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18 September 2019
Week 2 Assignment

I can clearly envision a large sculpture of a baseball cap at a campground. I have never been camping, but after browsing a few pictures of some campground scenes online, I noticed that they're mostly large open areas of grass that are tucked away between some trees or by a body of water. People who go camping tend to set up tents scattered about, so the sculpture would be particularly effective if the hat was placed in a somewhat arbitrary location on the grass, mimicking the idea of a family picking a favorable location to "set up camp".

I came up with this idea after noticing that the tents people use to camp inside are relatively dome-shaped, with a large opening in the front to allow campers to crawl inside. Similarly, a baseball hat is relatively dome-shaped as well, and if scaled correctly and placed within a line of camping tents, it would almost blend in for a second before the viewer realizes it's a little different from the rest. Additionally, the large hole in the back of a baseball hat (which exists to promote adjusting the size) would easily serve as an opening to the sculpture, encouraging campers to crawl inside as they would with a regular tent.

The purpose of this exhibit is to demonstrate what a baseball hat truly is--essentially, it is just a container. It contains your head, providing a bit of shelter against unfavorable weather conditions. It can also contain smaller objects like trinkets and toys, or it can provide shelter for a mouse. On a larger scale, its affordances are the same. Once it is big enough for a person to fit inside, it's clear that what matters more than the baseball hat is what goes into it.