

I propose an exhibition of a tarot deck wherein each card is represented in an untraditional way. Rather than a 2D card, the meaning and symbolism will come from different objects, and specifically how someone interacts with them. The emphasis of the exhibit will be exploring ways of understanding the cards by gaining a deeper understanding of how we interact with everything around us. In a sense, visitors will become a part of the cards, since their participation—or understanding of how they would participate with the pieces—will be relevant to the actual creation of meaning. This will mean bringing in multiple senses, and prioritizing more intimate arts and objects.

Our understanding of life generally requires more than just one sense. We see, touch, taste, hear, and smell, allowing us to fully experience and be one with the world around us. The traditional 2D tarot cards are very effective at displaying their archetypes, but given the relation between archetypes and the intimacy of the thoughts, feelings and experiences they invoke, I believe this kind of exhibit could give visitors a uniquely deep insight as to how the cards relate to their own lives. Additionally, incorporating more practical, everyday types of art in the exhibit, such as textile arts and pottery would enforce the personal nature of the cards.

The intended audience is anyone with interest in tarot or untraditional art. Exhibit visitors need not know much about tarot or art, as the card's meaning, artistic interpretation and a picture of the Smith-Rider-Waite version of the card will be included on the artwork label. To an extent, art speaks for itself, but having context can allow a greater understanding which can make a more enjoyable experience for many people. When people visit the exhibit, they all should have access to that context. The variety of senses and kinds of art used in this exhibit would also open up access to more people. Aside from the number of people who have partially or fully lost a sense, many people simply

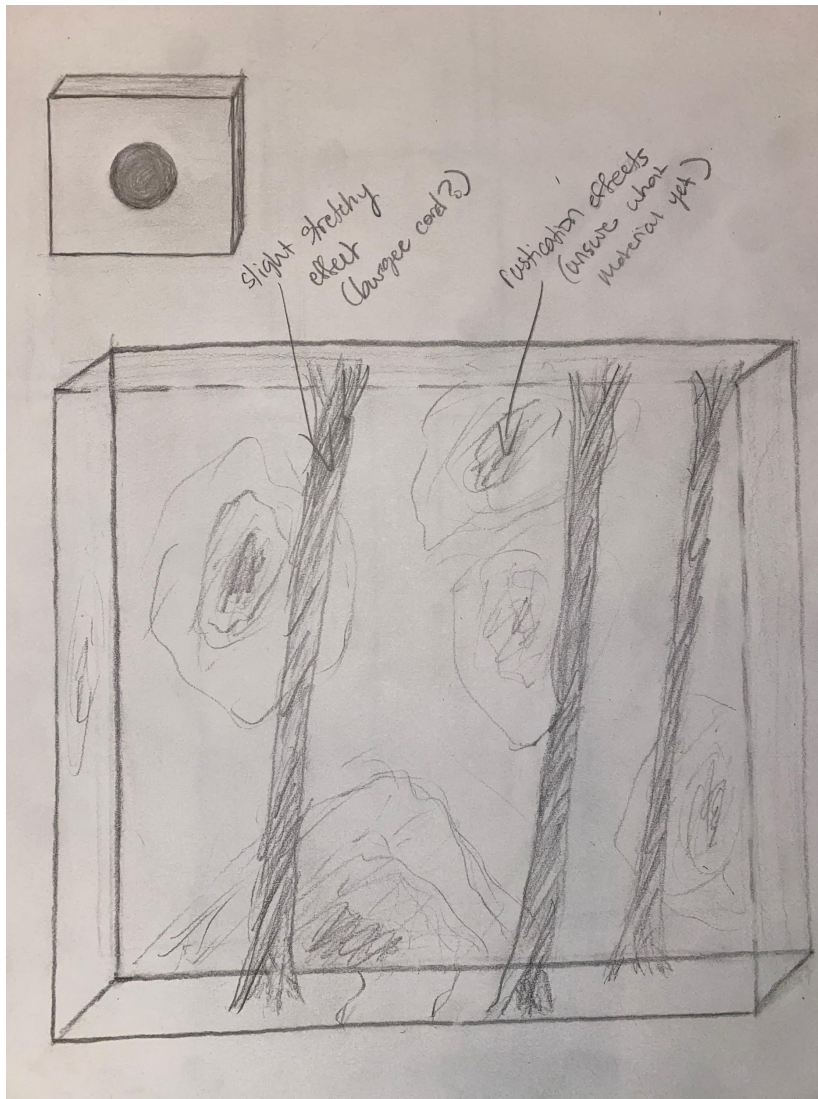
connect to and comprehend some senses more than others. Those who don't often connect with strictly visual art will therefore still be able to enjoy this exhibit.

There have been plenty of tarot decks published, as well as many exhibits on the tarot. Some of these exhibits include a variety of art mediums, but very few use 3D art. Furthermore, the specific range of artistic mediums in this exhibit is not something I was able to find in any of them. The concept behind this exhibit is also a unique perspective on tarot, as far as I can tell. Bringing this exhibit to life, then, would open up a whole lens for many people to view the tarot through.

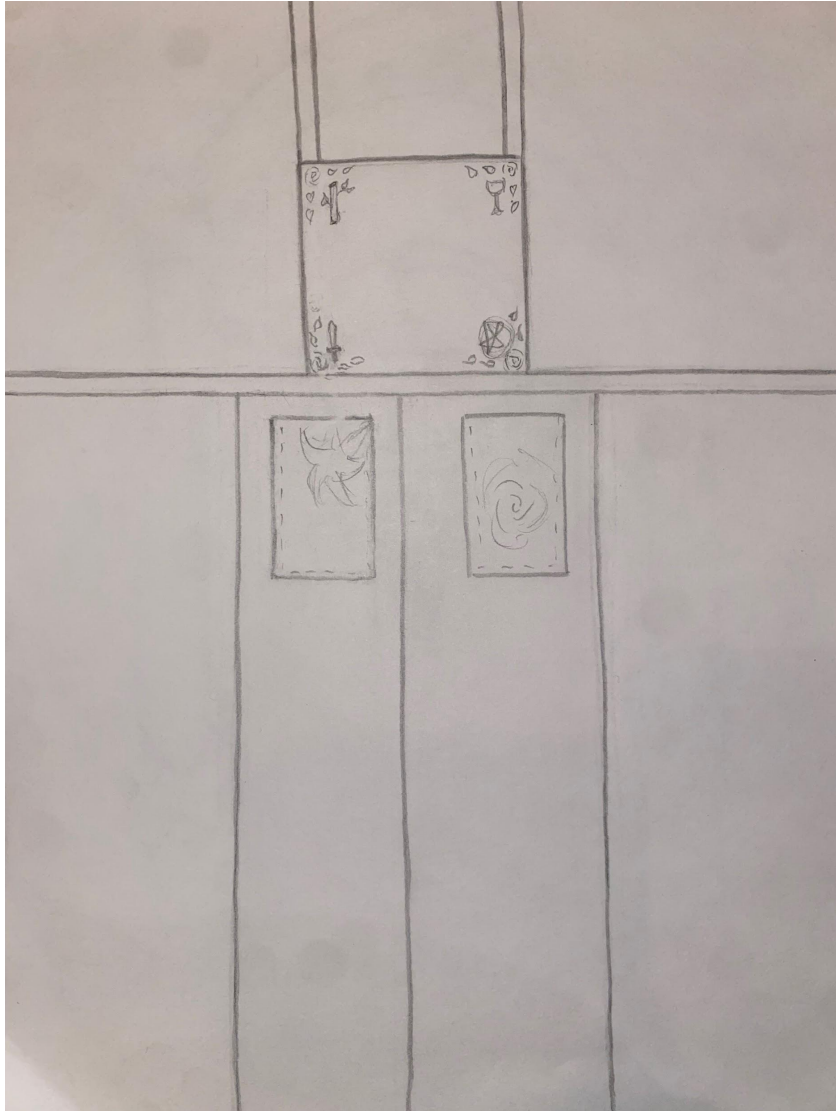
The exhibition would include all of the cards, but here are some of the more developed examples:

**The Fool**— A sensory box. This is essentially a box that the visitor would stick their hand into and the art would be purely textural. I chose this for the fool because reaching your hand inside and experiencing art in this way are somewhat adventurous and new. Furthermore, as the first card and piece, it would help recalibrate your senses and ideas of art for the rest of the exhibit. This is something I have very little familiarity with, so I had to think about how to get the impact I wanted from just texture. I wanted to emphasize the feeling of adventure, so in some way I wanted to add "layers". I decided to do this by having some sort of string connect the top and bottom, essentially creating obstacles for a hand to go around, without making it difficult to actually feel around. I also wanted to add some sort of ceramic pieces or something that could have a gentle rustication effect to them. I think this would give the feeling of crevasses and caves in nature, something to explore. There would be paths/lines of carved wood along the sides to sort of guide the visitor (feeler?) with smooth texture and flowy carvings. The rest would be primarily textile work. Small pieces of crochet, braids, lace, etc. to

create an interesting texture that is still somewhat comforting.



**The Magician**— An apron, which would connect to the ideas of creativity and creation. It would be yellow with primarily red accents to match the Smith-Rider Waite color palette. In order to also show the unlimited nature of creativity, it would be suited to multiple acts of creation including cooking and pottery. This means the lower half will be made of two pieces of fabric to allow movement, pockets will be higher up to allow easy reach, etc.. It would rest, preferably upon a chair carved with an infinity sign, with its ties draped up and dragging down to mimic the pose of the magician on the card.



**The Hermit**— Either some sort of lantern or a mirror mosaic

**Death**— For this one there are so many ideas. One is to bring in nature and have the plants represent change. Maybe plant pots. Or terrariums. Another is to have a teapot and teacups. Maybe this could bring in taste and people could brew tea that I made. Another thought is to bring in some sort of chemical reactions that visitors can trigger. I currently am unsure how to do that, though.

**The World**— The door used to exit the exhibit. Wood used will be laurel wood to reference the original card.



**The Aces**— Four songs, one for each suit, would describe these aces and relate them to the exhibit/other cards. They would each be probably 4-5 minutes. They would, in a sense, narrate the exhibit and experience for the visitors.

**Three of Cups**— A platter. Perhaps it would be displayed with some sort of food or refreshment for people to take too. The platter would have leaf shaped carvings around the rim which would be filled with green and blue glaze. The way I would do that would create an effect like the second picture, except in different colors. The center would have paintings of oranges with leaves, or some other fruit.

