

Kelly Richardson

Mariner 9

Saturday 7 March to Sunday 28 June 2020

Teachers Reception: Friday 6 March 2020, 5pm



Mariner 9 Kelly Richardson, Image by Colin Davidson

Free and open to everyone

Monday	By appointment only, schools welcome
Tuesday – Friday	10am – 12pm by appointment only 12pm – 6pm open to all
Saturday	10am – 5pm, free family gallery workshop 1 – 3pm
Sunday	12pm – 4pm open to all

Learning Resource

This resource is designed to support your groups visit to Mariner 9 at Attenborough Arts Centre.

The exhibition invites us to **explore big ideas**, and **use our imaginations to travel across the universe**, and is a great way to engage **Space** topics and **STEAM** across the curriculum.

Gallery 1: what you will encounter....

- Located in our largest gallery in the lower ground floor at AAC.
- **A sensory, dark space**, with a 53ft projection along one wall of the gallery.
- Some beanbags and seating are available, and visitors are invited to explore the space with our sensory suitcases, and access resources.
- Explore the light, dark and vastness of the gallery however your group chooses
- Mariner 9 is a 3 channel HD video installation with 5.1 audio.
- Audio – an ambient windy soundscape, mid-level. Infrared portable induction loop available from the Gallery Invigilator.
- Additional assistance can be provided on request.

Book your visit: arts-education@leicester.ac.uk
Find out more: www.attenborougharts.com, 0116 252 2455
Write to us: Attenborough arts centre, Lancaster Road,
Leicester LE1 7HA

Share your response to the exhibition **#mariner9**

Mariner 9

'Mariner 9' (2012) is a panoramic view of an imaginary Martian landscape, hundreds of years in the future. The minutely detailed scene was created using data originally collected by NASA, and shows a variety of real and imagined spacecraft in the midst of a dust storm. Most of the failing and damaged spacecraft are no more than rusting remains.



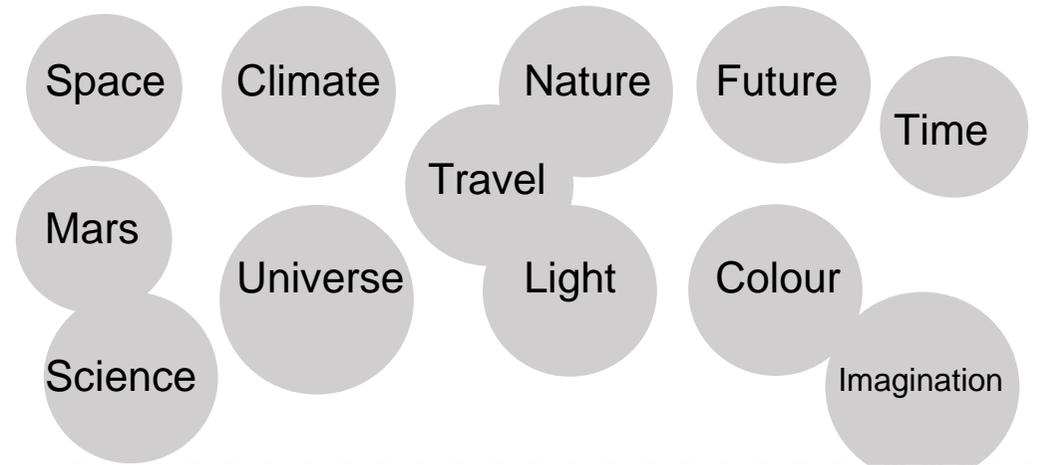
Mariner 9, Kelly Richardson. Image by Ruth Clark

Although the surface of the planet appears to be abandoned, some of the damaged spacecraft continue to splutter into action, looking for signs of life. There is no sign of human life anywhere in the landscape, nor any clue that there is anyone left to receive and process the data that the machines are attempting to collect.

Richardson has stretched the capabilities of the scenic technology to the limit, creating a realistic red planet complete with its own distinctive geology, weather patterns and soundscape.

It was originally commissioned by Tyneside Cinema and is presented at Attenborough Arts Centre courtesy of the artist.

Themes



"I'm increasingly interested in the function of science fiction as a way of presenting potential or plausible futures in order to experience what life might be like if we continue down our current trajectory. And in that experience we can then view ourselves in our current situation, or present time, with some measure of clarity."

Kelly Richardson

About the Artist

Kelly Richardson (b. 1972, Canada) is a contemporary artist who works with digital scenic technology more often used by the film and videogame industries to create realistic and highly charged virtual landscapes. Richardson's work has been widely acclaimed in North America, Asia and Europe. Recent solo exhibitions include Dundee Contemporary Arts, CAG Vancouver, VOID Derry and the Albright-Knox Art Gallery in Buffalo, New York.

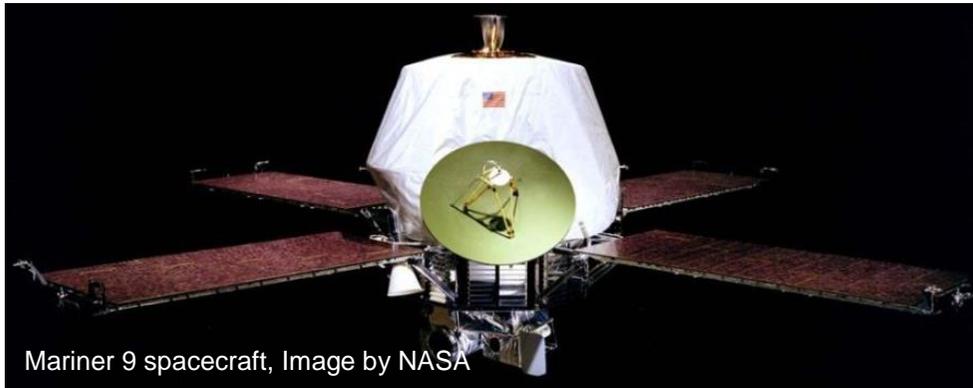
Her video installations have been included in presentations at the Toronto Film Festival and the Sundance Film Festival. From 2003-2017 Richardson lived in north east England where she was a Lecturer in Fine Arts at Newcastle University. She is Associate Professor in Visual Arts at the University of Victoria.

Prompts to explore

- How big do you think the universe is?
- What machines do humans need to survive?
- What message would you send to the past?
- What can we learn from art and science?
- What different ways are there to make art?
- How does video art make you feel?
- How do we use machines to tell stories?
- SEND: Explore colour, texture, shape, lines and space themes with the resources in our sensory suitcase

Science

Mariner 9 was the first orbital mission to Mars. After arriving at the Red Planet in November 1971, imagery from Mariner 9 transformed our perception of Mars from a cold, crater-filled planet to a world full of past geological activity and a planet that once had water.



Mariner 9 spacecraft, Image by NASA

Mariner 9's cameras were the first to capture the gamut of Martian geology. The spacecraft's imagery included pictures of Mars' polar caps, the vast Valles Marineris canyon and the Martian moons (Phobos and Deimos). Mariner 9 also discovered evidence that water had flowed on the planet in the ancient past.

Activities

Planet Painting

Using a range of brushes and mark making tools, create your own colourful planet on a lantern. Explore different marks on the lanterns surface to create your own imaginary planet. Think about different colours and textures your planet might be, and the landscape that might be on your planet. Differentiate activity to the needs of your group.

Materials : Paper lampshades, paint, brushes, sponges, sandpaper, mats, aprons, cleaning equipment

Mars 2020

<https://mars.nasa.gov/mars2020/>

The Mars 2020 rover mission is part of NASA's Mars Exploration Program, a long-term effort of robotic exploration of the Red Planet. The Mars 2020 mission addresses high-priority science goals for Mars exploration, including key [Astrobiology](#) questions about the potential for life on Mars. Follow this mission online.

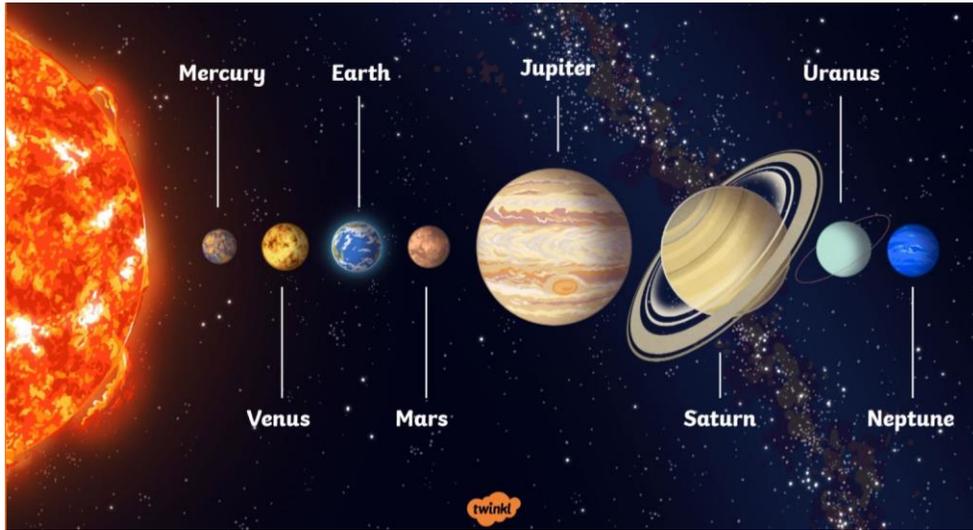
Messages to the future!

Make an imaginary message machine to send to Mars in 200 years! What will your machine look like? How will it communicate?

What kind of message would your machine send? What would you tell people on Mars? How would your machine send your message? Think about words, pictures, video, sign and symbols.

Materials

Boxes, Pipe Cleaners, Coloured paper, Sheets of paper



Resources free to borrow from reception

- **Gallery E-Tran Frame*** to support engagement and agency for non-verbal visitors
- **Braille Guide***
- **Audio Guide***
- **Sensory Suitcase*** to facilitate a tactile tour of the exhibition
- **Looking Kit*** – including torches
- **Space overshoes!** Imagine moving around the gallery without gravity

Further Research

- Kelly Richardson Interview: https://www.youtube.com/watch?v=iA45G6PpW_I
- Mars 2020: <https://mars.nasa.gov/mars2020/>
- Alexander Calder, A Universe, 1934
- Katie Paterson
- Loz Atkinson
- Galileo di Vincenzo Bonaulti de Galilei

Back in the Classroom

- Print out or project images of your visit to reflect on
- Make a scrapbook of ideas with different techniques, and verbal descriptions to reflect on their visit.
- Explore stories about Mars – how can art / film help us understand the solar system
- Arts Award: stick in the exhibition flyer, consent forms and photographs as evidence of the visit, and researching Kelly Richardson and her influences.
- Ask children to draw their favourite part of Mariner 9. Share this reflection with the rest of the class.
- Discussion: Can children describe the work, using appropriate vocabulary and describe what the artwork meant to them?

“This is the first piece for me that I’ve gone completely digital. Most of my work has been based on existing locations – but obviously I couldn’t film on Mars – so I had to go digital- but I really wanted it to be as faithful as possible, and I wanted it to be as realistic as possible, to create something that people are able to suspend disbelief in and imagine themselves in that landscape.”

Kelly Richardson

Art and Design Objectives

KS1

- Use artwork to record ideas, observations and ideas.
- Experiment with different materials and use new techniques to create a completed piece of art.

KS2

- Develop different ideas based on first hand observation, experience or imagination and develop these through open ended questions.
- Describe key ideas, techniques and work practices of artists
- Mix colours to express moods, create different effects using by using a variety of tools and techniques.