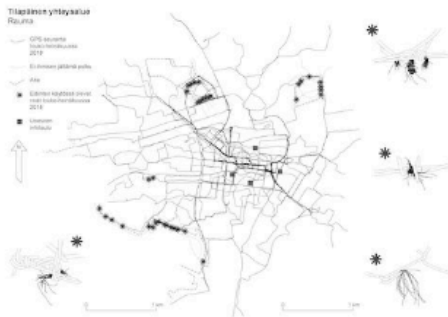
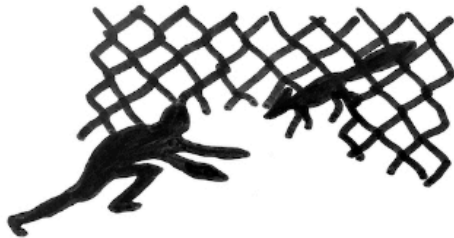


# Eric Andersson. Temporary Contact Zone, 2018

Eric Andersson (b. 1987 SE)

City space 21.–29.7.

Residency 2.5.–31.7.



The work consists of an outdoor brochure and a film which can be seen at the link mentioned before. The outdoor brochures are installed in different public locations of Rauma, and at the four Unesco info boards in the city center. The locations are Kettukallio, Isometsä and in the area around the old Superlon factory. The locations will be found from the maps on the tourist info boards on Old Rauma parking lots.

These places are created by animals, across human borders. Re-programmed according to their own desires. They have squeezed their bodies through small gaps in fences, which have become bigger and bigger over time.

The hole becomes the point on a boundary where two different spatial, perceptual and social worlds are mixed. A limited space which brings us together. Channeling our movement. Forcing us into close contact with each other. An alternative phenomenon in an otherwise divided and homogeneous urban environment.

Using these holes is a transgression of physical borders, but also of social positions. Who is parasitizing on whom? The holes in the fences become “contact zones” where potential subversive encounters between humans and nonhuman animals are concentrated.

In daytime Eric Andersson searched for these leakages, and at night he walked through them. He had to mark out the holes in daylight to be able to see them later in the darkness. It created a map of some sort of valuable information.

Eric Andersson has been working at RaumArs A-i-R Programme since the beginning of May. He is an artist and architect based in Stockholm, Sweden. Andersson is educated at the architecture school at Chalmers, Gothenburg and at Konstfack, Stockholm where he graduated from the master program in fine art. His practice consists of an ongoing investigation of what in urban planning often is called *un-programmed spaces*. Spaces that exist in the shadow of development, often possessing values that have a tendency to get lost when the city is 'developing'; values beyond security, uniformity and order. His projects are mostly executed anonymously and in the margin of cities.