



Art: *Tree Hugger*

Site: Woodland edge

Place: Tyler Arboretum

Location: Media, PA

Artist: Re:Vision Architects

This single entry in a group show of ten tree houses seems to connect on so many levels and go beyond what was required of it. Being mostly about captured space, it was built in a gestural, not overbearing, way. It has simplicity of form, line and texture – the triangular motif, the use of found wood, the structural elements being dead trees rather than living ones, the balance between open and closed space, the use of suggestion so that not every part or detail is delineated, and the lovely transition from outside to inside through a ceremonial keyhole doorway. The height of the structure, too, is a nice one, about six feet above the ground – not the highest nor the lowest of the ten entries – but just enough to get a sense of elevation, without it being so literal. Its setting is at the woodland edge, the transitional point between nature and altered environment, as opposed to being in the woods. That choice also enhances the inside/outside differential. The dead trees were there but their use and their integration into the work make the whole seem inevitable and inseparable rather than temporary. The fact that it has resonances to scout camps, lean-tos, Native American teepees and Japanese shrines only adds to its depth. Too bad the show had to end for this smartly designed, well-sited work.



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Impact:

- Context/contrast
- Design
- Site specific
- Spatially delineated
- Found materials
- Minimal

Art-to-Site Rating: High

View Date: August 2009



Sculpturehead

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