

UCI Claire Trevor School of the Arts

211 Mesa Arts Building
Irvine, California 92697-2775

NEWS

MEDIA CONTACT: Jaime DeJong, (949) 824-2189, jdejong@uci.edu

UC IRVINE'S CLAIRE TREVOR SCHOOL OF THE ARTS MOUNTS A TRIPLE ARTIST EXHIBITION OF WORKS BY NINA WAISMAN, JOE MCKAY, AND DAVID ROKEBY AT THE BEALL CENTER FOR ART + TECHNOLOGY

IRVINE, Calif. (February 2, 2015) -- The Donald R. and Joan F. Beall Center for Art + Technology at UC Irvine's Claire Trevor School of the Arts will mount "Play: In Three Acts" highlighting three interactive works by three artists, Nina Waisman's *Body Envelope* (2012 to Present), Joe McKay's *Light Wave* (2013), and David Rokeby's *Dark Matter* (2010). Their installations explore various modes of interaction. Waisman and Rokeby incorporate sound and embodied interaction. McKay's work incorporates playful interaction with a choice to compete or cooperate to extend the play. The exhibition opens Saturday, February 7, 2015 with an Artist reception open to the public from 2:00PM -5:00PM and will be on exhibit through Saturday, May 2, 2015.

About the Artists and their Work:

***Light Wave* by Joe McKay:** *Light Wave* is a two player video game, played on twenty-four old floor lamps instead of a screen. At either end of the long serpentine row of lamps sits a pedestal with a force sensor embedded in the top. Hitting the pedestal sends a signal through the lamps, turning them on and off in sequence. The harder the hit of the pedestal, the faster the signal travels. If the second player times their hit precisely they can return the signal back through the lamps. The rally continues until someone miss-times the hit and the game resets. *Light Wave* works on many levels. It is a game - easy to play yet fun and addictive. It is also an aesthetically pleasing installation. It asks us to think about old and new technologies. The installation presents us with a collection of random lamps each one unique, yet the game asks us to think of each lamp as a pixel, and see the blinking lights as an animation. The title itself invokes the dualistic nature of light, which is famously both a particle and a wave.

Joe McKay is a digital media artist that uses games and interactivity to critically examine the way our culture is consuming and creating current technology. McKay works in several different mediums, including sculpture, performance, video games, video, photo and more. McKay received a BFA from NSCAD and a MFA from UC Berkeley. McKay has an extensive exhibition history, both in New York City and internationally. He is currently represented by Pari Nadimi Gallery in Toronto. McKay is a professor of New Media at SUNY Purchase College. For more information about the artist visit:

<http://www.joemckaystudio.com/>

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Dark Matter by David Rokeby: *Dark Matter* is presented in a darkened gallery space and is dominated by an invisible sculpture of silent sound. Your body probes the space listening for the sculpture's spatial form to be expressed through the sounds of your contact with its immaterial presence.

Infrared sensitive video cameras survey the darkened gallery from 4 angles. These cameras carve up the space into thousands of three dimensional zones. Selections of these zones have been attributed sound behaviors. Together, these interactive zones define a complex physical, but invisible, form in the gallery space. A computer cross-references the data from the cameras to work out which zones are experiencing the greatest physical activity at any given moment and plays the sounds linked to those zones through an 8-channel sound system, distributing the sounds through the space in relation to the locations of the physical stimuli.

The sounds are all very physical: breaking ice and breaking glass, creaking metal, falling rocks, bursts of flame. They are "painted" into the space by hand. Starting with an empty space, the artist places the sounds in the space by selecting a sound then waving his hand in a particular area to locate the sound in a particular cubic foot of space; the interactive sculpture of sound was defined in space by hand.

David Rokeby is an installation artist based in Toronto, Canada. He has been creating and exhibiting since 1982. For the first part of his career he focused on interactive pieces that directly engage the human body, or that involve artificial perception systems. In the last decade, his practice has expanded to include video, kinetic and static sculpture. His work has been performed/ exhibited in shows across Canada, the United States, Europe and Asia. Rokeby was awarded the first BAFTA (British Academy of Film and Television Arts) award for Interactive Art in 2000 and the Governor General's award in Visual and Media Arts and the Prix Ars Electronica Golden Nica for Interactive Art in 2002. He was awarded the first Petro-Canada Award for Media Arts in 1988 and the Prix Ars Electronica Award of Distinction for Interactive Art (Austria) in 1991 and 1997. For more information about the artist visit: <http://www.davidrokeby.com/home.html>

Body Envelope by Nina Weisman: *Body Envelope* makes the visitor's body a tool for tuning an extended cosmos, mapping sounds of far-flung worlds into the visitor's peripersonal space. Sensors are suspended to sketch a delicate, amoeba-like, 3-dimensional body envelope. Some sensors respond to the slightest bodily movements, others must be reached for conscientiously. When entered and played, the piece surrounds visitors with sounds selected from wide reaches of spatio-temporal experience – animal, human, machine, cosmic, delicate, aggressive, articulate, anomic. Each visitor composes a shifting sonic space, reweaving space, time and meaning with natural movements that trigger sounds. Those sounds then change in pitch, speed, volume and spatialization, in relation to the visitor's movements. Multiple versions of the piece will be put in play in alternation for the Beall Center - repeated visits will generate very different sonic worlds.

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Nina Waisman produces multi-media projects that explore how technologically-driven forms of control and communication impact the body's space, time, and logic. As a former dancer, she is particularly fascinated with the critical role that movement-based modes of thinking play in forming our thoughts - neurologists and cognitive scientists call such "physical thinking" the pre-conscious scaffolding for all human logic. Waisman's interactive installations engage visitors in everyday acts of physical thinking, which trigger sounds connected to sites and issues such as the US/Mexican border, surveillance, consumer-military feedback loops, invisible labor, urban sound's impact on bodies, and nanotechnology. Waisman's work asks experientially: how might technologically-inflected forms and gestures shape our relationships with the bodies and systems we connect to when we move with technology? She has exhibited in museums, galleries and public spaces nationally and internationally: venues include the California Biennial at OCMA, the Museum of Image and Sound in Sao Paulo, Brazil, the CECUT in Tijuana, the House of World Cultures in Berlin, the Zero1 Biennial and ISEA. She recently completed projects for LA><ART in Los Angeles, Casa Vecina in Mexico City, and The New Children's Museum in San Diego, where she has a climbable, interactive sound installation on exhibit through 2016. For more information about the artist visit: <http://www.ninawaisman.net>

Nina Waisman will collaborate with professional dancers to present choreographed performances directly related to her interactive sound installation, *Body Envelope*. Performances will be presented during the Beall Center Opening Reception on February 7, and throughout the duration of the exhibition.

Current Dance Performance Schedule:

Saturday, February 7th – during Opening Reception:

2:30PM & 3:45PM

Untitled (new work): by Flora Wiegmann

Flora Wiegmann will perform a new piece she has choreographed for *Body Envelope Version 3.1*. *Body Envelope 3.1* flattens time and space through a curation of sounds taken from the past 100 years.

3:15PM & 4:30PM

Untitled (new work): Choreography by Lisa Naugle & danced by Gunta Liepina

Lisa Naugle and Gunta Liepina will present a new piece choreographed for *Body Envelope Version 3.3*. *Body Envelope 3.3*, features vocalist Carolyn Pennypacker Riggs and sound samples from the vast soundscape of contemporary, everyday life. It was created in response to two poems by Genine Lentine, "*On Magnitude*" and "*Of the Quiet of the Deep Sea*," (both sung here by Riggs). The poems are composed of fragments from D'Arcy Thompson's classic work of natural history, *On Growth and Form*.

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About the Dancers/Choreographers

Flora Wiegmann is a Los Angeles-based dancer and choreographer. She works in both live performance and film, and has had the opportunity to collaborate with artists such as Fritz Haeg, Silke Otto-Knapp, Alix Lambert, Amy Granat, Miljohn Ruperto and Nina Waisman. Her projects have been presented at the ICA, Philadelphia; Whitney Museum of American Art and The Kitchen, New York; California Biennial, Orange County Museum of Art, Newport Beach; The David Roberts Foundation and The Camden Arts Centre, London; and Université Rennes. Her recent show, *Dyslexicon*, first presented at C. Nichols Project, will be traveling to various spaces in 2015.

Gunta Liepina is from Riga, Latvia, where she received her BFA in Dance at the Jazeps Vitols Latvian Academy of Music. She has also studied at the Rotterdam Dance Academy in the Netherlands and is currently a Fulbright Scholar, MFA Candidate for Dance at the University of California, Irvine and Delta Kappa Gamma Society International World Fellowship recipient. Her BFA thesis was a choreography in collaboration with the Latvian National Ballet Theater and freelance actor. As a performer, she has danced in the Dance Theater Grande, the Indra Reinholde Chamber Ballet, and she has also worked as a freelance dancer participating in different projects in Latvia as well as having toured internationally throughout Europe, Thailand, and the United States.

Lisa Naugle is Professor and Chair of the Dance Department in the Claire Trevor School of the Arts at the University of California, Irvine. Lisa earned her M.F.A. from New York University, Tisch School of the Arts, and her Ph.D. in Dance Education from Steinhardt School in the Department of Music and Performing Arts Professions. She is a choreographer, dance improviser and educator and has presented her choreography in Eastern and Western Europe, Asia, South and North America. Lisa first articulated the concept and method of "distributed choreography" in her 1999 article, *Distributed Choreography: A Video-Conferencing Environment* and has continued to develop site specific and telepresence performances with national and international collaborators. She has been recognized for her solo dance improvisations and choreography, interacting with live video and live music using "Active Space", an intermedia performance system conceived and developed by John Crawford. From 2008 – 2012 she was the Director of Choreography for the Improvisation and Choreography Summer Intensive in Malaga-Frigiliana, Spain. In 2009, Lisa founded the DTM2 Improvisation Ensemble which continues to present work as a pop up company. In 2012 - 14 she performed and presented choreography with the DTM2 ensemble in Rome, Italy at the Museum of Contemporary Art of Rome (MACRO), the Conservatory of Santa Cecilia and the University of Rome. For the past three years she has been Director of Dance at New York University's IMPACT (Interactive Multimedia Performing Arts Collaborative Technology), an interdisciplinary summer program. At UC, Irvine she teaches choreography, improvisation, pedagogy, and directs graduate student research projects.

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About the Beall Center Curator

David Familian is the Artistic Director and Curator at the Beall Center. He began working at the Beall Center in 2005 and was appointed Artistic Director and Curator in 2009. An artist and educator, he received his BFA from California Institute of the Arts in 1979 and his MFA from UCLA in 1986. For the past twenty years Familian has taught studio art and critical theory in art schools and universities including Otis College of Art and Design, Minneapolis College of Art and Design, Santa Clara University, San Francisco Art Institute and U.C. Irvine. He currently teaches the Beall Center's Digital Arts Exhibition course at U.C. Irvine's Claire Trevor School of the Arts. Although David began his career as a photographer, since 1990 new media has become integral to his own artistic practice and his work as a web producer and technical advisor for individual artists, museums and universities such as Walker Art Center, University of Minnesota and the Orange County Museum of Art. David has curated and organized the majority of exhibitions at the Beall Center. David developed the Black Box Projects Initiative at the Beall Center and meets regularly with artists as well as technologists and scientists to collaborate on new projects.

About the Beall Center for Art + Technology

The Beall Center is an exhibition and research center located on the campus of the University of California, Irvine. Since its opening in 2000, the Beall Center's exhibitions, research, and public programs have promoted new forms of creation and expression. For artists, the Beall Center serves as a proving ground — a place between the artist's studio and the art museum — and allows them to work with new technologies in their early stages of development. For visitors, the Beall Center serves as a window to the most imaginative and creative innovations in the visual arts occurring anywhere. The Beall Center promotes new forms of creative expression by: exhibiting art that uses different forms of science and technology to engage the senses; building innovative scholarly relationships and community collaborations between artists, scientists and technologists; encouraging research and development of art forms that can affect the future; and reintroducing artistic and creative thinking into STEAM (Science, Technology, Engineering, Arts, and Math) integrated learning in K-12 to Higher Education.

The Beall Center's curatorial focus presents a diverse range of innovative, world renowned artists, both national and international, who work with experimental and interactive media. Many of these artists have shown their works primarily within group exhibitions or have a limited number of solo exhibitions in the US. The Beall Center is committed to exhibiting these artists in a way that more fully expresses their individual body of work. The majority of exhibitions presented at the Beall Center include commissioned works and premiers of new works. We strive to present a direct connection between our programs and the larger trajectory of the history of video, installation art, kinetic and cybernetic sculpture. Our approach is not to exclusively emphasize the technological aspects of works, but to present experimental media projects that are equally strong aesthetically, conceptually and technically.

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The Beall Center received its initial support from the Rockwell Corporation in honor of retired chairman Don Beall and his wife, Joan, the core idea being to merge their lifelong passions - business, engineering and the arts - in one place. Today major support is generously provided by the Beall Family Foundation.

The Beall Center's 2014-15 exhibitions are supported by the Andy Warhol Foundation for the Visual Arts, The Beall Family Foundation, and VIZIO. The season includes two professional exhibitions that focus on artworks that explore our interactions with gaming and play.

About UC Irvine's Claire Trevor School of the Arts

Times Higher Education ranked UC Irvine first among U.S. universities under 50 years old and fifth worldwide. Since its founding in 1965 as one of UC Irvine's original schools, the School of the Arts (renamed for actress Claire Trevor in 2000) has become one of the nation's leading educators in visual and performing arts. Recently awarded "Best Arts Organization" in Orange County by the Coast Community Awards, the School offers undergraduate and graduate degrees in Art, Dance, Drama and Music, a minor in Digital Arts, and one of the few university doctoral programs in Drama. The Claire Trevor School of the Arts is located at 4000 Mesa Road, Irvine, CA 92617. For more information, please visit us at www.arts.uci.edu.



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Dark Matter, David Rokeby (2010)

Image from David Rokeby website http://www.davidrokeby.com/Dark_Matter.html



Body Envelope (2012 - Present), Nina Waisman

Image from the Futures Project, May 2013 - January 2014,
Center for the Living Arts, Mobile, Alabama



Light Wave (2013), Joe McKay

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Play: *In Three Acts* Fact Sheet

Exhibition & Related Events:

Play: *In Three Acts*

Exhibit Dates: February 7 - May 2, 2015

Opening Reception: Saturday, February 7, 2015, 2PM – 5PM

With *Body Envelope* Dance Performances at 2:30, 3:15, 3:45 and 4:30PM

Family Day: Saturday, April 18, 11AM – 4PM

Closed: Mar 24 - 30

General Description:

Play: In Three Acts will highlight three interactive works by three artists, Nina Waisman's *Body Envelope* (2012 to Present), Joe McKay's *Light Wave* (2013), and David Rokeby's *Dark Matter* (2010). Their installations explore various modes of interaction. Waisman and Rokeby incorporate sound and embodied interaction. McKay's work incorporates playful interaction with the choice to compete or cooperate to extend the play.

Gallery Hours:

Tuesday - Saturday from 12:00PM – 6:00PM

Free Admission. Public is Welcome

Location:

712 Arts Plaza, Claire Trevor School of the Arts, UC Irvine, Irvine, CA 92697

Parking:

Student Center Parking Structure, at Campus Drive and West Peltason, Irvine, CA 92697

Mesa Parking Structure, at Mesa Drive and University Drive, Irvine, CA 92697

For maps, driving directions and parking information go to <http://beallcenter.uci.edu/directions> or use the UCI campus interactive map: <http://www.parking.uci.edu/maps/imap.cfm>

More Info:

www.beallcenter.uci.edu

<http://www.ninawaisman.net>

<http://www.joemckaystudio.com/>

<http://www.davidrokeby.com/home.html>

www.arts.uci.edu

Note to editors: Selected high-resolution images for publicity only may be downloaded from <https://drive.google.com/folderview?id=0BxHP9f0t1YW-SjB4SDZHnktCQ1U&usp=sharing>