Day and Night Video Script

Welcome to the city of Boston. A hub for positive externalities through education, medical advancements, and a wide variety of culture, as seen through antiqued architecture, acknowledgements of history, and the arts. The Museum of Fine Arts aims to “heighten public understanding and appreciation” through their wide variety of exhibits. Their noble mission is to “reclaim. repair.” and “revive” artifacts, educate those who enter the MFA on a more well rounded history, and to “explore new and neglected” pieces of art. As you walk on the shaded, lush green property leading up to the Fenway entrance of the Museum of Fine Arts, you will notice two 10 foot tall bronze statues of enormous, life like baby heads; one with its eyes wide and full of curiosity and its mouth slightly open, almost to suggest a sense of unfound wonderment and a desire to learn. This head was named Day. The other statue named Night, located on the other side of the entrance mirroring Day’s position, shows the baby head sleeping, its eyes slightly swollen and closed and its mouth in a relaxed state of being. Made in 2008 by Antonio Lopez Garcia, Day and Night were brought from Spain to be displayed in front of the MFA in honor of Malcom Rogers, the previous director of the MFA. According to an interview conducted by the MFA, Garcia said the giant baby heads were his first real opportunity to work on such a large scale. He speaks fondly about how his starting point was something intimate and “close to [him],” as the heads were modeled after his granddaughter Carmen who was a few

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months old when these statues were constructed. However, he said what he created began to become “unknown” to him on a personal level as his idea became tangibly real.\(^3\)

These heads became an iconic landmark of Copley Square and were adopted into the neighborhood of Boston as residents played off the humor the baby heads provided, dressing it for the occasion with giant knitted hats for the winter and a giant medical face mask during the COVID-19 pandemic.\(^4\) Day and Night emulate a wide range of emotions: playful, yet contemplative. Initially, these baby heads are merely humorous, but after driving deeper there is a clear metaphoric argument being presented representing roles of the respected and the respectful: “servant and master,” teacher and student, parent and child. The person open to being taught is seen through the depiction of the baby, as one who is eagerly ready to be taught and shown the world. A blank canvas yet to be painted. Both Day and Night transcends the concept of time by showing the child at the same point in her life. This timeless quality suggests that we are, and at least mentally will be, forever young. We will age, get wrinkles and sun spots, our hair will grow gray and our body will ache from surviving, but our mind and essence will never outlive itself. We will always have a sense of curiosity, we will always wonder why and question the systems that are in place that merely aim to tell us and not teach us. Education is often sought and will forever be sought because humans at any age will want to know the wonders of the world. People change professions, majors, and interests because they get bored with the known. The known is boring.


Garcia’s names for his sculptures, *Day* and *Night*, represent different sides of the same coin. The same child in question, yet two states of being are named after completely different concepts. These two statues are the same size and shape, thus they should hold the same value figuratively. *Day* represents curiosity, an eager desire to learn--the purpose of being “awake,” according to Thoreau. To live purposely in order to be alive. *Night*, in my eyes, does not represent mere sleeping but the calmness and the relaxed state of being one has with acceptiveness--a controlled state of peace. Sleeping does merely mean not being awake, but to be still and absorb information instead of merely seeking after it. These baby head statues show us the duality of man, the two intertwined forces that represent a being.

*Day* and *Night* as individual entities represent human relationships that bring a development of the mind and a sense of wonderment that reaches beyond time, but I think it is important to note these statues are a small piece within a large environment. People flock to Boston because it serves as an epicenter for enlightenment in all forms: politically, socially, educationally, and mentally. They come in search of a greater understanding, people come ready and willing to open their eyes to an opinion or a view that they did not previously have. The Museum of Fine Arts boosts the overall culture Boston is aiming to promote with these progressive morals. *Day* and *Night*, being a part of the Museum of Fine arts, pushes these same morals Boston has by serving as a reminder to keep an open mind if they want to fully absorb knowledge and learn unbiasedly. These statues are intentionally placed at the entrance of the Museum of Fine Arts to be one of the first things people see to relay a message of acceptiveness. To suggest to the visitors to embrace the same childlike mentality a child has of being unbiased and open to all suggestions when interpreting art. The older people grow, the more preconceived
notions are pushed into their head that end up dictating their opinions and actions. Art becomes harder to interpret as more overlapping thoughts as what should be are pushed onto a person, creating a sort of tunnel vision for the person that narrows their sight on the world. *Day into Night* reminds visitors to strip themselves of what they thought was true and asks them to adopt the ideology Garcia wanted to capture in Carmen at only a few months old.

Photo Credits:


2:06: Taken by Antonio Lopez Garcia.


All other images/ videos not mentioned were taken by Portia Lee.