

## Shadow Installation

**Environment:** Shady character with suitcase, basket of hats, assorted visual and tactile props. Light and screen. Circle spots on floor, umbrellas, projectors creating huge shadows in big space, streamers to enhance movement and chimes. Moonhoops, flashing lights and torches. Small light/shadow boxes. Giant shadow box.



**Shady Meet** character, see the shadows on screen/walls. Choose a hat and explore variety of props, feeling textures and shapes and making strange shadows around you.



**Spots** Find spotlights and make shadows with hands, feet, bodies, use umbrellas to create spinning shadows as lights brighten and giants appear on walls all around you. Add streamers to enhance movement and see the ribbons curling and spinning as you move through space and shadows follow and cross and change

**Moonhoops** Introduce moonhoops with small flashing lights. Make shadows above/below, play in pairs, trios, see each other's fingers moving as lights move.

**Boxes** See lights inside small boxes, put hands inside and watch shadows move - play boxes, tapping and building rhythms.

**Big box** Climb inside and watch the lights dart and move around you, catch them if you can. See your own shadow on box side, move up and down and round. Follow the light boxes home.



**Evaluation:** Position of light source is crucial for creating clear shadows. It was difficult within confines of low end to make good shadows on screen. So screen removed and used wall shadows. Freedom of large space and giant shadows were greatly enjoyed with streamers encouraging movement and drawing attention to shadows. Umbrella shadows worked well in spotlights - many clients loved the spinning motion. Focused work on moonhoops and with small boxes encouraged good 1-1 interactions. Several clients particularly enjoyed being inside big box - safe place, visually arresting.

