

proyecto / project

*spiritlevel*

de / by > **calc**

tiempo / time > **2002**

campo / field > **art, communication**

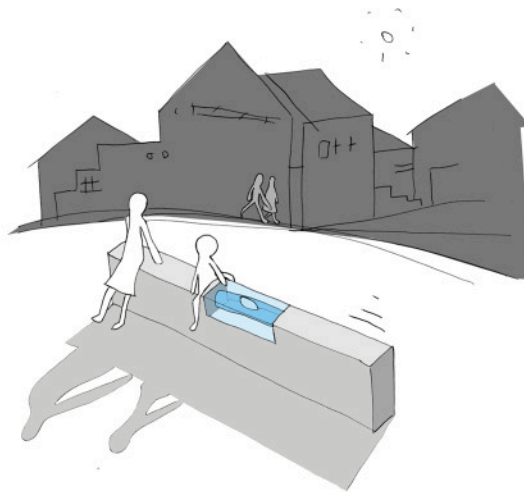
dirección / address > **Neuchatel, EXPO Suiza**



vista / glance

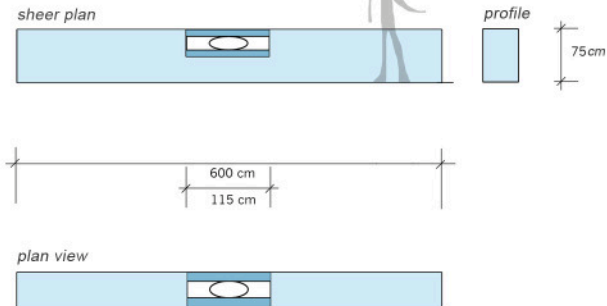


workshop, producing the spirit level



sketch of spirit levels dimensions

three interleaved aluminium bodies,  
in the middle the pexiglass water level  
and the micros, as the speaker serves  
the body as a whole



the object - sound-play-sculpture

resumen / brief description >

*spiritlevel* rised from an invitation to join a contest related to the *swiss Expo02*. with this project (as some others) we won and could realize a kind of playground-sculpture which was travelling through Switzerland during *Expos* presence in 20002. the idea was to build an overdimensional spiritlevel as a seesaw-swing which amplifies the sound of its swashing center-liquid and -bubble to the public space. this way (the work was a conceptual part of *Expos pavillon of the water..*) we wanted to talk about water, balance and how little it needs to disturb this balance.

en colaboración con / in collaboration with > *Curt Scheiderbauer (concept), Mark Bain (sound advices), Mario Zanderneil (production of the body), Richard Steiner (assistent)*