

SEAcrets



a W.A.V.E. project
Water Associated Vital Experience

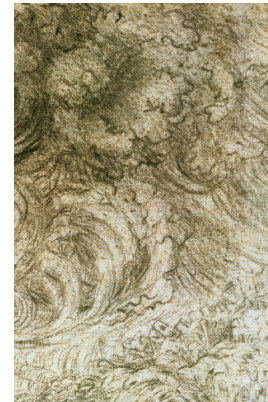
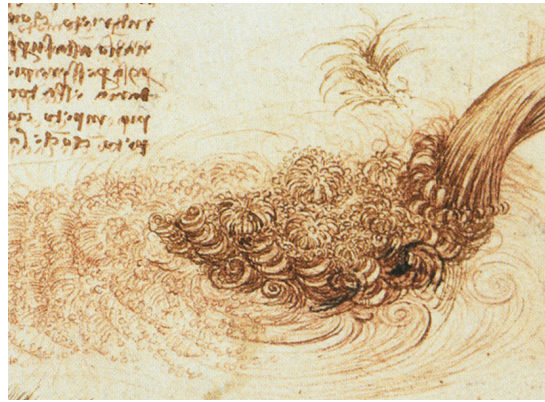
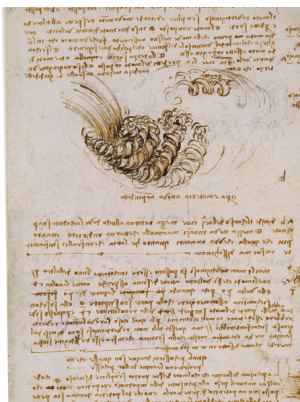
TRAVELLING EXHIBITION, EVENTS AND CROSS MEDIA



"... as if the world breathed."

"As man has in him a pool of blood in which the lungs rise and fall in breathing, so the body of the Earth has its ocean tide which likewise rises and falls every six hours, as if the world breathed."

Leonardo da Vinci
Codex Madrid II, folio 35 recto, 1504



SETTING THE COURSE

One of the most important factors in European history and development shared by all of Europe is our maritime heritage. Internal transportation, trade, defence and war operations - harbours as well as overseas relations have had a central position for centuries.



W.A.V.E. is the framework for a new European museum and media network based on a common maritime cultural history exploring and sharing our values, norms and cultural heritage. Original description enclosed.

SEAcrets is an unconventional new way to understand an essential European dimension and the first project in a series.

Our first plans were to have the network partners each produce an exhibition and then rotate them. Meetings and exchanges have led to a more practical and operational approach.

We intend to start out with a joint pioneer project combining the arts and maritime cultural history establishing procedures and a solid base for cooperation.

We aim to participate in the Creative Europe Programme and have chosen a category “small project” because it is manageable with three to five partners and enables us to get started and prepare for a category “large project” on more solid ground.



SECTION I

INTO THE WILD BLUE - SETTING SAILS



Unity through difference, different experiences in a common environment.

A short introduction about the sea, the rivers and the lakes and their importance to the development of Europe. If the sea with Leonardo's metaphor is the lungs of the Earth then the rivers are the veins and the harbours the heart.

Elements of the maritime narrative combining the known and the strange new worlds.

Early rock carvings, petroglyphs, ship models and artworks

- Artefacts and exhibit matrixes creating a strong maritime atmosphere
- Timber frames and metal casings like ship hulls
- Sea charts - European and worldwide
- Ordinary and foreign goods
- Exotic souvenirs brought home by the sailors



SECTION II SALTY DOGS, SHIPS and SHAPERS

Based on the story of three generations' interpretations of the sea, the ships and the people combined with selected artefacts as a Danish example of the proud marine tradition anchored in Marstal and Ærø. A cultural historical and art matrix that can inspire and be copied in other versions by other European countries – same sea, different stories, different expressions.

One of Denmark's best artists and marine painters, J. E. C. Rasmussen, comes from the island Ærø (Aeroe), Ærøskøbing and Marstal. Born 1841 and died in 1893 on his way back from Greenland. He fell over board while painting.

In words, sketches and a variety of oil paintings he has portrayed the intimate atmosphere on the island, the dramatic life on the high seas and exotic living in far away places, in particular Greenland, where many of his most spectacular works were made.

Rasmussen's great-grandson Hans Oldau Krull and his son Carl Struzik Krull have, as artists, both in their different ways continued CR's unique work in the same spirit.

Through adaptations, arrangements and interpretations of old and new maritime themes and stories of everyday life, dramas and events we present an artistic tradition and its roots spanning two centuries.



The works of Rasmussen-Krull will be the art basis supplemented with past and present artwork from participating partners showing the similarities and differences in a common environment.

The creative process and interpretations will be a working event and filmed for the travelling version. Workshops with local artists will be part of the exhibition and add a digital dimension to the cross media concept.





SECTION III

WHALING, WRECKS, WARS & WILD WAVES

This flexible matrix allows us to add maritime perspectives and narratives relevant to the different partner locations, e.g. whaling, diving history, historic wrecks and dramatic events. The themes of this section will also function as a kind of set up, an index, for the follow up exhibitions.

A “compass” room with 360 degrees of exiting examples told and shown in a short format with objects, maps, videos and stills.

1. THE EXPLORERS

From the Vikings, Vitus Bering, Columbus, Vespucci to Knud Rasmussen and Thor Heyerdal...

2. THE WHALERS

From Greenland to Namibia. From Scandinavia to Alaska and Japan.

3. THE TRADING ROUTES

Cargoes and needs that shaped the world. Exotic plants, slaves, minerals. Harbours and shipyards.

4. THE THREATS

Wars and pirates. From European conflicts to Caribbean freebooters, royal privateers and Somalian kidnappers.

5. THE WRECKS

Treasures and everyday commodities in the hold. Diving expeditions and strange stories like S/S Gitano of Hull, German Uboats like U534 and U2359.



SECTION IV DECK AND GALLEY

Special events, films, seminars, talks, games, workshops and maritime culinary specialties.

It is important to have activities involving all senses of the audiences.

This is also an opportunity to highlight and develop local strengths and perspectives.

Model ship building.

Maritime crafts.

Demonstrating diving gear.

Cooking and tasting.

Demonstrating navigational instruments from ancient sextant to modern GPS.

Arctic survival.

Rescue techniques.

... +++

We value and emphasize the interaction between traditional museum forms and the many new digital SmartCulture options focusing on audience involvement and innovative ways of communicating important aspects of art and culture in a historical and present perspective.



ALL HANDS!

On behalf of the project group
Stig Thornsohn