**CLAN GUIDELINES**



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*The Clan is a sculptural representation of a San rock paining which allegedly represents unity of intent, it is the chosen central effigy at the AfrikaBurn event. It is a fully funded artwork and should represent in its process and finished product, the ethos or elements of the ethos that AfrikaBurn’s intended work in the world is.*

*The Clan is not a logo, it is a signifier of what we do out there in the desert.*

Since inception the Clan project has been championed and interpreted by different artists each year which has created a diversity of experience and expression which artcom is quite proud of. Until now we have been able to continue in this fashion, however we might have to face the eventuality that design and build can be done by separate crews.

The approach to the Clan project on the part of AfrikaBurn should embody the ethos and principles that guide the event and its movement. I.e. being open to different inputs, experimentation.

**Tiny History**

2007: Clan was a built by the community, Paul Jorgensen, Brendan Smithers, Uys Van Der Merwe, Jonah De Lange, Gerald, Uprise Abarra and those that pitched in.

2008: Paul Jorgensen, Brendan Smithers

2009: Egon Tania and Crew

2010: Nathan Honey and Marco Guidetti

2011: Nathan Honey, Isa Marques, Robert Weinek

2012: Mike Rule & crew

2013: Brendan Smithers & TNT

2014: Brendan Smithers & TNT

2015: Nathan Honey and the Sutherland community

The Clan is a commissioned work by AfrikaBurn and a vital part of our infrastructure. The minutiae can be worked out on a case by case basis depending on who is building the piece that year.

**GUIDELINES THAT WE SEND TO CLAN APPLICANTS/DESIGNERS**

1) The Art Committee will assess proposals from a concept, design, safety, and a cost perspective. There will be plenty of discussion around these considerations – we’ll figure it out together.

2) The design must be at least an approximation of the Clan. If a design presented represents massive departures from the original rock painting, Artcom will convene over this and advise and confer with the Directors of AfrikaBurn until a mutually agreeable solution is reached.

* It should be worthy - beautiful, inspirational, and a conscious manifestation of the guiding principles of AfrikaBurn.
* While this is not one of the design criteria, consider a reference to the theme.
* It does not need to be complex.
* It must work as a sculpture.
* And it must work as a burn.
* Consider the proportions of the Clan form and its relationship to people and setting.

3) Designs must be presented in a visually accurate way. You can draw (or get someone to draw) beautiful sketches initially. It is important that we can see the intended proportions of your Clan. If you have (access to) the skills you could also draw it up on a technical program like Sketch Up.

We will need to see a maquette so we can assess it as a 3D representation, to scale. Not immediately, but some time soon after the first presentation.

4) In line with our principles, the Clan should be constructed out of waste wherever possible. Materials are to be considered from a burn perspective too. Avoid materials with a high glue or chemical content (such as mdf).

5) Consider the pyrotechnics carefully. You are building a sculptural fire. It should burn beautifully. The speed of the burn should also be carefully orchestrated. Too long and people lose focus, too short and people miss it.

Seek advice. You’re unlikely to have this information at your fingertips. Ask around, ask us.

Clan-builders and other large fire sculpture builders at AB have accumulated knowledge and experience, make use of it.

6) The Clan must be lit at night. This is an integral part of your design and your budget. Think about the lighting creatively. You can use lighting to generate a mood or a feeling. You could project images or patterns onto the Clan that relate to the theme.

7) If the Clan will be in the middle of the binnekring it must be a 3D sculpture, viewable from all sides. If it is to stand on the outskirts it can be flatter.

8) The preferred minimum height is 15m. You can go as high as you like so long as there is structural integrity.

9) Consider the space beneath and around the Clan. People are naturally drawn to this huge sculpture and want somehow to experience the space it occupies. Can we perhaps walk underneath or around it? Perhaps we can dance there before it burns?

10) What you build must be as was pitched and agreed to. This is particularly important around the design of the Clan and the budget.

11) Remember that you will need help constructing this enormous piece. Consider our ethos - it is preferred that you build a crew of willing and able volunteers to help you on construction.

12) You’ll need to generate a detailed budget with all expenses listed.

If we like your design, and the budget is workable, you’ll need to generate a detailed timeline for production.

You’ll need to adhere strictly to the timeline, all milestones, kidney stones and budget.

We need full and detailed accounts kept and consolidated, together with all supporting invoices and receipts. This is for audit compliance.

13) Be honest and clear about what you are capable of, technically and practically. Feel free to collaborate – collaborations are great! They plug the holes in skill sets and can make a massive task easier and much more fun.

Ask if you need help. There’s a big Burner network you can call on if the need arises.

Technical considerations:

* Wind load (Tankwa can experience incredibly high winds, which will exert considerable force on a 15m high structure).
* Anchor points.
* An erection plan.
* Getting cranes and heavy machinery out to Tankwa is tricky – it can be done but it is a cost consideration.

14) Focus on constructing the Clan first, and any other sculptural elements second. You have a responsibility to the event to ensure that Clan effigy is present.

15) Allow plenty of time for the finish.

16) Don’t under-estimate the time this will take. It is much harder working in the desert than in a controlled environment. It is harder than you imagine and will take longer than you think.

17) Do as much beforehand as possible. If at all possible, plan for a dry run in town. Assembling your sculpture in a controlled environment beforehand gives you the opportunity to identify any problems (both structural problems and assembly issues) beforehand and resolve them in advance. Once you get to the desert, you will be reassembling a puzzle you have already solved.

18) The Clan will burn on the Friday or Saturday night of the event, weather permitting. Ignition requires the go ahead from the EMS/H&S lead

19) Performances prior to ignition of the sculpture are open to collaborators and will be handled by Creative committee

20) Ignition of the piece is the choice of the Clan builder.

21) Cleaning the Clan site can be negotiated on a case by case basis.