

ANTONY GORMLEY

BIG BLOCKWORKS, 2012 - 2017

The series started with the idea of building using physical pixels, but the small blocks turned into ever bigger blocks and description gave way to the realisation that the way one block sat on top of another could carry the feeling of inhabiting a body. At this larger scale, what the blocks do to each other is the critical thing.

When you are standing around and doing nothing in particular, it is nice to stack your arms on top of your head. Suddenly you are a sculpture: you can *feel* those weights and measures --? not as they can be depicted but as they are.
