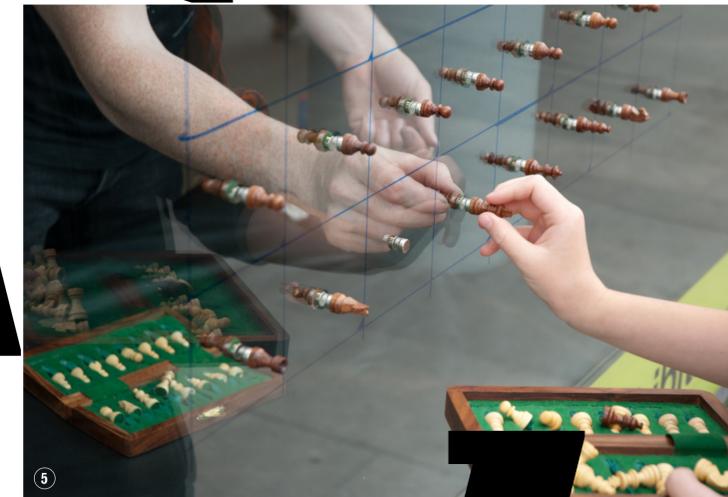


WAVE PARTICLE



'I'm deadly serious about the importance of play'



TOWARDS A MANIFESTO:

WAVE earns money which particle spends. WAVE is grown-up, responsible and professional; *particle* is wilful, underground, and playful. In theory WAVE exists to support *particle*, (my self-directed practice), but I sometimes suspect that the really interesting dynamic is the other way around. WAVE negotiates, *particle* intervenes. The two come together in a series of freespaces in Glasgow, run under the model of anti-curatorship. We say yes to everyone who asks to exhibit/perform/activate these spaces. This is an extension of the art of the serendipiter — making your own luck by expecting to be lucky. Finding resource in everyone you meet.

I'm interested in function and pushing beyond the fear of being instrumentalised to explore the utility of the fine art tradition in the early 21st century. I'm impatient for ideas to be activated and like to help with this. Try this: placing your next idea in the past tense. And I'm deadly serious about the importance of play.

INFLUENCES:

- Bauhaus Spidernetics* by my son Fionntán, aged 4. Missing limbs? No problem — use this. The untrammelled play and inventiveness of children. © Peter McCaughey 2007
- Reinventing Transfer* by Allan Kaprow at Cultural Hijack: Architectural Association, 2013 © Ben Parry
- Gibraltar, Milltown Cemetery, Andersonstown, Northern Ireland 1988 (re-photographed newspaper image by Peter McCaughey)



Where do we start to sum up the influences that shape who we've become? Perhaps the best way is to caveat an answer as time-specific.

So. What's been in my mind lately? The film *The Heart Is a Lonely Hunter* as a meditation on inner-city alienation. Allan Kaprow, on the art of the everyday and *How to Make a Happening*. Barbara Steveni and John Latham's APG and their provocation *Context Is Half The Work*, (introduced to me by my great friend David Harding). The mapping of Mark Lombardi. Irish songs and short stories about disconnection and people trapped through a sense of cultural convention, unable to speak to their heart's desire. Growing up in Northern Ireland during The Troubles, witnessing the human tendency to categorise, and focus fear of difference. The child within myself who remains a major influence on a sense of playfulness in all things.

Peter McCaughey, (Omagh, N. Ireland), is an artist and the Director of WAVEparticle, an art organisation he set up to explore the placement of art and artists into the world, beyond the confines of the gallery and museum. The focus is the contested role of the artist in the process of building and rebuilding place. WAVEparticle collaborates with others to produce new processes, events and objects focused on re-thinking how the places we live in, and the systems that regulate our lives, move to a more creative, connective model.

waveparticle.co.uk

PAST PROJECTS:

- Polebender Lisbon**
'Wherever I am in the world I keep an eye out for bent poles and damaged signs. When I find one, I deliver the pole-bender pose — inserting myself into the narrative of the fucked-up city as the vengeful destroyer of urban signage.' Peter McCaughey © Lizzy O'Brien 2011
- Open Spaces Freespaces 2014 to present:** WAVEparticle runs a series of in-between spaces on a model of anti-curatorship — we say yes to everyone who asks to use a space. © YAKA Collective 2014
- Global Navigation System: IPSS, International Peripatetic Sculptors' Society, Prague Division 2017.** Fusing the situationist tradition of *dérive* with Allan Kaprow's invocation to reclaim the art of everyday life. © Stepan Graffneck
- Arc 2008 ex-ABC Cinema in Glasgow.** Re-opened a closed cinema for one week, reactivating lightboxes, canopy and 70mm screen. © Alan Dimmick
- Window Chess Two Magnetic Chess Sets, Neodymium Magnets, Passers-by.**