



## MODIFYRE 2020 Art Installation Guidelines

---

Revision	Date of issue	Prepared by	Reviewed by
FINAL	26 February 2020	Jana Clark	Marisa Georgiou

---

### Purpose

Though Modifyre welcomes and funds art of all forms, this document is intended for artists who are working with physical media/materials, to create large-scale installations on The Paddock (the Modifyre site).

26 February 2020



## 1 Artist Responsibilities

You are responsible for the health, safety and comfort of our participants interacting with your artwork:

- All aspects of the art piece should be carefully thought out by the artist(s), and artist(s) must be prepared to take seriously the responsibilities that go with creating art for this event.
- Artwork must be sufficiently secured against high winds and intense weather conditions. Guy wires necessary for the securing of art pieces, are required to be flagged.
- Artwork must be well illuminated at night. To prevent pedestrian or art vehicles from crashing into art pieces, all aspects of the art piece should be well-lit, including rebar and guy wires.
- To prevent irreparable environmental damage, no holes larger than 30cm by 30cm in either direction may be dug on site. If you do need to dig a hole up to this size, you will need to keep the dirt, so you can pack it back into the hole when dismantling your installation.
- Camping is not allowed at any art installation on site.
- Leave No Trace. By attending this event you commit to 'Leave No Trace', one of the core principles of Modifyre. A blank canvas is provided for participants at the beginning of the event on which to create a unique mark, and at the end of the event a blank canvas is all that should be left behind. All traces of Art pieces that burn **MUST BE REMOVED**.
- Fire Art: all artworks incorporating open fire or flame effects **MUST** be pre-approved by the Fire Safety team, who will assist in preparing a fire safety plan. All burning of artworks is to be pre- approved and managed by the Fire Safety team.

26 February 2020



## 2 Advice for Artists

Whether it's big or small, creating an art project on site can take a lot of organisation. There's the distance, the weather, the transport, the crew... But fear not, intrepid art-type person! We've pooled the best of Burner know-how and outlined the top tips for bringing your creative spark to light and life at Conception City.

### 2.1 Design and Testing

#### **Safety First (and Second, and Third)**

We like to joke about safety third in the Burner community, but it would really suck to put someone's eye out with your artwork. Make sure you think about structural stability, whether your artwork can be climbed (because if it can, it will), sharp edges, visibility at night, and other safety concerns when you design your project.

#### **The great outdoors**

It is likely that your art will be subjected to one or more of the following conditions: lashing winds, torrential rain, blazing sun, bitter cold (with the potential of high winds a particular hazard to keep in mind). Have you thought about their impact on your art? Will things melt, short out or blow over?

#### **Power**

In line with our ethos of Radical Self-Responsibility, we cannot provide power for installations. Please think about whether you'll need batteries, generators, solar or other power sources in advance.

#### **Dry run**

You should try to set up the entire project once before the event. This will allow you to test everything as thoroughly as possible. Of course, there may be things that are hard to determine before you get to the site, but doing a dry run is an invaluable opportunity for troubleshooting, and improvement.

#### **Advice helps**

Do research and consult those with experience – you avoid reinventing the wheel and resolve a lot of problems this way.

26 February 2020



### **Keep it simple**

Design your art so it is easy to construct onsite. Try to eliminate needless complication from fasteners, rigging etc.

### **How will you clean/ pack it up?**

Think about everything you might need to transport and how easy it will be to move. Do you need special equipment or supplies?

### **Architectural/Engineering Approvals**

Depending on the size and elements of your camp, we may ask you to obtain approvals from licenced architects, engineers or electricians.

## **2.2 Before you head to site**

### **Organise your crew**

Make sure everyone has everyone else's contact details, understands their roles on the project, and knows when everyone plans to arrive on site.

### **Make a packing list**

Detail all the bits and pieces that you will need in order to realise your project onsite. Then check everything off of your list methodically as you pack to make sure you didn't miss anything.

### **Tools**

Make sure you include all of the tools that you will need onsite to build your project: hammers, tape, rope, buckets, drills, saws. Think the whole process through step-by-step.

### **Backup supplies**

Construction often doesn't go as planned, and frequently there can be damage or other problems that occur to the project on site. Do you have backup supplies/contingency plans to make sure you can repair things that might go wrong?

26 February 2020



### **Power**

Do you have the solar panels, batteries, power points, extension cords and lights that you need? Think about your power needs all the way from the source to the endpoint to make sure you're not missing anything. Also, make sure you have what you need to secure and protect your electrical equipment

### **Transportation**

Can your Honda Civic really tow that huge trailer? Make sure you accurately assess what you need to transport and if you have vehicles that are really up to the task. If not, arrange transport ahead of time rather than waiting to the last minute to find the transport you need.

### **Build ahead**

Any work or pre-building you can do ahead of time is a huge help and timesaver. Try and get as much done as possible before you have to build your project onsite.

### **Make it easy on yourself**

Once you get out there, you will have to remember how everything goes together. You'll be a much happier camper if you prepare your materials ahead of time so they are easy to use when in the paddock. Some ideas include: label boxes so you know what's inside them, label pieces that go together and label your tools and equipment (power cords all look remarkably /similar after a week on the paddock!)

## **2.3 On Site**

### **Have a plan**

Things will go much more smoothly if you have created a building plan and schedule, as well as specifying who is in charge of what during the construction process. You get bonus points for waterproofing, making multiple copies, and posting information prominently where your crew can find it easily.

### **Work with the conditions**

It can be rainy, windy, muddy etc. Make the most of the good weather conditions when they are around to make progress. It can be hard to predict when they will change.

Don't assume you'll be able to find more community crew onsite. Sure, sometimes this happens, but you don't want to rely on it to complete your project. And, besides, trying to find people to help takes time and effort away from making/having fun.

26 February 2020



**Make it fun**

Seriously. The best way to combat stress and distraction is to make working on the project exciting, interesting and enjoyable. Design this into the build process.