

To the Chairperson and Members Of the Central Area Committee

9th March 2021

SCULPTURE DUBLIN

1. ABOUT SCULPTURE DUBLIN

Sculpture Dublin aims to raise awareness of the Dublin's sculptural heritage and to create a series of ambitious new sculptures in parks and public spaces city-wide. It is a Dublin City Council initiative developed by Parks and Landscape Services and the Arts Office and supported by the Hugh Lane Gallery. Permanent sculptures are being commissioned in Ballyfermot, Finglas, Raheny, Terenure and Smithfield Square Lower and a temporary artwork is being commissioned for the O'Connell Plinth at City Hall.

2. SMITHFIELD SQUARE LOWER COMMISSION

Smithfield Square Lower is a modestly-proportioned, pedestrian square located between the Red Line Luas tracks and Arran Quay. Through a two-stage commissioning process, artists were invited to propose a new permanent public artwork for Smithfield Square Lower. Artists could choose to reference Smithfield's long and varied history in their work or look to its contemporary contexts for inspiration. Full details of the commissioning process are included in the [Commission Brief](#).

The **Selection Panel** for Smithfield Square Lower included:

- Councillor Ray McAdam (Central Area public representative)
- Gráinne Foy (Smithfield local community representative / NWICN)
- Donncha Ó Dúlaing (representative of DCC Parks and Landscape Services)
- Margarita Cappock (representative of the City Arts Office)
- Paula Murphy (representative of Sculpture Dublin Steering Group)
- Logan Sisley (representative of the Hugh Lane Gallery)
- Mark Richards (external art expert)

Non-voting Chair: Ruairí Ó Cuív (DCC Public Art Officer)

The Selection Panel was convened on 9 October 2020 to assess Stage One submissions and it agreed to short-list proposals by the following artists: Alan Butler, Kevin Freeney, Vera Klute, Fergus Martin and Liliane Puthod. Following submission of Stage Two proposals, the panel was convened again on 2 December 2020 and it agreed to award the commission to **Alan Butler**.

Alan Butler has proposed a playful, engaging and slightly surreal work that takes the form of a well-known digital object, familiar across the globe. Transported from virtual reality directly into the physical world, the sculpture contains a patchwork of references and many layers of meaning – from a very Irish symbol of warmth and welcome, to a mathematical algorithm and digital tool that enables many contemporary creative industries.

'I'm absolutely delighted to be included in the Sculpture Dublin programme. The work that I am producing for Smithfield Square Lower aims to create a fun new landmark for Dublin. The process is exciting too, as it will involve fabricating an iconic digital object in the mode of traditional bronze sculpture. Its form was chosen as a symbol of human connection, while also lying historically at the intersection of mathematics, architecture, animation, film-making and visual art production.'

For more information about the artist and the commission: <https://www.sculpturedublin.ie/smithfield-square/>

3. PUBLIC ENGAGEMENT

All of the new commissions will benefit from local engagement programmes designed to raise awareness, provoke conversations about sculpture and involve people in discussing how public art can enhance their neighbourhood. Local engagement will take the form of online surveys, public meetings, artists' cafes and culture clubs, as well as opportunities to participate in the creation of some of the new commissions and get involved in local art projects through schools and community organisations. <https://www.sculpturedublin.ie/sculpture-in-your-area/>

Local Engagement Activity in Smithfield

Sculpture Dublin is working with DCC Community Development Officers, Brian Mongey and Elaine Mangan to build connections in the local area.

Sculpture Dublin and Visual Artists Ireland ran the Smithfield café on 23 February with speakers:

- Alan Butler (Commissioned Artist)
- Karen Downey, Programme Director at Sculpture Dublin)
- Conor Casby (Coordinator, Dublin 1 & 7 School Completion Programme)
- Vanessa Fielding (Artistic Director, The Complex)
- Ruairí Ó Cuív (Public Art Officer, Dublin City Council)

73 registered and 54 people attended the event.

Sculpture Dublin will run a series of creative workshops in George's Hill Presentation in September 2021 and is hoping to work with St. Paul's Primary and Secondary schools.

Sculpture Dublin will develop a creative project with Stoneybatter Youth Service.

Sculpture Dublin is will run a series of talks in partnership with the Central Library and the Old Dublin Society.

Sculpture Dublin is building connections with creative arts projects in the local area, including The Complex, Brown Bag Films and TU Dublin.

City-wide Public Engagement

Sculpture Dublin is working with the city's cultural institutions to draw attention to sculpture in their collections and temporary exhibition programmes. Through a city-wide programme of talks and workshops, online presentations and publications, and a number of exciting new initiatives, including International Sculpture Day (24 April) and the Experiment! Sculpture Award (developed in partnership with The LAB Gallery and Fire Station Artists' Studios), Sculpture Dublin will encourage people to rediscover their city through sculpture – imagining new possibilities for art in the public realm and engaging in shared processes of learning and making. <https://www.sculpturedublin.ie/sculpture-in-the-city/>

For information on upcoming events: <https://www.sculpturedublin.ie/news-events/>

Donncha Ó Dúlaing
Senior Executive Officer
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