

**Brent Baggett**  
*Encounter*

**Location:** Great Hills Park

**District:** 10

**Duration:** August 7- December 12, 2016

**Materials:** stainless steel, wood, aluminum, enamel paint.

**Description:** cube puzzle with a maze patterns on six sides with movable, colorful shapes, like ducks, bugs and bicycle, that viewers can move through the mazes by pushing the shapes around the pathways. Each maze panel will have two different shaped objects. Twelve total shapes reflect common objects seen at the Great Hills Park site. The design allows up to 12 visitors to interact with the sculpture simultaneously.

**Concept:** Located at a trailhead, the metaphors I hope to communicate are discovery and exploration: The alien craft discovered and is exploring earth, art viewers discover and explore how to solve the mazes, animal and human shapes, in the sculpture, appear to be discovering each other as they traverse the same pathways. As viewers interact with the sculpture they will have their own “encounter” with other viewers.

**Programming:** Participating in the Great Hills Park Halloween carnival.

