

Centre Pompidou Málaga

Construction Game

**An exhibition - workshop
by Paul Cox**

July 2020 – January 2021

Created in 2005 for the Galerie des Enfants of the Centre Pompidou, this participatory exhibition was designed by Paul Cox as an immense construction game.

Children and adults are invited to create buildings, houses, roads, bridges or anything that might resemble their built environment, using thousands of parallelepipeds made by the artist.

Play away!



Ayuntamiento
de Málaga

AGENCIA PÚBLICA PARA LA GESTIÓN DE
LA CASA NATAL DE PABLO RUIZ PICASSO
Y OTROS EQUIPAMIENTOS MUSEÍSTICOS
Y CULTURALES

Centre
Pompidou
Málaga

Paul Cox

Paul Cox was born in Paris in 1959.

A self-taught artist, his interest for the Constructivists and other avant-garde figures 'who were making art on the side' encouraged him to continue down this multi-disciplinary path.

He has also published many books, notably for children, invented games and designed posters for the Nancy Opera, the Grand Théâtre in Geneva, the Dijon-Bourgogne Théâtre and the Théâtre du Nord in Lille, among others.

Paul Cox also works for the stage, designing sets and costumes for the theatre or ballet, in particular for a number of choreographies by Benjamin Millepied. He creates fun, hands-on installations and has focused for several years on painting, in particular landscapes.

On the occasion of this exhibition, discover the book "Jeu de Construction" published in 2018 by B42, co-produced with the Centre Pompidou. Here are some quotations taken from the book by Paul Cox:

"I can't resist the temptation to quote the words of Paul Klee that are one of my favourite bedtime phrases: 'What I do teaches me what I am looking for'."

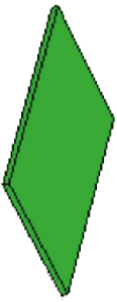
"I make a daily habit, whatever happens, of drawing for at least one hour a day, things that go through my head on the one hand, and observation drawings on the other. It is a way of nurturing that different state of consciousness demanded by the activity of drawing, in exactly the same way a musician works each day on his instrument."

"I like bridges a lot. But I don't like borders, partitions or closed categories."



Rhythm

Chaos



Stack

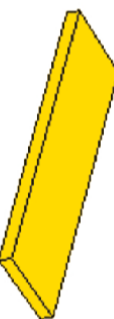
Play



Symmetry

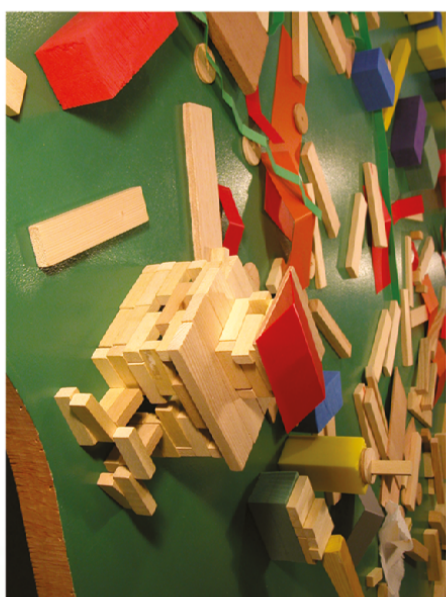
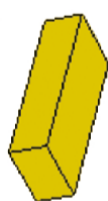
River

Asymmetry



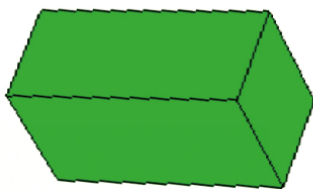
Bridge

Landscape



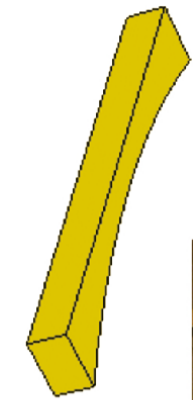
Agora

Patience



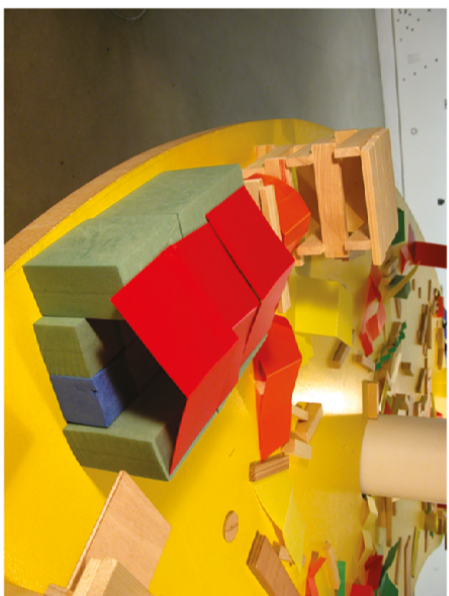
Utopia

Repetition



Island

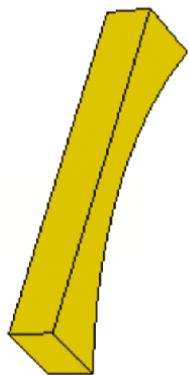
Raise



Balance

Colour

Garden

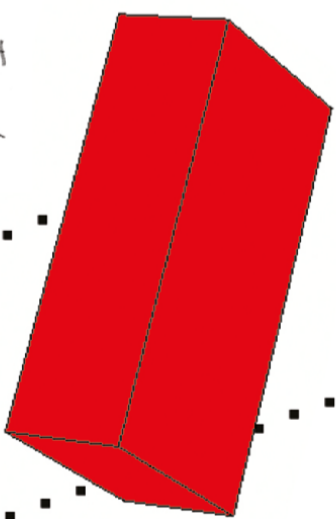


Mountain



Place

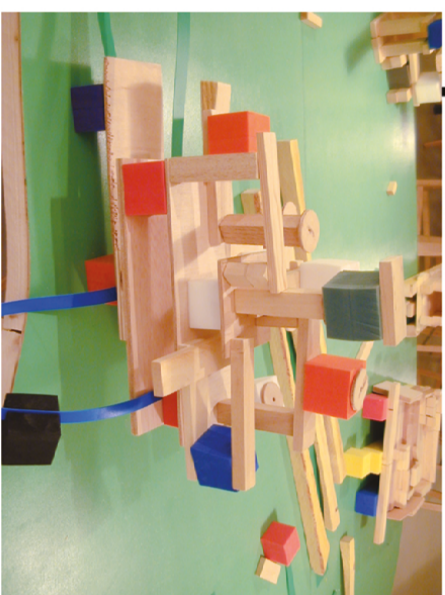
Track



Road



Tower

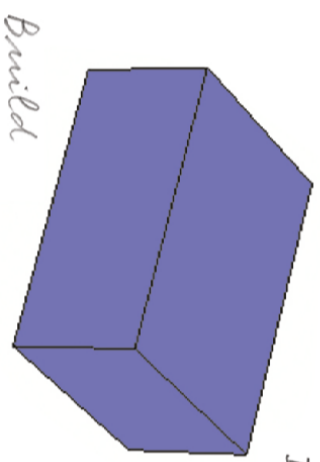


Territory

House

Improvise

Order

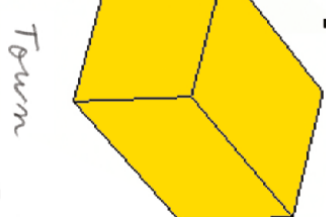
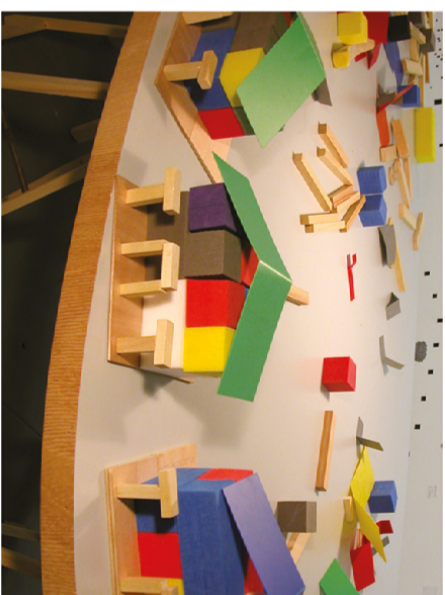


Build

Architecture



Brick



Town

Workshop

Design and production

Paul Cox

Project manager

Catherine Boireau

Touring managers

Julie Jaque

Laura Samoilovich

Graphic design

Paul Cox

Cultural mediation

Carlota Romero

Factoría de Arte y Desarrollo

Graphics

Gloria Rueda Chaves

Installation

UTE ICCI (Ingeniería Cultural y
Cobra Instalaciones)

Information

Free entrance

Opening hours

The Cultural Mediation team will carry out guided sessions (50 minutes) at the following hours:

Every day:

First session at 12:30 p.m.

Second session at 6:00 p.m.

Once the session starts, the access will be not allowed

Maximum 15 people

Maximum 6 families

Maximum 2 adults per family

Inscriptions: the same day at the reception

The museum is closed on Tuesday
(except holidays and day before holidays),
1 January and 25 December.

For families with kids aged four and older.
Children must be accompanied by an adult.

Mediators will accompany families during
the activity at workshop

Activities for families

Impromptus: family workshops

Several times a year, on Sunday afternoon, you can
take part to a highly original workshop for families.
Free access.

Discover all our activities (tours, workshops, events...)
on our website:

www.centrepompidou-malaga.eu



In collaboration with:

