

Flowerz for Z

Installation

Monbijou Park 1 Berlin 2002

Concept: Dovrat Meron

Sound engineering: josh Martin

Technique and set building: Daniel Richter

I have created unrealistic vision and a mysterious atmosphere.
I wanted to activate the public to tempt them to take the role of a detective.

Skeleton lies on a hospital bed connected to breathe machine and its chest rotate up and down which indicates the state of life,
Sound of composed soundtrack of various sounds that could have derived from the memories of a man of woman, car crash, the music of cartoons and computers games, smashing glass, laughter ...

Table with beautiful vase with fresh flowers is next to the bed,
The flowers functions as a maze and add an element of mystery.
The flower increases the tension between past and present and emphasise a different perception of time.

Concept

Memories from the past as foundations for the next moment and therefore function in Present.

The skeleton is in a permanent "in between" situation clinging to a past revived and revalidate memories in the present.

Body size skeleton on a large, white hospital bed as a patient kept alive artificially.

An inhalation machine attached to the skeleton, small motor hidden under the part of the ribs which is covered with a white sheet move the part of the chest ribs up and down constantly. Monitor shows artificial signs of heart beats, react to the sounds waves

Chair and Vase with flowers are situated next to the bed. The shadows of a spinning ceiling fan falls on the skeleton.

The rotation of the chest ribs creates a bizarre sight of living skeleton

The skeleton as an object deprived of identification (sex, religion or nationality) can stand for Different elements in our lives from concrete to abstract, dreams, pictures, sounds, lovers, friends members of the family, habits, smells, books, ideologies, places memories etc... an idea that is no longer Exist but is constantly revived and kept alive in an artificial way.

Sound

The constant beeping sound of the monitor interrupted by car crash, computer games nature and other engineered synthetic sounds and the inhale – exhale sound of the inhalator together with the movement of the chest.

Both emphasise the extreme surrealist and absurd vision.