

Where in? – Where at? A sculpture proposal for the Brander Library, Huntly by Kenny Hunter

After extensive research into the life and work of George Macdonald I have settled on an idea that has been inspired by *Lilith* probably MacDonald's darkest work. This book expresses his vision in its entirety and despite the sombreness, it is far from being a negative text. The main protagonist, Vane, journeys through the land of the Seven Dimensions until he can accept that he must lie down in Adam's house with the dead. *Lilith* challenges notions of life and death, wakefulness and the unconscious. Ultimately MacDonald believes everyone must sleep so that they may awaken, die so that they might live. Long before Freud and Jung began their studies, he was exploring the imagination, the power of dreams and the layers of the mind. From this arises MacDonald's belief that God exists in the unconscious mind. If art is the expression of the imagination, and God exists in the imagination, then art is essentially the path to God.

The first three chapters of *Lilith* are set to some degree in a library in which Vane discovers a mirror through which he crosses into another world, there he finds himself on a desolate moor in conversation with a Raven. This situation inspires the structure of my proposed artwork. The scenario is rich in symbolism, in particular the mirror, which highlights the expression of fantasy writing as both a valid reflection of reality, and a bridge to an alternate universe.

The Raven of course symbolises death, a recurring theme in the work of MacDonald, death for him, as has been said before is a doorway to a greater reality. This life is simply a stage on the journey home. There is also within this scene the implied notion of a library as a gateway to the imaginations of the departed, a notion which fits so well within the context of this proposal. *Lilith* is an experimental, radical text, within it MacDonald flouts the rationalist approach to the world and concentrates on the unconscious imagination as the source of truth. "**Where in?-Where at?**"* would strive to adopt that approach by creating a symbolic hole in the Brander Library through which the viewer would peer into the void and see their own reflection.

The tree elements of this work would be cast from life. The rest of the composition would be made by the artist, the materials employed would be glass reinforced plastic, jesmonite and glass.

Kenny Hunter, Sept 05

**Title taken from chapter three, the Raven*