
The things I think... On Making the Museum and Art Carts

*in*the**making**

Patrick Hall

About the artworks

Title: 'Hollow Vessels'
(The Museum Cart)

Date: 2012

Dimensions: 131 x 80.4 x 95.5cm

Materials: Wood, metal, glass,
found objects.

Title: 'A Place to Go'
(The Art Cart)

Date: 2012

Dimensions: 130 x 70.5 x 93.5 cm

Materials: Wood, metal, glass,
art materials.



Both carts were commissioned by the Tasmanian Museum and Art Gallery (TMAG) and are objects of intrigue and inspiration. They can be used by children and adults alike, although each has a specific educational function.

'Hollow Vessels' lives in the Central Gallery at TMAG but can be 'parked' in different exhibition locations depending on interpreter use. It may be used by visitors freely or by TMAG personnel to enrich programming. The glass jars were filled by museum staff over a period of months and their contents continue to be changed over time.

'A Place to Go' lives at TMAG but is not permanently on display. It is brought out to offer visitors an opportunity to draw to enhance their museum experience. It can be 'parked' in a location, set-up and left for visitors to use with only a low level of supervision. Alternatively it can be the centre point of a more structured drawing-based program led by TMAG personnel.

About the artist

Patrick's practice spans furniture making, graphic design, public art and sculpture. He uses a range of methods including cabinet-making, printmaking, etching and he often includes the written word in his work. Usually interactive in design, his works incorporate many different materials such as aluminium, wood, glass, acrylic and found objects. His works often incorporate text and are renowned for their unique blend of design and sculpture, and poetic and functional elements. Patrick's works have been exhibited and collected widely and are owned by both private collectors and public institutions in Australia and overseas.

Patrick: *"I'm a thing guy, I like things...it's the things that make this sort of ethereal thought happen. You know you have to actually physically interact with a pencil or a paintbrush to make those thoughts concrete... when a thought is nailed to paper it becomes something that's shared, something that's magic..."*

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Student response

1. Inspiration and key ideas – making connections

In 'Hollow Vessels', the clear glass jar is a key object that Pat uses to convey his ideas about museums.

- How does the glass jar relate to Pat's ideas about collection and the 'eclectic nature of the museum'?
- What is a key object or image in your artwork? How does it relate to the ideas you want to convey?

2. Development – processing ideas and concepts

Pat says 'making art is a way of processing your own experience, it's like making a map of where you are, showing people what you've done, trying to work out where you are in the world by making marks, expressing yourself through things...'

- How does Pat build the concept of the map into his design for 'A Place to Go'?
- How is map-making a useful concept for thinking about your own process of making art? What other concept could you use?

3. Research – historical and contemporary influences

Pat says the 'wunderkammer' or cabinet of curiosities is an historical influence in making 'Hollow Vessels'.

- In what ways does Pat's design for 'Hollow Vessels' relate to the wunderkammer?
- What is a key historical or contemporary influence in your own work? (This could be another artist!) How does it inform your work?

4. Making – experimenting, testing and problem-solving

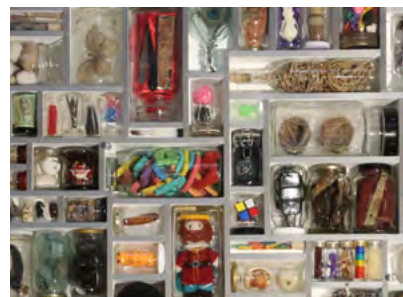
'Hollow Vessels' undergoes many changes from Pat's initial drawings in the studio to the completed cart in the museum.

- What are some of the changes Pat talks about? What influences these changes?
- What are some of the changes you have made in your work? Why have you made them and what has influenced them?

5. Refining your work – exhibiting and reflecting

Pat says his carts are about telling stories. He uses 'things' to connect with people and for them to interact with those stories.

- What are the main elements you want your viewer to connect with in your work?
- What feeling or 'story' do you hope your work will convey?



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