 5 layers of 1 component out of 5 pieces.



- Middle component with 5 different layers shown.
- This makes 5 layers of 1 component out of 5 pieces.



- Bottom right component with 6 different layers shown.
- This makes 5 layers of 1 component out of 5 pieces.



Placement of “No Man’s Land”

- In Between the two
- Red- North of it
- Wooden chair- Southwest
- Do they fit?



Problems

- Prolific piece placed on small white wall
- Too cluttered
- Unimportant and unnoticeable
- White on white blends into the wall too much
- Intentional?

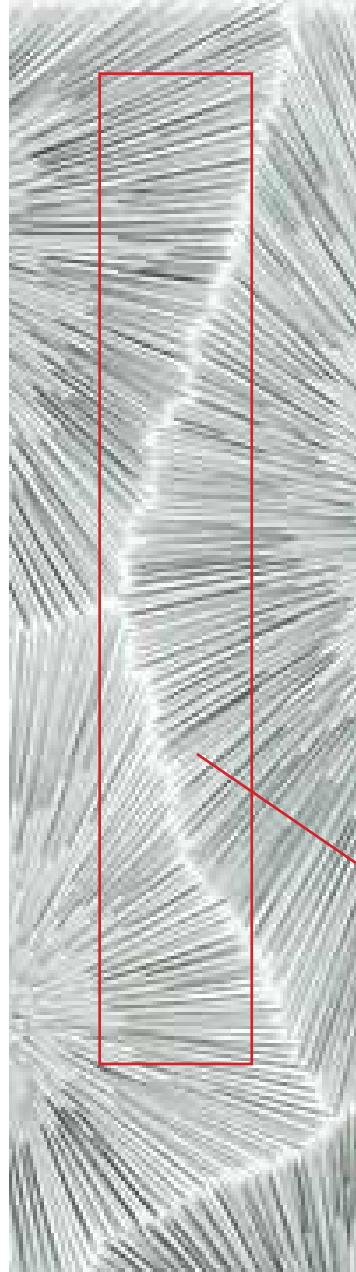
Audience

- Who is the audience now?
- People of all ages



The Space

- Unused space
- Small space
- Perfect for labyrinth
- Not much outside lighting
- Good for creating an unknown world
- Sound proof- The exhibition would be silent



Focus Point: The No Man's Land

- Uneven edges
- Cramped Pathway
- Uncomfortable
- Jutting forces
- Negative space forces you along an unknown pathway
- No man's land is land that is unoccupied or uninhabited. During wartime, it can be considered a "safe zone"



The Proposal: Creating an Atmosphere of Solitude

- Forced Pathway
- Unknown ending
- Tight squeeze: similar to the etching
- Finish will be the etching
- Surprise at the end
- Don't know what will come
- Tranquility



The Entrance

- Large walls force the audience to follow a path.
- Audience would walk through this pathway walking into the unknown.
- There is no specification of whether you should walk in a single file line or go as a pair. This is serve as an experiment to see how the path guides people.
- Wall text gives guidance and insight.



Sound and Lighting

- Tranquil Sound of Silence
- Goal: to achieve the sense of silence and peace.
- Lighting: The entrance and middle has a darker ambiance.
- The actual etching is lit up, so as the viewer gets closer, they are exposed to more light.



The Ending

- The No Man's Land piece will be the final element.
- After this pathway has carried the audience along, they will find the etching and admire it.
- The viewer will exit on either the right or left side after seeing the piece.

The Goal

- After this pathway that has carried you along, you will find the etching and admire it.
- You will exit on either the right or left side after seeing the piece.

Emily Law
Relational Design
Instructor: John Caserta
RISD 2013
Type: Berthold Akzindenz Grotesk
Paper: Neena Classic Crest 100ct