



One, Two, Three, Four, Things in Paper (Room 1)

Fort Ruigehoek (Utrecht, the Netherlands)
May 2009

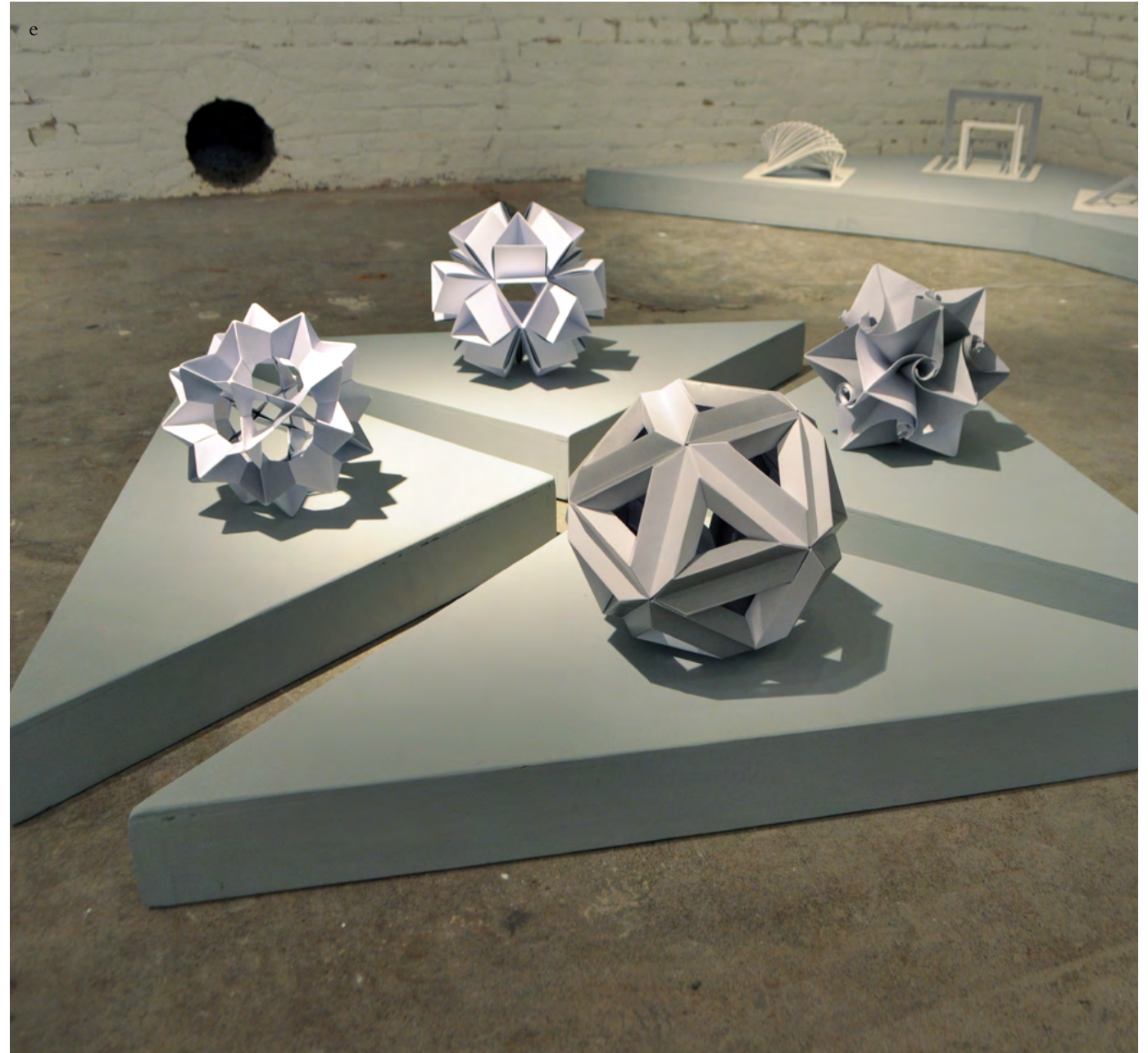
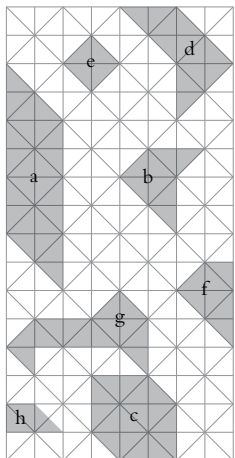
Room 1 (a – h)

One, Two, Three, Four, Things in Paper
folded paper

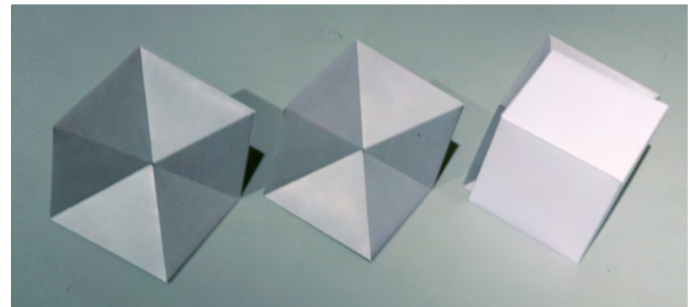
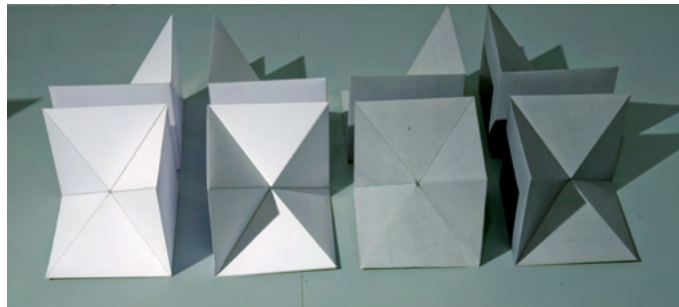
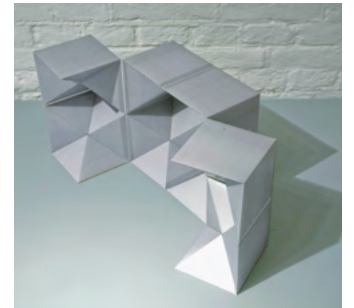
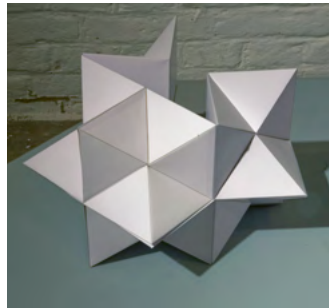
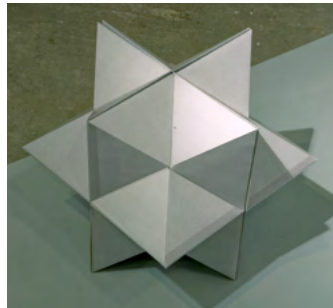
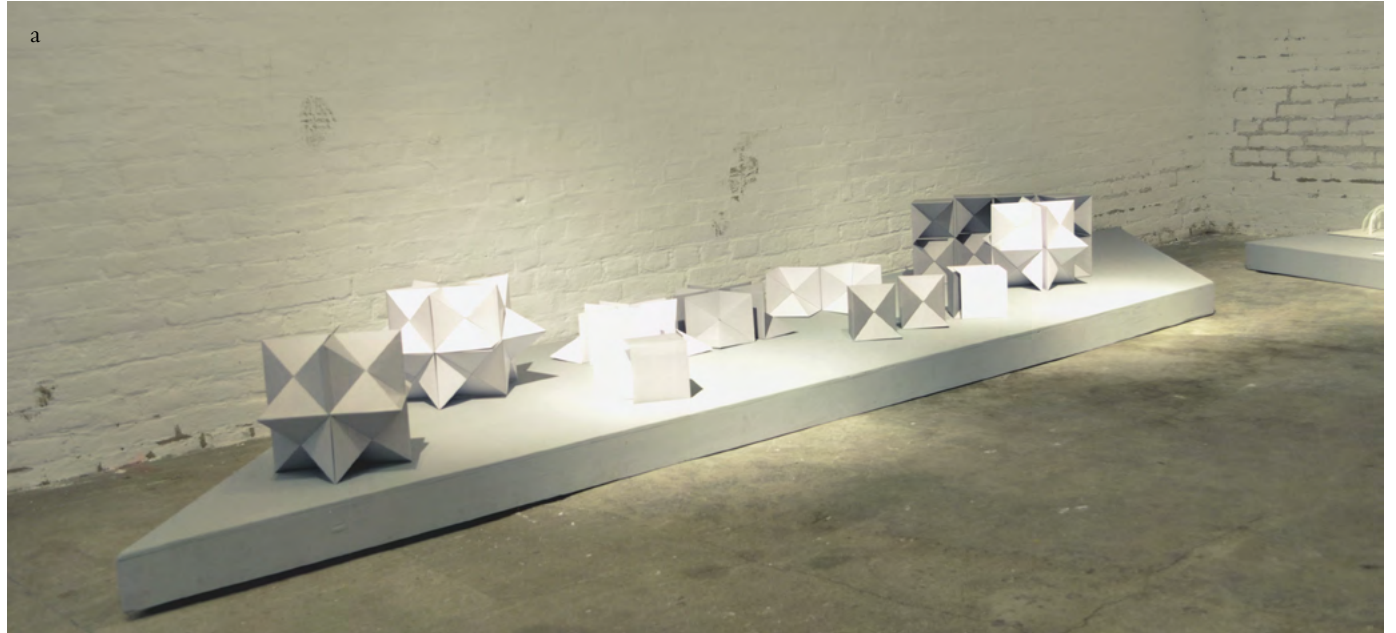
The project was developed in the context of 'a Little Biennale'. The exhibition's main audience were children between 7 and 12 years old.

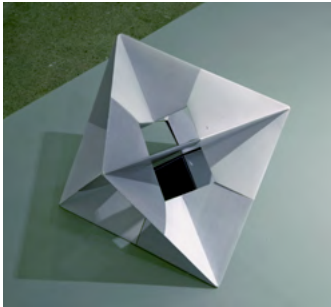
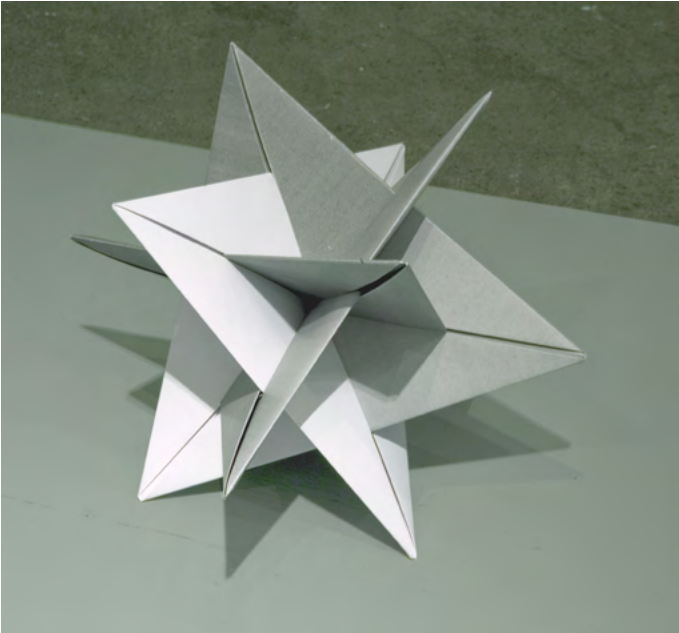
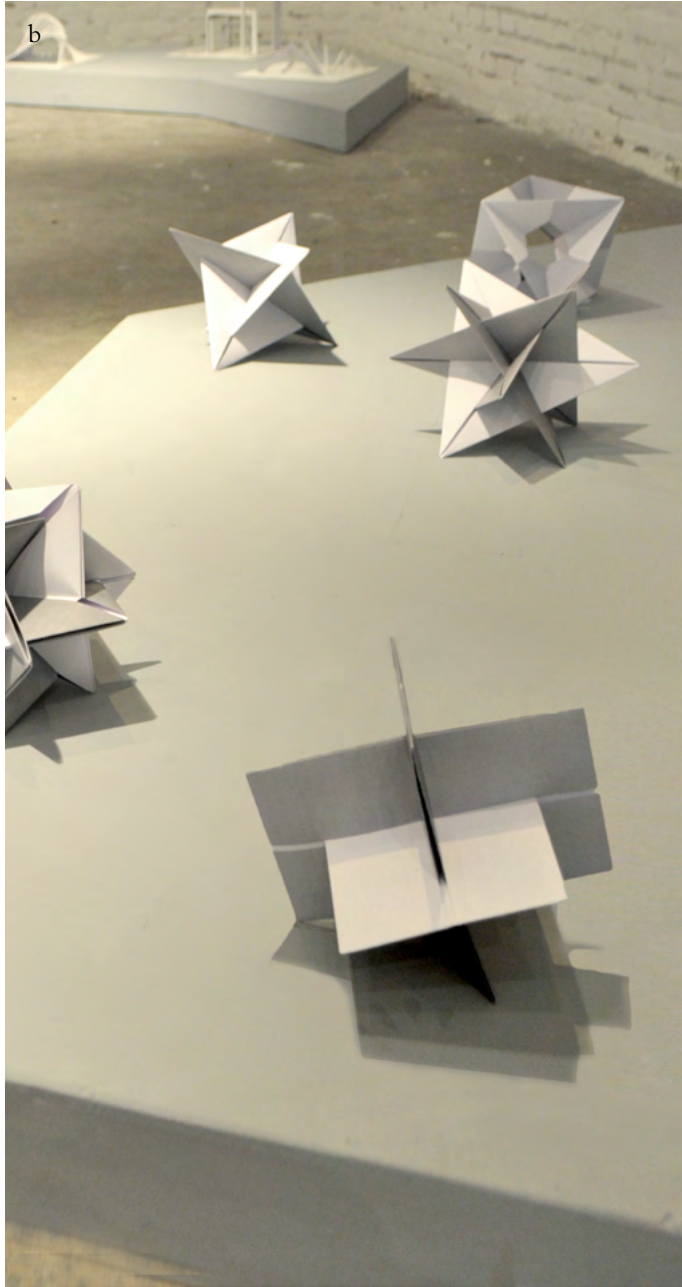
Bearing this in mind, I developed a project in which children could on one hand experience the artwork in a conventional way and on the other hand, have an embodied experience of the making of the works.

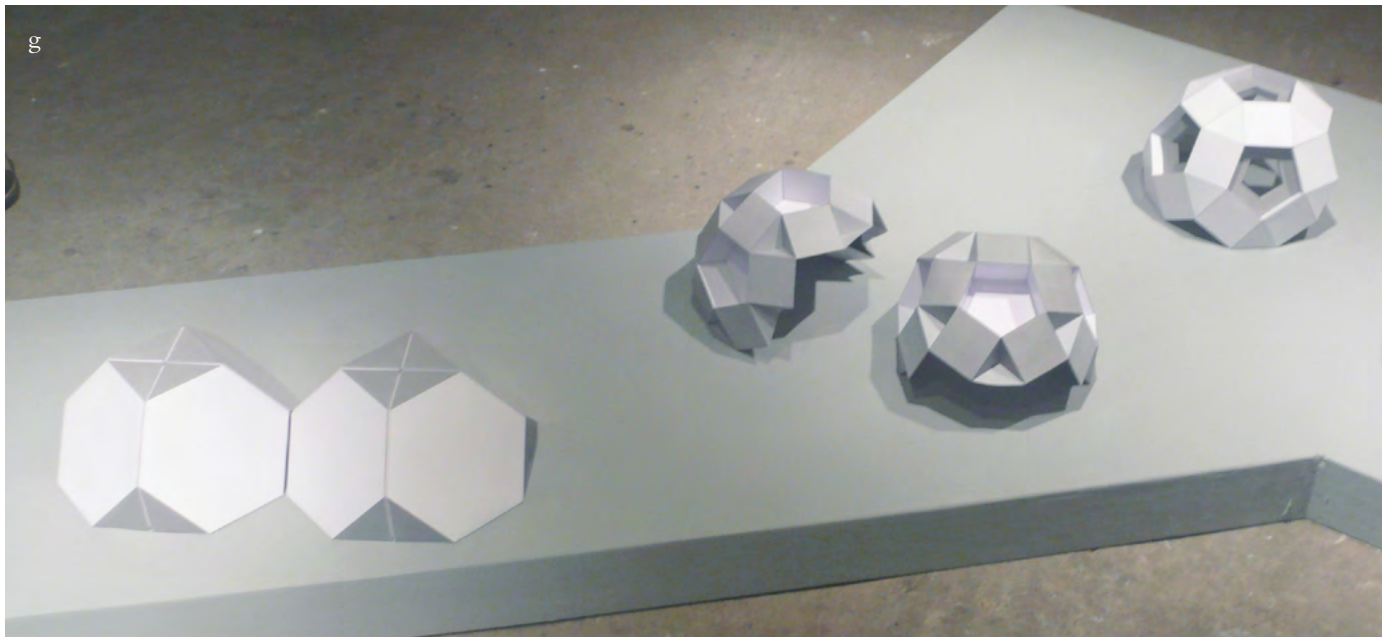
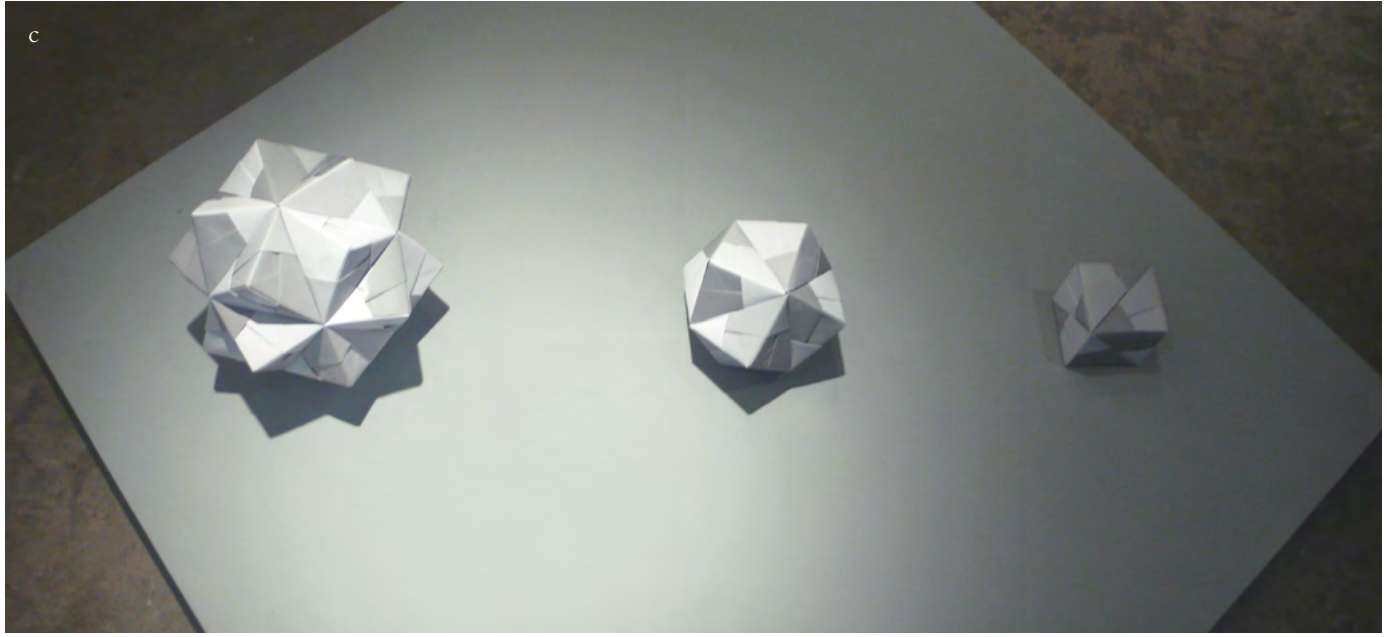
Floor map (Room 1)

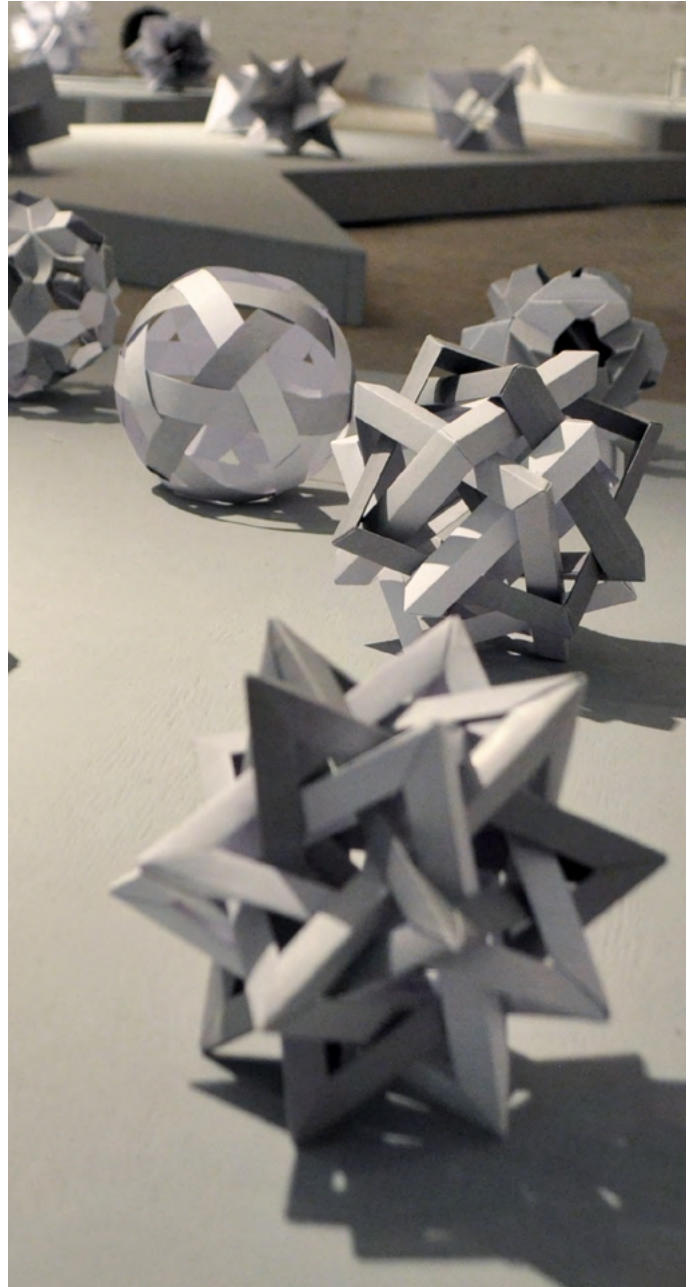
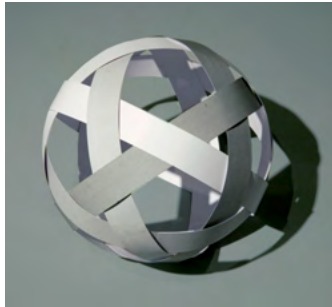
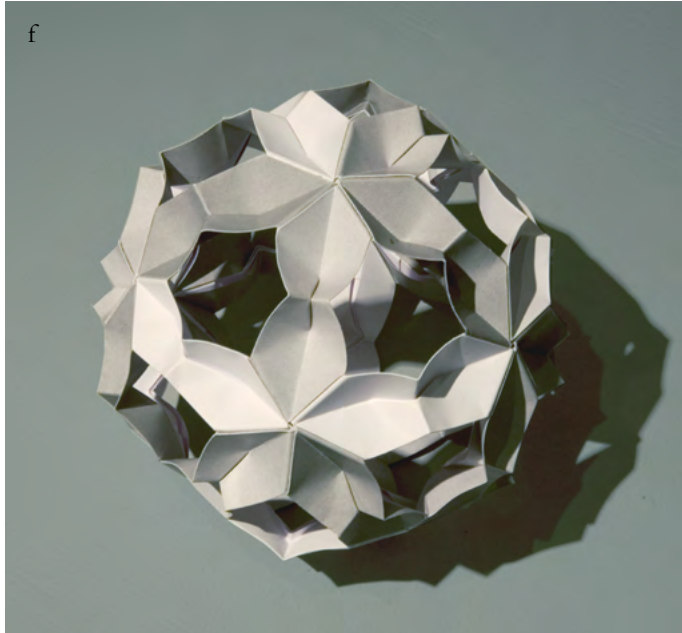


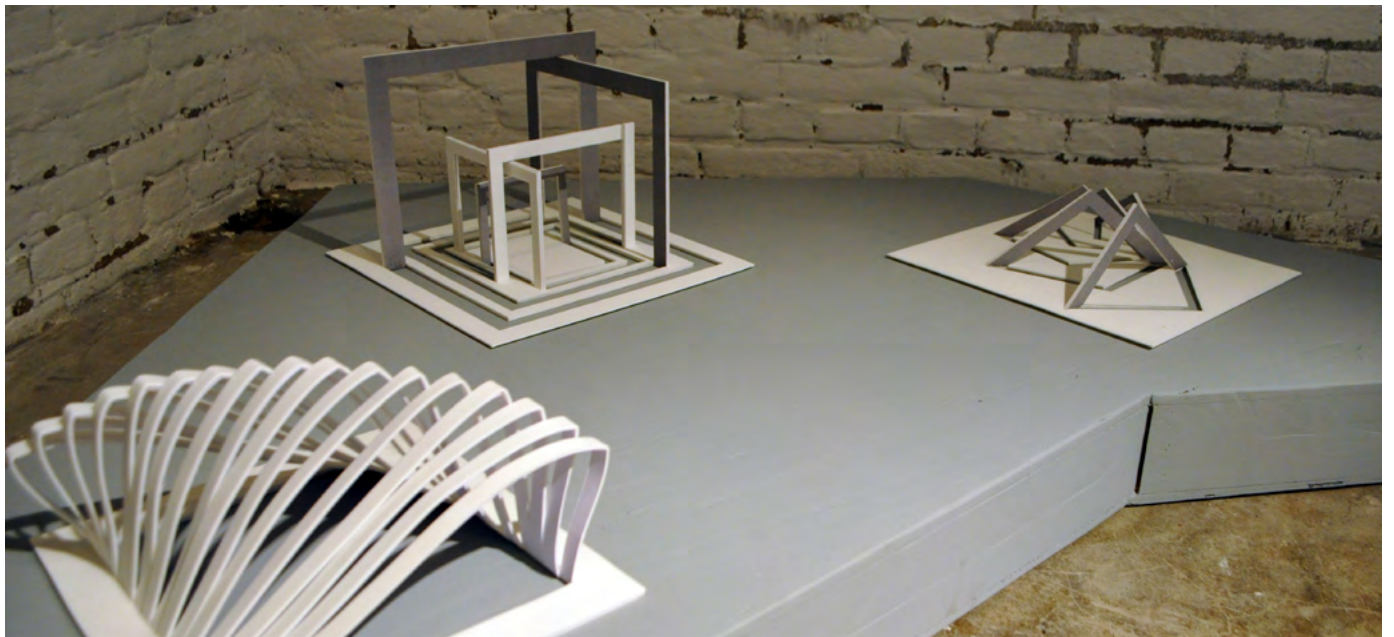
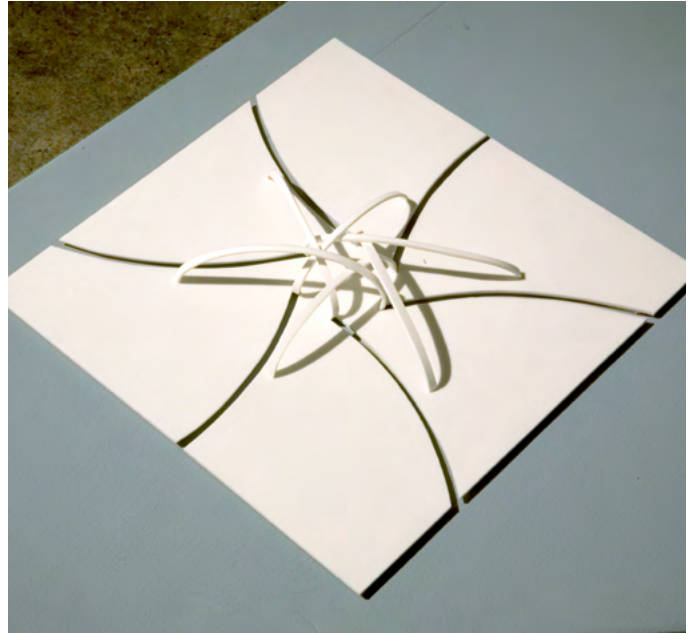
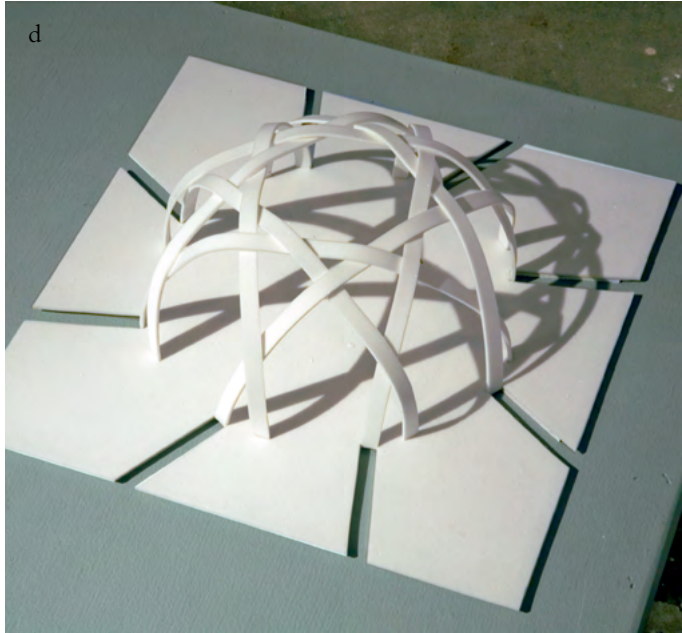
a













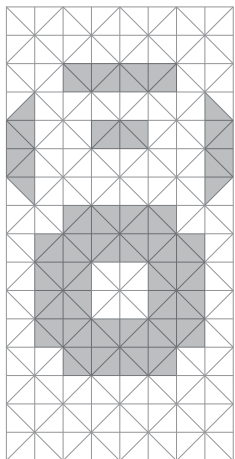
One, Two, Three, Four, Things in Paper (Room 2)

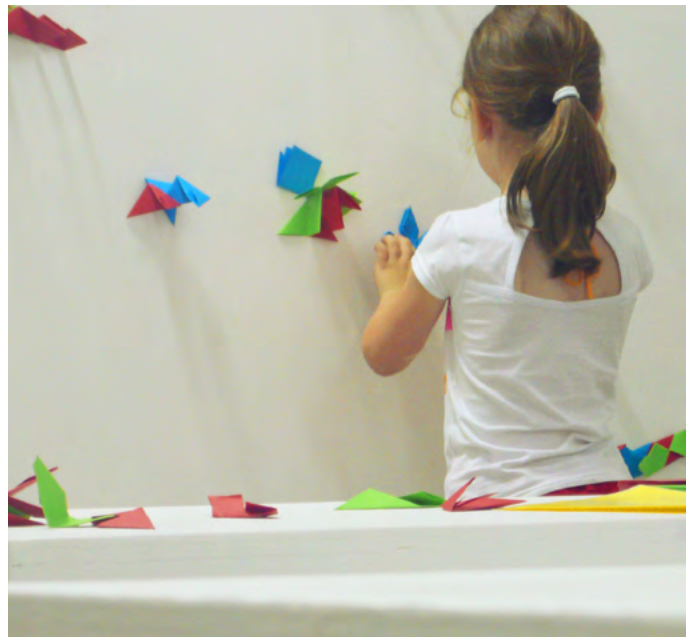
Room 2

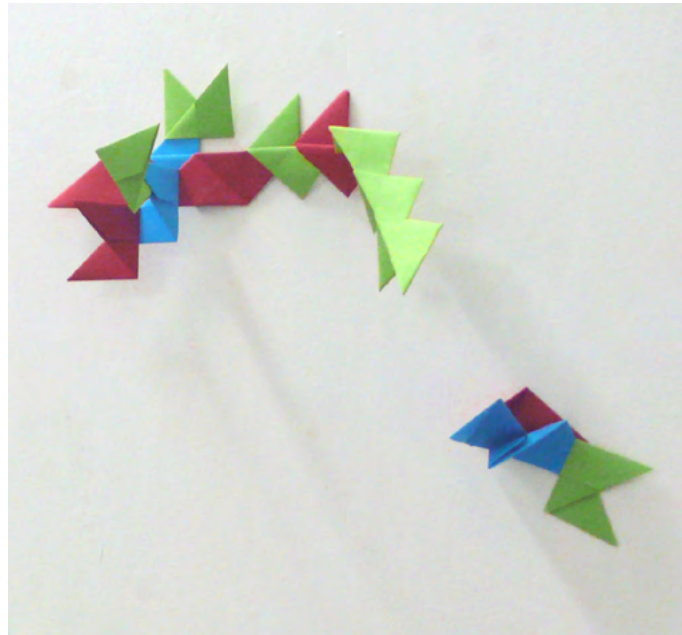
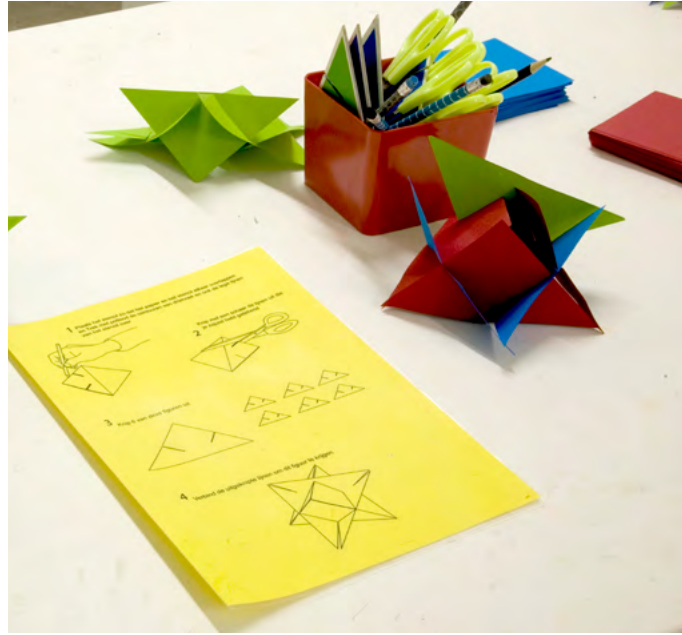
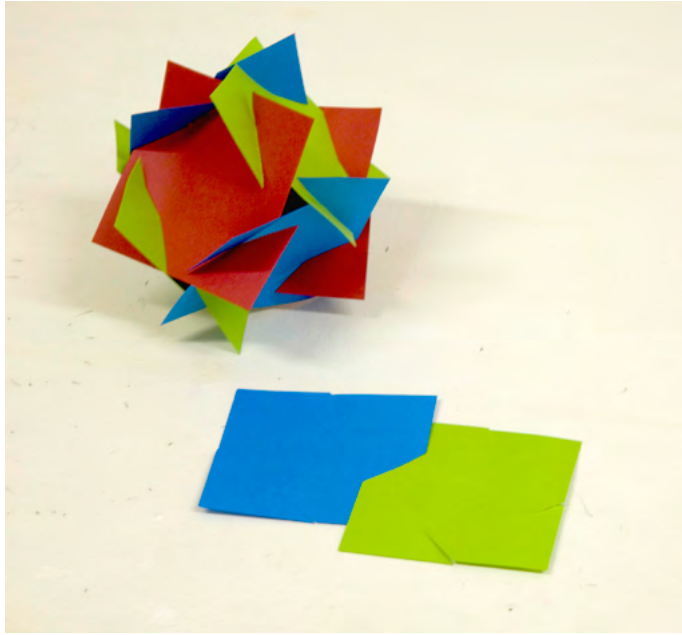
I created a display which operated as an exhibition but also as a laboratory in which children could be actively involved in the act of making (or re-making) the works in the exhibition. I wanted the children to experience the flexibility and playfulness of these pieces in process, before being completed and frozen in their final forms.

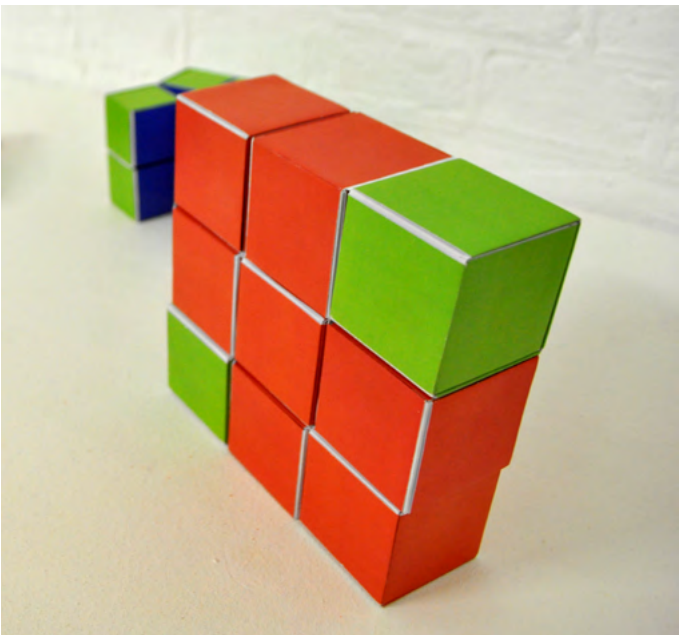
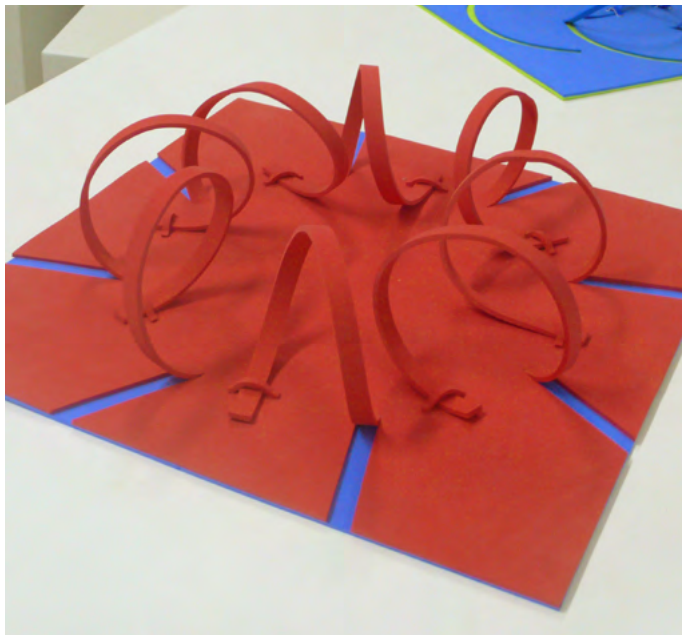
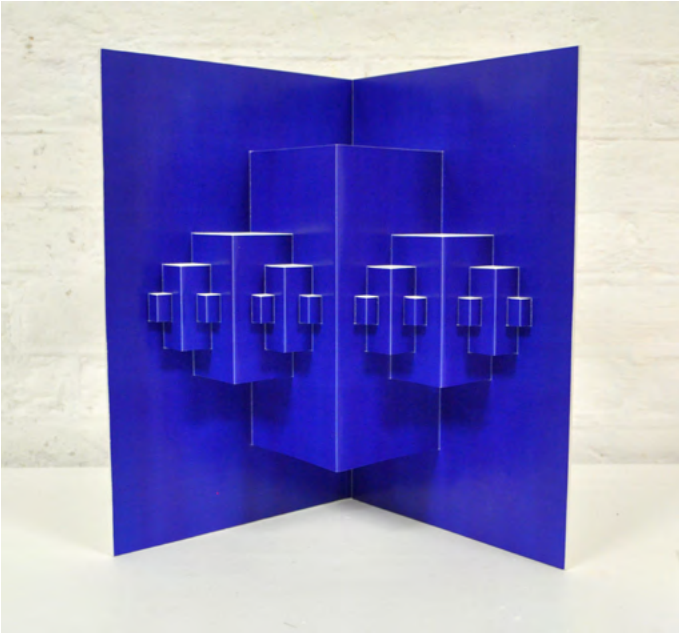
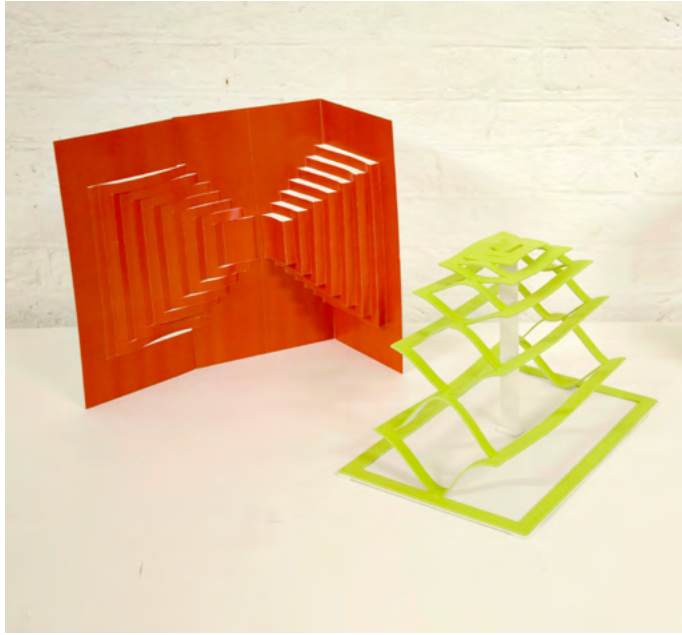
It was my aim to bring the exhibited pieces closer to a form in which children could understand them. This was done through revisiting an old interest of mine—the idea of models as mediators in between thinking processes and the materialization of those thoughts.

Floor map (Room 2)









Irene Kopelman
One, Two, Three, Four, Things in Paper

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Mark Kremer

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Ilya Rabinovich

Design PDF:
Ayumi Higuchi

Conceptualization and production of
paper objects:
Anabella Branda

Sponsored by:
KAAP

Special thanks:
Anabella Branda and Mark Kremer