

## Washed up - Car-go !

Three cars, parked in separate places in the car park, all containing a beach inside.

Each car would contain a segment of beach from the Humber and Holderness peninsula. Specifically, I want to recreate the hide-tide mark: the line of debris on the seashore where objects from the sea wash up. On a real beach random pieces of plastic like disposable lighters and plastic bottles are commonly found in amongst seashells and seaweed. This environmental pollution is not only evidence of what's in the sea but also a reflection of our decadent disposable culture of mass consumption. Each of the adapted cars in The Deep will display a section of this polluted tide line.

The beach inside each car is laid on top of a wooden structure built up to the point just below the line of the bottom of the window. This will be a self supporting structure that can be removed after project. The sand can be also be removed and hoovered up and then the cars hopefully be sold on.







As part of this polluted beach there will be some plastic toys of marine life, directly from The Deep gift shop. As with any tourist destination, The Deep sells these products, no doubt in response to the market-led question of funding to subsidise the environmental work. *Washed Up Car-go!* aims to express the challenge an institution dedicated to conservation faces when having to present itself behind a sea of plastic ephemera shipped all the way from China. It's this kind of paradox that contemporary culture places us in that I find interesting. With this work I want to amplify this sense of paradox by creating a series of beaches inside the cars that include these plastic animals in amongst the flotsam and jet sum.





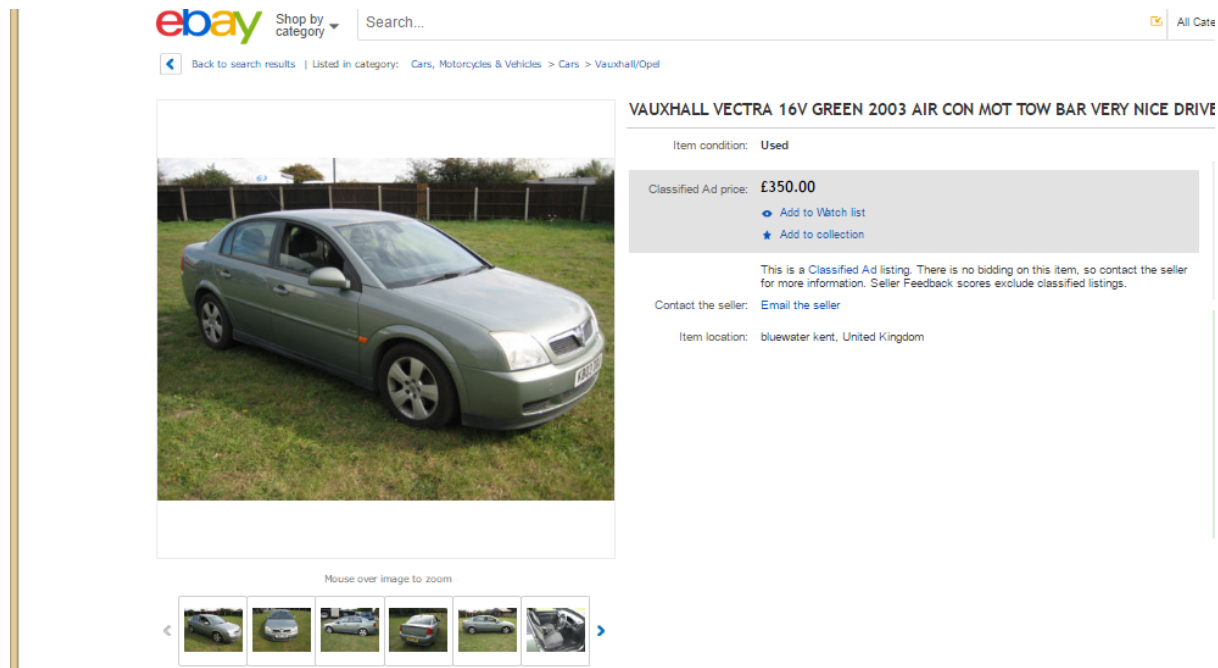





I have worked with a lot of toys in the past, including during one residency in the Antarctic. A reoccurring theme in my work is to play with the notion of real and unreal. When I went to Antarctica I took Antarctic-related toys with me - plastic penguins, whales, husky-sledges, action figures etc. In a sense they were 'pretend' Antarctic objects. Due to its isolation and subsequent sense of wonder this imbues, the Antarctic has a way of authenticating the most banal of objects, simply because these objects have been there. My favourite example of this is the British Antarctic Survey's standard issue long-johns that sometimes find their way onto Ebay. They are often sold as 'genuine Antarctic' long-johns - suddenly they are a revered object, 'the real thing'. In a similar way my toys having made the 'magical' journey to the Antarctic and come back as 'real' pretend Antarctic objects.



Also contained within each beach-car will be a short film. The film is projected via periscope mirror method so that it appears to be coming out of a small replica toy car positioned on the pretend beach inside the the real car. Each of the real cars that we purchase will be be one that has a toy version of it existing.



The screenshot shows an eBay listing for a Vauxhall Vectra 16V Green 2003. The main image shows a green sedan parked on a grassy area. The listing details include: Item condition: Used; Classified Ad price: £350.00; Action buttons: Add to Watch list, Add to collection; Description: This is a Classified Ad listing. There is no bidding on this item, so contact the seller for more information. Seller Feedback scores exclude classified listings.; Contact the seller: Email the seller; Item location: bluewater kent, United Kingdom.

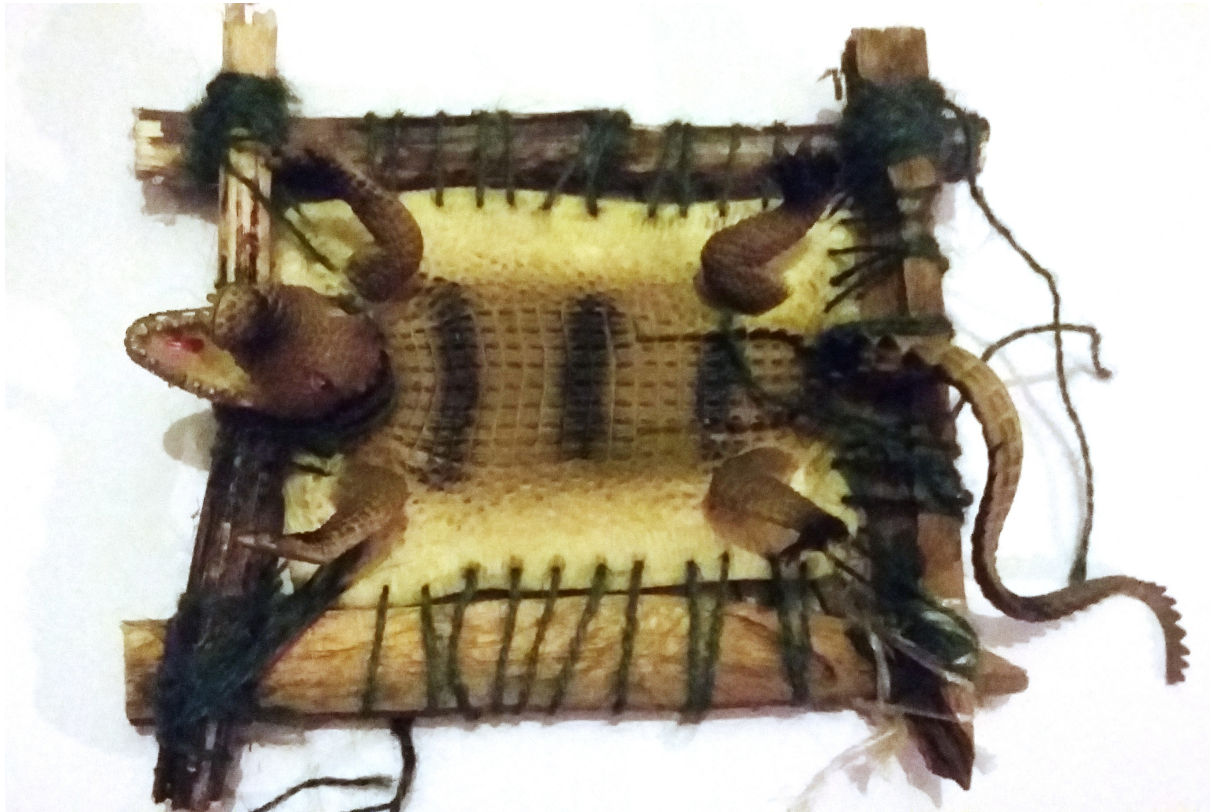


The screenshot shows a product listing for a Vauxhall Vectra 1:76 Diecast Model Car. The main image shows a small green diecast car. The listing details include: Title: VAUXHALL VECTRA | 1:76 Diecast Model Car; Source: from Model-Car-World; Description: Not suitable for children under 14 Years 1/76 Scale Diecast Metal Model - Medium or Vintage Van; Price: £5.49; Shipping: +£3.99 shipping; Seller: Model-Car-World; Action button: Shop.

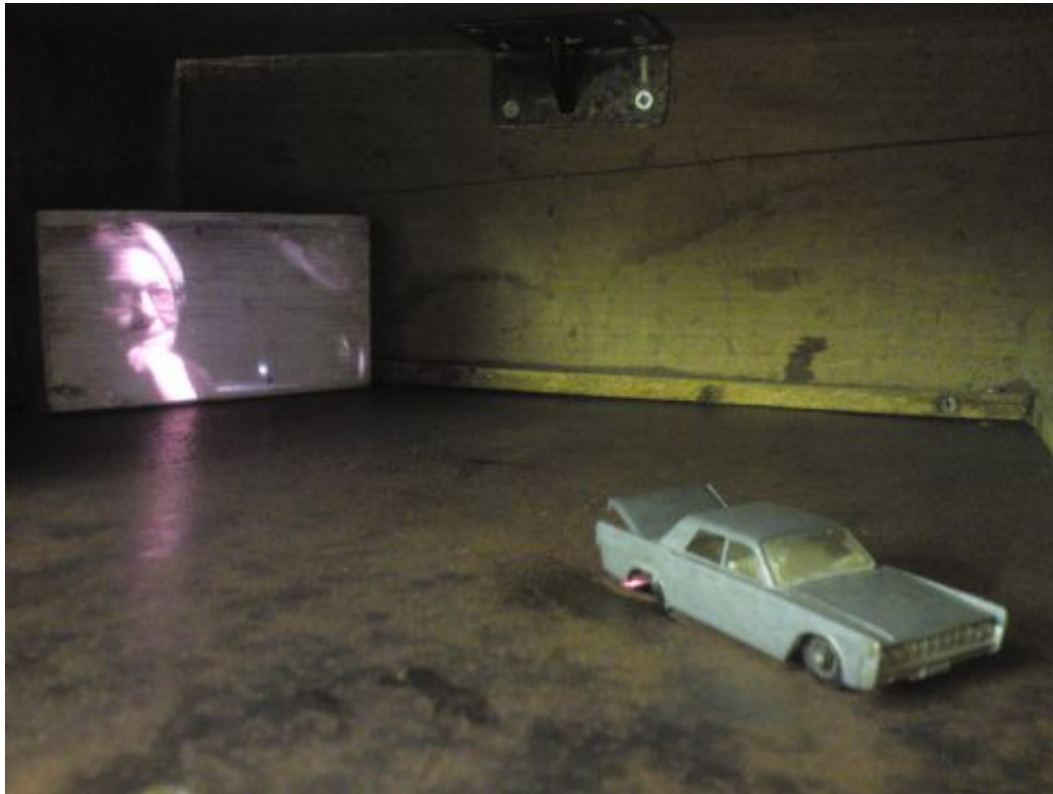
Each film, accompanied by music, is a simple narrative of the objects arriving on the beach. However, the films play with the ambiguity of real and fake and parody the world we live in.

There is an example of film [here](#), although I plan to refilm this simple sequence using Hull and Humber as the recognisable setting. The music, *Das Himmlischen Leben* (This heavenly Life) would be heard outside the car. The screen that the film is projected onto would be made from the body of a plastic sea creature. For example I've found this [Killer whale toy](#) in the Deep gift shop that should stretch into a suitable size screen. This act of cutting and stretching is a visceral suggestion of exploitation, presented in a cruelly funny, childlike way.





First screen example made from stretched toy crocodile skin.



For *Washed Up – Car-go!* each film in each car will be different. Current ideas for these films include a raft made from plastic animals, with a toy car on it. I want to use the front wheel of the real car as a kind of winch to pull it ashore. I aim to have all of the real cars feature in the films in some way - if only in the background briefly. The cars are deliberately ubiquitous ones of a certain age that we can buy cheaply but as they appear in the film they also take on significance. For this reason I will be finding cars with an MOT that can be driven around. I think this will also make storing and transporting them to Hull a lot more practical.

Although the stretch-screen is a new method, I have used similar film-presentation techniques in a previous work called '[Vanishing Point](#)'. In the image above the film is being projected from the boot of the toy car.

### **Artsadmin**

Artsadmin will produce *Washed Up – Car-go!* as they have done with my last large scale works *All Roads Lead to Rome* and *Antarctica*.

Artsadmin enables artists to create without boundaries, producing bold, interdisciplinary work to share with local, national and international audiences. The advisory service supports artists at every stage of their development with free advice and opportunities. At Toynbee Studios, Artsadmin has established a centre for the creation, rehearsal and presentation of new work.

[artsadmin.co.uk](http://artsadmin.co.uk)

[cdobo.com](http://cdobo.com)