

We are looking for **five artists from Leipzig and the surrounding area** to collaborate with scientists on developing nature-based sculptures for public spaces. These works should exhibit both artistic and ecological value while also serving as habitats for plant and animal species.

Background Gardens play an increasingly important role in nature conservation, as they reach a broad audience and can inspire interest in ecological issues. However, many prestigious garden projects lack ecologically valuable components, such as deadwood, stone piles, or nesting habitats, often because they are perceived as being aesthetically unappealing. While art often draws inspiration from nature, it less frequently serves the explicit purpose of actively promoting biodiversity. This represents a missed opportunity to integrate art and nature both conceptually and structurally into public spaces.

With the "Living Sculptures" project, we aim to bring together artists and biodiversity researchers to develop innovative garden sculptures that are both ecologically and artistically valuable. The final pieces will be presented at the Botanical Garden Leipzig as part of the Long Night of Sciences on June 20, 2025, and will remain accessible to the public until the end of October.

What We Are Looking For We warmly invite artists from Leipzig and the surrounding area with experience in sculptural work to apply. We particularly welcome approaches that explore the use of natural materials, sustainable design concepts, or the intersection of art and the environment. The resulting sculptures should be integrated into the surroundings of the Botanical Garden in terms of scale and design.

Process The application deadline is **March 10, 2025**. Successful applicants will be invited to a kick-off meeting in early April at the Botanical Garden of Leipzig University and the German Centre for Integrative Biodiversity Research (iDiv). The artists will develop their concepts with scientists during two workshops, tentatively scheduled for **April 1 and April 30**. The exhibition will open on June 20, 2025, as part of the Long Night of Sciences and will remain on display until the end of October 2025. The artists are expected to participate in two accompanying events and a guided tour during the exhibition to present their works and engage with visitors.

What We Offer We will provide funding for material and transport costs, as well as artist fees. The exact amount will depend on forthcoming funding. Participating artists can receive additional technical support if needed. The completed sculptures will be publicly exhibited at the Botanical Garden Leipzig for three months, and the entire creative process will be professionally documented and captured in a short film.

Application process To apply, please submit the following documents via email by **March 10**, **2025**: 1) a **CV** (maximum two pages), 2) a **portfolio** with up to five relevant work samples (PDF or website link), and 3) a short **design concept** outlining initial ideas or sketches for the project (maximum one page).

Collaboration in small groups is possible. Applications can be submitted in **English or German**. A jury will select five positions from all submissions. The Botanical Garden can be visited free of charge during regular opening hours to explore the location.

Contact & Submission: garten@uni-leipzig.de

The subject line for applications is: "Living Sculptures Application". The subject line for inquiries is: "Living Sculptures: Questions"

The project is organized by the Botanical Garden Leipzig in collaboration with the Friends of the Botanical Garden. Additional project partners include the German Centre for Integrative Biodiversity Research (iDiv) Halle-Jena-Leipzig, Leipzig University, and Manufaktur e.V. It is funded by the Cultural Office of the City of Leipzig and the Oak Spring Garden Foundation. Additional funding sources are pending.













