

# Pocket Museum



1<sup>st</sup> of May - 31<sup>st</sup> of May 2018

A collaboration between the Hunt Museum and Masters students in Interactive Media, Department of Computer Science, University of Limerick





## The Essentials

Manoj Bonnke Paul

Centuries have gone by but few things always remain the same - the need for food, wealth and safety. This pocket museum is partly inspired by that and a personal fascination for simple geometrical shapes. Fascinating how despite not having the advanced machinery we have today, people in the past have crafted tools and objects so well. The Hunt Collection objects HCA 249, HCA 351, HCM 368 and CG 061 served as an influence. A nose-ring, a coin, a dagger/letter-opener and a ring-handled pot.



## Mix of everything

Maja Buljan

I've managed to recreate objects that have impressed me most: HCA 411 bronze Ring, HCA 680 polished bone Disc Or Washer, MG 139/007 Stone Figure Of Two Fish, HCA 596 - B bronze Mount, MG 139/070 Bone Figure Of A Ram and MG 139/110 Rock Crystal Pendant. As they were all made of different materials, I used different materials too, trying to get best results in an attempt to match the originals. These objects were made of clay, polylactide, glass and paper. I used acrylic colours, pencil, crayons and clear nail polish to give them the final touch.



Remember that you have to die, but don't forget  
that death is merely the beginning

Martin Crowley

At a recent trip to the Hunt Museum, I had my first encounter with the 'Memento Mori' - a medieval Christian keepsake to remind oneself of the brevity of life. While I admire this starkly honest outlook, I also find it somewhat depressing. I decided to theme my pocket museum on a reinterpretation of the memento mori that suggests a much brighter outlook. Therefore, it is furnished with artificial grass as a reminder that, though you will inevitably one day expire, your decaying body will in turn nourish the soil and thus bring life anew. This piece was directly inspired by the pieces MG-86 ("Pomander Memento Mori") and MG090 ("Memento Mori").



## The lockets

Yuan Fang

A locket is a pendant that opens to reveal a space used for storing a photograph or other small item. The objects in this pocket museum are inspired by the Hunt Museum Silver Pomander (MG091), the Antrim Cross (HCA627), Bronze locket (MG139/127) and Gold locket-brooch (T034). The story in this pocket museum is to show that a pair of lovers both keep a special belonging from their lover's in their own locket.



## Symbolic myths of ancient Egypt

Sean Fogarty

The sky god Horus who was usually depicted as a falcon and is one of the most significant deities, it's been said that the sun was his right eye and the moon his left, and that they traversed the sky when he flew across it. Horus had been told by his mother Isis, to protect the people of Egypt from Set, the god of the desert who had killed Horus's father, Osiris.

For vengeance and to choose the rightful ruler of Egypt, the two had many battles. During one of these battles, Set gouged out Horus's eye. This eye was then partially restored by the god Thoth, who was often depicted as a man with the head of a baboon. Once recovered, Horus offered his eye to his father, in the hopes of restoring his life. Hence, the eye of Horus has often been used to symbolise sacrifice, healing, restoration and protection.

The items in this pocket museum have been inspired by the Hunt museum objects MG 006, MG 005 and MG 139/10.



## Between Life and Death

Sushmita Hegde

What a strange life we lead.

Pause for a moment and try to see past your actions - actions of greed, possession, accumulation, superficial beauty and meaningless battles. We are all nothing, but passengers on a journey to our graves. I drew inspiration for my pocket museum from the Memento Mori/Pomander (MG086), a bronze brooch of the spectacle type (HCA505) and the leaf shaped spearhead (HCA343).

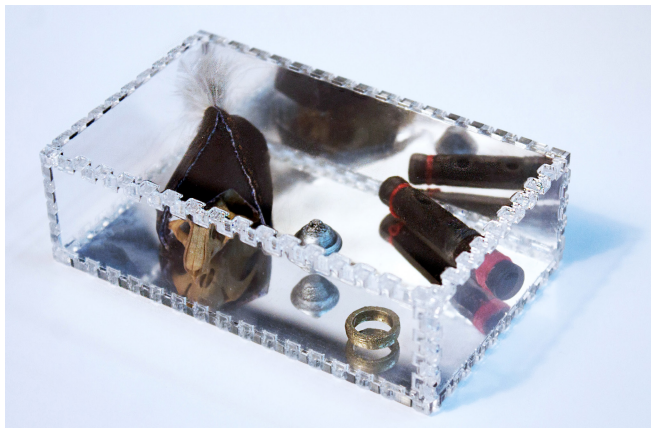


## Chinese Chess & Fish-shape Comb

Yueting Yang

Chinese chess is a game originating in China. It is a 2-player game which has a long history. In the picture, the chessman is named 'Shuai'. 'Shuai' is the most important role in the whole game. The ultimate goal of the game is to protect one's own 'shuai' while attacking the opponent's 'Jiang' (Jiang and Shuai are the same but called different names because of different sides). The comb beside the Chinese chess is printed according to an old comb in my home. It is a fish shape and it looks cute. I like it very much and so do my classmates who have seen it.





## Pied Piper of Hamelin

Emma McGrath

The legend dates back to the Middle Ages, the earliest references describing a piper, dressed in multi coloured clothing, who was a rat-catcher hired by the town of Hamelin, Germany to lure rats away with his magic pipe. When the citizens refuse to pay, he uses the pipes magical power on their children, luring them away as he did the rats. In the end, a black sea of rats swarmed over the whole town.

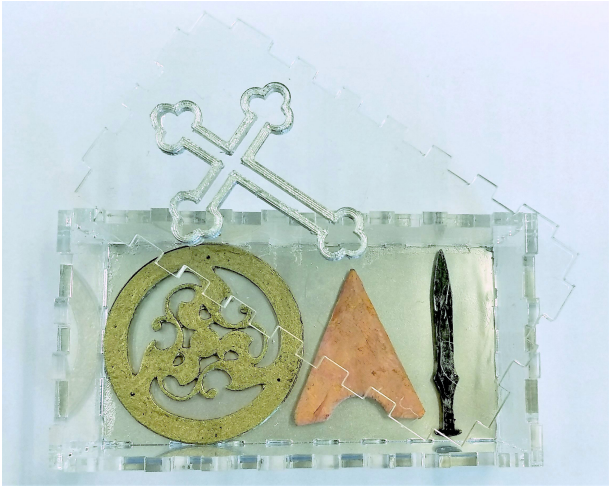
This piece depicts the pipe used by the Pied Piper, a bell, a hood the rats wear and a ring. Based off the historic hawk equipment in The Hunt Museum, the work merges together fictional and historical facts. By placing these fictional objects in an archival context, this piece attempts to question authenticity, and our experiences of truth. This is history as we know it, capturing events from the past to which we no longer have firsthand access, trying to understand previous ways of life by deciphering the traces left behind.



## Ingredients of a contemporary life

Mayukh Sengupta

A trip to a museum always revolves around discovering and gaining knowledge about an era. For my pocket museum, I looked for objects that can represent an aspect of life in the current time. The Key (HCA615) represents the beginning of the search to the door called success, the Torc (HCA454) is the accolades one collects throughout the journey while the Ivory Trumpet (CG046) acts as a metaphor for all the music and chaos that makes it all worthwhile.



## Bloodshed & honour

Palash Somani

The title represents the era of wars, widespread practice of hunting both for food and for leisure and the feeling of honour behind winning/dominating over someone's life. The first item is a bronze disc decorated in La Tène style openwork. The design consisting of three double-trumpet scrolls arranged in a triskele motif around a circular drum-shaped hub. The decoration is set within a broad flat rim. The rim is pierced by three circular holes evenly placed (MG 060). The item represents Honour.

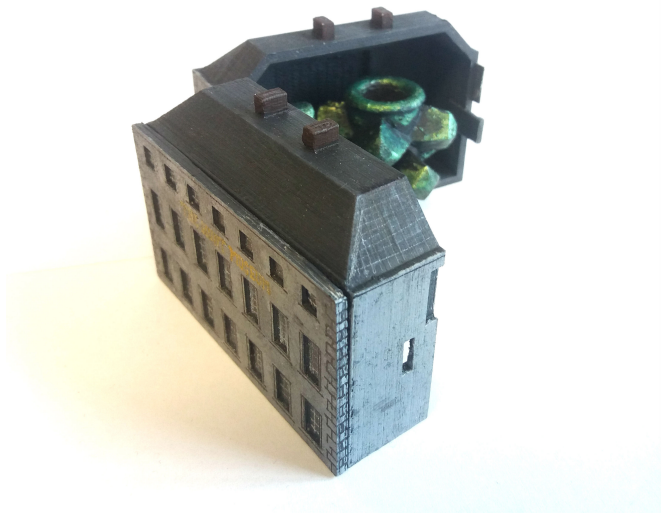
The second item is a hollow-based flint arrow-head. The hollow has a rounded edge and there are slightly serrated edges (HCA 026). The item represents Hunting. The third item is a flange-hilted bronze sword with a leaf-shaped blade. The shoulders are V-shaped and there are eight rivet holes on the shoulders and tang. This sword was found near Clough, Co. Antrim, Ireland (HCA 372). The item represents War.



## 17<sup>th</sup> century elegance

Sreju Srevatsan

While the 16<sup>th</sup> century is considered as the age of excessive ornamentation, the 17<sup>th</sup> century is regarded as the age of elegance where people started to wear a few tastefully chosen accessories rather than a lot of flashy jewellery to show their wealth. The objects in this pocket museum are inspired by The Hunt Museum's objects Cubical Ivory Bead (DG099A), Pegasus Brooch(T021), Memento Mori Skull (MG086) that are all fashion accessories from the 17<sup>th</sup> century.



## Drivers of Innovation: A Literal Miniature Exhibition

Craig Tyner

Mankind's desire for progress can be driven by several, entirely separate forces. The Horus Bird (MG 006) represents religion, worshipped as the God of Life in ancient Egypt, religious devotion inspired the Pyramids and other great works. The Japanese 10-yen coin (MG 034) represents commerce and travel. The explosion of art in the Renaissance was driven by patronage by great families who sought to show their social status and prestige through lavish artworks and architecture. Finally, the mace head (HCA 602) represents war. Bronze, the Internet, and countless other inventions were all military projects long before the rest of the world became familiar with them. The box, a scale model of the Hunt Museum, is a literal take on the concept of a Pocket Museum.



## Bone whistle

Zhiyuan Wu

Inside this pocket museum is a 1:2 replica of HCA 683, a bone whistle from 9<sup>th</sup> or 10<sup>th</sup> century. It is probably made by the Vikings, functioning as a sheep whistle. The rear of the box is also a whistle that actually can be played.



## Secular Time

Luoning Zhang

The exhibit is called “Secular time”: Hairpin, Jug, and Vase. On a sunny afternoon, ladies wear their beautiful hair decorations, using an exquisite jug in a decorated room and enjoy their afternoon tea. And it would be a period of secular time in life. The objects in Hunt museum that inspired me are from Europe, in the Hunt Collection objects HCA 515, DG 094, HCL 022. A pin, a porcelain vase, and a late renaissance jug.



## The Dod

Helen Hasenfuss

This is part of an exploration of design that could be used in shape-shifting artefacts. A key element in the design process was to consider the Dod's development from a haptic perspective. A unique quality of haptics is its bi-directionality: the ability to react to and simultaneously act on the environment. Even though these prototypes are static, it is envisioned that each of the 12 facets would be able to extend and retract individually. This behaviour could potentially enable it to move, connect, communicate and change its size or form. The different colours represent the variety of configurations that are possible. The design was inspired by exhibit HCM 157, a Roman, bronze cast dodecahedron.





## Bronze in all shapes and colours

Mikael Fernström

Metalwork emerging from central Europe during the Bronze age and Iron age enabled new forms and possibilities. It also resulted in new aesthetics and more efficient use of materials. The objects in this Pocket Museum were inspired by travels in my youth visiting museums along various routes between Sweden and Italy, as well as drawing from the Hunt Collection objects HCA 504, HCA 351, HCM 157, HCM 210 and MG 040. A spectacle brooch, a spearhead, a gaming piece/dodecahedron and an escutcheon.



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