

CALL TO ARTISTS

Submissions for The Peninsularium's Cabinet of Curiosities

Crab Devil is looking for works in all media to be considered for purchase and display with in the permanent installation of The Peninsularium's (Floridiana) Cabinet of Curiosities. Crab Devil seeks to develop its collection of objects inspired by Florida's kitsch, bizarre history, and fantastical lore. A precursor to the museum, the traditional Cabinet of Curiosities was either a display case or whole room dedicated to the presentation of curious items from home or abroad. Objects for the cabinet of curiosities should be extraordinary, bizarre, and unsettling 2D and 3D creations to be included in our contemporary Wunderkammer.



SUBMISSION GUIDELINES:

- The objects may reference any of the following and are encouraged to have mythical interpretations incorporated: geology, archaeology, ethnography, natural history, historic or religious relics, works of art, and antiquities. Shells, taxidermied animals, fins, beads, feathers, skeletons, and botanical specimens were among the objects collected.
- Each artist will be allowed to submit a maximum of 5 pieces (complete and available for purchase) or 5 proposed pieces (plans including drawings, timeline for completion, and budget) to be considered.
- Crab Devil's budget for purchase or commission is \$25-\$2,500 per piece. Price your submissions accordingly.
- Submissions may range in scale from a minimum of 1"x1"x1" to life-size scale models. (Crab Devil may request modifications to scale, to build diversity of sizes within the collection of objects for proposals, not completed works).

Entry Format:

- Entries must be formatted into ONE (1) PDF that includes all images and text, emailed to submissions@crabdevil.com with subject line: "FULL NAME, Cabinet of Curiosities Submission". Submission packet cannot be larger than 20 MB. There is no submission fee for this open call.

TO BE INCLUDED IN PDF ENTRY:

FOR COMPLETED WORKS (FOR CONSIDERATION FOR PURCHASE):

- Personal contact information
- Title, size, media, price and year for each piece
- Digital image files corresponding to each piece.
- (OPTIONAL): Including a short artist bio or resume

FOR PROPOSED WORKS (TO BE CONSIDERED FOR COMMISSION):

- Personal contact information
- A brief statement describing your piece.
- Include images, plans, drawings or renderings visually communicating proposed commissions.
- Include specifications about dimensions, materials, potential power, and lighting if applicable.
- Provide five to ten images of past completed works or projects demonstrating artistic quality, capability, and thematic similarity to proposed piece.

Entries Due: July 1st, 2020 at 6PM

SELECTION PROCESS

Proposals will be reviewed by committee consisting of Crab Devil members, arts professionals and community members. Crab Devil may respond with follow-up questions or suggestions for proposed works and guide the collaborative process.

PROJECTED TIMELINE

July 1, 2020 – Deadline to submit proposal materials.

August 1, 2020 – Selection notification via email.

August 15, 2020 – Purchases of selected ‘completed works’ finalized/ works delivered.

August 15, 2020 —Contracts finalized; initiate production for accepted ‘commission proposals’.

September 15, 2020 – Commissioned works completed and delivered.

ABOUT CRAB DEVIL

Crab Devil is a Tampa-based multimedia arts collective consisting of artists, designers, curators, musicians, writers, programmers, brewers, thinkers, and makers. Assembled from members of several of Tampa’s more celebrated creative collectives such as Tempus Projects, Cunsthaus, LiveWork Studios, Experimental Skeleton, Kitefliers Studios and others, Crab Devil was formed specifically to bring all of these talents under one roof to produce one of the largest, collaborative, multidisciplinary arts efforts that Florida has ever seen.

Crab Devil was formed as a collaborative venture between creative contributors for the design, buildout, and management of the immersive arts installation, The Peninsularium, in Tampa, Florida. Organized on a dynamic equity model, Crab Devil aims to invest artists and other contributors with an equity stake in the business so that contributors may realize the long-term benefits of ownership.

Crab Devil stands for the primacy of the creative impulse above all else. The human imperative to explore and manipulate our environment is what drives us. Our desire is to create experiences and environments that instill new feelings, challenge perceptions, and create permanent changes in the viewer. We strive for an architecture of joy. Housed alongside one of Tampa’s premier contemporary art galleries, Tempus Projects, as well as the boundary-defying brewing operation of Deviant Libation, this joint venture serves as a one-stop shop for all things creative and interesting about Tampa’s past, present, and future.

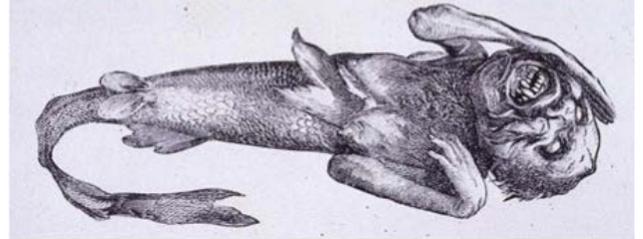
INSPIRATION AND THEMES

The overarching themes at work in *The Peninsularium* relate to Florida's constant struggle between the built environment and a fecund natural environment that would hastily consume everything, if left alone for even the shortest period of time. Florida, in its history and folklore, is rich with stories of a hostile natural environment full of man-eating reptiles, disease carrying mosquitoes, swamps, hurricanes, and even the occasional skunk ape. The fantastical nature of the Florida landscape (not to mention its inhabitants) makes it easy to believe almost anything about the state. It's this line that we seek to blur even further.

Specific themes to explore are super/subsurface contrasts (above ground/below ground, above water/underwater), and extreme shifts in scale. Aquatic and maritime imagery shares space with swamp, scrub and sea forest landscapes, as well as modern detritus and scenes of urban/suburban decay. Organizational principles are explored from the sacred geometry of seashells and fishing nets to the swarming/flocking behavior of bait balls and mosh pits. Cabinets of Curiosity also feature artifacts and cultural relics from trans-Atlantic voyages to lands unknown, and we are looking for pieces that are aware and confront the history of the conquest and conflict that those voyages entail.

Florida, the southern appendage, has historically been viewed simultaneously as a place of discovery and concealment. It conjures the romantic notion that gravity drives to its shores those looking for an escape, reinvention or retreat from ones past.

There are no limitations or boundaries of what can be imagined. Think about engaging all of the senses with work that is interactive, responsive, thought-provoking, and also bullet proof. Works that function on multiple levels are especially successful. Think about producing something that could thoroughly entertain a family of four, with tactile and experiential elements that can engage young children as well as more mature themes and references that may only be of interest to the adults in the group. A slight sense of danger or edginess is always helpful towards getting people interested, but works should not be overly frightening or adult in their content because we are presenting this work to a broad audience. This does not necessarily mean we will shy away from things like the unclothed human form, but we will probably draw the line at content that is explicitly sexual or overtly violent. Works should stand up to repeated viewings with elements of mystery and a sense that there is always more to discover.



For more information visit crabdevil.com or contact us directly at:

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