

BECKY BORLAN

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Play is at the core of my work as a sculptor, painter, and installation artist. My sculptures are composed of repeated geometric elements in saturated colors that invite viewers to connect with (and perhaps get lost in) their own play-state of mind, and recognize the everyday magic in the present moment. As a Baltimore resident, I'd love to bring this approach to the artwork for the Baybrook community.

Recent projects like Baltimore's Design for Distancing initiative allowed me to be part of a multi-disciplinary team with Gensler architects where we focused on way-finding, outdoor dining amenities, and creating a cohesive neighborhood identity. I'm also nearing completion on a playground sculpture for the City of Asheville which has expanded my knowledge of playscape safety guidelines and durable materials for outdoor artwork. The Hanover Street design competition seems like an ideal opportunity to utilize the experience I've acquired through my 10+ years as a public artist.

My first solo art show was built on community involvement. For 8 weeks I maintained public gallery hours at the Anacostia Arts Center, creating an immersive installation inspired by my bike rides along the Anacostia River. I invited gallery visitors to participate by reflecting on their notions of home and teaching them how to fold origami houses that became a part of the installation.

The show at the Anacostia Arts Center led to a deeper understanding of how community engagement can guide and shape a project, creating excitement and a sense of ownership. For subsequent public art projects, I've led formal workshops, artist talks, and listening sessions with community, but I really like the idea of creating a more casual artist/public interaction. I think that this project lends itself well to that idea. I envision pop up workshops or mini artist residencies in different areas of the community with open-ended prompts that inspire creativity or reflection in a low-pressure setting.

Using a design process that is iterative and collaborative, I balance ambitious aesthetic goals with an eye for project feasibility, to create work that is iconic and fun. A highlight in the design process is learning more about a place and site, and then abstracting that information into my own visual language. I see my artworks as playful interventions that interrupt routine and invite the viewer to bask in the brilliance of vivid color, marvel at the dance of shadows, and fully embrace the present moment. It would be an honor to expand on that vision and create a memorable, lasting piece of art for the residents of Baybrook and the surrounding communities. Many thanks for your time and consideration.