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## Walking Sequence

### Project Description

A healthy city has to create an environment for its citizens in which they can walk and I believe that Boise is an excellent example of that. Boise River Greenbelt , trails in the foothills, and vibrant downtown are all places where I enjoy to walk. My most cherished memories in the city of Boise are related to walking. Walking allows me to appreciate my surrounding and reflect upon it. Therefore, this work is a reflection upon walking and it is specifically created for the entrance to the City Hall. The idea behind this work is to welcome the citizens as they enter the building reflecting the rhythm of their movement. This rhythm is created through series of overlapping figures.

The work is clearly related to the City of Boise because of the map which transparently covers the figures. Metaphorically this work is meant to reflect upon the idea of community as a continuum, a sequence of diverse elements that vary one from another, a range of colors that fit together into a color wheel. Upon more detailed inspection the viewer will realize that figures change in their body shapes and their facial characteristics. As I was working on the figures I wanted them to be generic enough, so it would give a possibility for everybody to see their reflection in them. As well, I wanted them to be different enough in order to carry the concept of diverse individuals which make up our community.

When I was working on this proposal I have realized that it covers a large space, 29 feet in width and almost 8 ½ feet in height. I knew that the project will be seen from close up because it is very hard for the viewer to step far enough to take everything at once. Therefore, I was interested in calling attention upon the surface details which can engage the viewer every time they pass by. Each figure has different facial characteristics, and each one of them is shaded with hatched gestural lines. Gesture lines are important because they give a sense of movement to each one of the figures. The details are noticed once we zoom into the image, and therefore I am including numerous different detail images in this proposal. Furthermore, the map of Boise does the same thing. It creates a textural surface for the figures and also it asks the viewer to engage the work closer. I am including some images with the map and without a map so you can notice the difference. Furthermore, I have animated all the figures and I am sending you a video of the animation which could be used as a promotion for this project, however the video does not include the map which was added later.

The proposal that I am sending you is supposed to be the right wall taking us into the building. The colors are meant to change from warmer to cooler as we enter the building from outside. I hope that the image right now will be sufficient enough to give you a very good idea of my project as a whole. Changes which I foresee happening are related to more work on details of the map and the figures, and further experimentation with textures, and color.

At the end I would like to thank the committee for the opportunity that was given to me to work on this project. I would like to communicate that I am ready to listen to any advice and work with you on this project as closely as possible.

Sincerely,

Goran Fazil





## Title: Walking Sequence

This work is a depiction of an overlapping walking sequence. It reflects the idea of community as a sequence of elements that vary one from another, a range of overlapping colors that fit together into a cyclical progression of the color wheel.