

Dwellers

Paying respect to all sorts of living non-human creatures that live in the surrounding forests of the Grand-Métis Park (and beyond) **Dwellers** formalizes these creatures into the series of functional occupiable installations. Familiar yet peculiar, each installation has a different form and color. Scattered around different parts of the park, they are “hiding” to be discovered. Once found the installations invite visitors to come closer and engage with them. Visitors can interact with the **Dwellers** however they like. You can sit on them, you can lay on them, you can climb on them, or if you want you can pet them or even hug them. **Dwellers** are friendly architectural installations that offer a space to rest on and reflect with the surrounding landscape of the park.

As often architecture is seen as something static and lifeless, **Dwellers** installation plays with that idea by staging interaction between humans and non-humans in hope to expand our solidarity and respect towards other species.

As a friendly “inhabitant” of the park **Dwellers** are trying to “blend in” by also offering a shelter to surrounding birds. At the highest point of the structures there are incorporated bird feeders for the local birds.

Because each installation is its own structure there is a flexibility in how many can be build: a) all fours installation b) just three installations c) or more than four installations can be commissioned and designed!

Vegetation/Location

Dwellers installations will be scattered around various locations of the park to encourage discovery. By being respectful to the existing conditions of the park the installations are intended to disrupt existing landscape as little as possible.

Construction

Each installation is constructed with a base wood structure that is covered with blend-ply cladding. The blend-ply cladding is then covered with textured stucco and painted over with different colors.





