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IHC 2017

VISUAL ARTS GALLERY

is a white cube space, which invites artists to showcase the works related to new media, video art, site-specific installations and conceptual art. With the integration of different art forms and multidisciplinary approach, the gallery acts as a spring board to disseminate cultural translations of high and popular art.

OPEN PALM COURT

is as the name suggests, brings the art aficionados to have a free walk instead of a formal 'gallery walk' through the exhibitions. Instead of being a static art gallery, OPC is a dynamic and interactive space, where the viewer and the artist are in constant dialogue. It provides an environment which serves as a catalyst to build synergetic relationship between artistic representation and aesthetic experience.

EXPERIMENTAL ART GALLERY

provides a platform for the artist in the making. The emphasis is more on the experimental process of the artwork rather than the final artwork. It can be said that the seeds of creative thought processes and novel art trajectory are sown in the midst of the Experimental Art Gallery.

AMPHITHEATRE

The classical antiquity used the open-air venue, Amphitheatre, for entertainment, performances and many other cultural activities. Similarly, the Amphitheatre at the India Habitat Centre is the unconventional space which has regularly promoted and encouraged activities, talks and performances.

IHC OPEN SPACES

The work of art at a public space is a continual reappraisal of the relationship between the artist, art object and public. The large outdoor spaces of the India Habitat Centre see tall sculptures by Balbir Singh Katt, Ramkinker Baij, KS Radhakrishnan and Ray Meeker among others. In the year 2015, the gallery opened IHC open spaces to present new and challenging artistic works.

METRO STATIONS

In a first-of-its kind initiative of taking art to the public, IHC displays art at the two metro stations in New Delhi: Jor Bagh and Mandi House. The Art in the Metro project has been designed in collaboration with Delhi Metro Rail Corporation (DMRC). The chosen artworks, displayed on the light boxes, are changed quarterly. A witness to footfall of more than 50,000 per day, the metro station becomes a site of engaging public with arts.



3×4

EXPLORING METASPACE PLATFORMS FOR INCLUSIVE FUTUTRE CITIES

May 15 - 31, 2015 Visual Arts Gallery

In mega cities such as Delhi and Mumbai—and one of the fastest growing cities in the world, Ahmedabad—more than 50 per cent of the population lives in informal urban settlements. 3×4 metres is the plot size often provided in resettlement colonies—a government initiative which relocates people within informal innercity settlements to vacant land on the periphery.

In a collaboration between Prof Paul Sermon at the University of Brighton, Dr Claire McAndrew at the UCL Institute for Digital Innovation in the Built Environment and Swati Janu, a Delhi-based community Architect, the project 3×4 exploring metaspace platforms for inclusive future cities looked at informal settlements differently where informality is not viewed as a problem, but a promising new model of urbanism for the global south.

The project was funded by the Arts and Humanities Research Council as part of a broader collaboration between UnBox, British Council and UK Science and Innovation Network, supported by the India Habitat Centre in Delhi and Southbank Centre in London.

3x4 was an interactive telepresent public video installation designed for site-specific user interaction between audiences in Delhi and London. It used an immersive telematic networked environment to provide a playful, sensorial exploration of new hybrids of digital space. Merging two 3x4 metre room installations in Delhi and London through mixed-reality, this transnational dialogue intended to set an aspiration for developing metaspace platforms in mega cities of the global south.

The project built upon practice-based research conducted as UnBox LABS 2014 fellows in Ahmedabad, India which used an immersive installation to explore the qualities and values built through self-organised communities that are lost in the resettlement process.

3×4 contributed to our social imaginary by providing a platform to see informal settlements differently, disrupting common perceptions through artistic performance. By connecting public audiences in Delhi and London, it opened opportunities for citizens to participate in their city and practice new ways of seeing.





Internet users in London, Delhi and around the world were invited to upload images of 3x4 metre living spaces, whatever they interpreted and imagined that to be. Participants were also encouraged to download the contributions of others, modifying and re-uploading them to cocreate images of future cities.

Crossing reality with fiction, these images became the background scenes in which audiences are located. This cocreation of built and imagined landscapes offered opportunity to redefine collective futures, a critical visual commentary on living spaces, racial segregation, informality, underground culture and contemplative fantasies. Not just imaginings, 3x4 also morphed into a playground of spontaneous and undirected play.

Virtual games of cricket emerged amongst adults in Delhi and London. Using their bodies as an interface, participants even shared a digital chair—emblematic perhaps of their shared digital future. Young girls playfully hid behind green umbrellas and boys projected a green paper airplane across the shared space. Artistic performance can bring built and imagined spaces closer together, creating new typologies that shape thinking about how we occupy space in cities.

3x4 comes at a time where cities are reaching breaking point of swelling populations, where lack of affordability limits opportunities to participate in cities and where our ingrained view is to see the global north as the bearer of 'solutions' to the 'challenges' of the global south. It is from this search for alternative social imaginaries that value the self-made and temporary nature of informality, alongside the unfolding hybrid of physical place and digital space, that cities of the future will arise.



