

BALANCING GROUND

Cover Letter

Dear Creative City Challenge Jury Committee,

It is with great pleasure that we provide our submission for the Creative City Challenge. We are very excited to participate in this exciting competition and hope that you are intrigued by our enclosed materials. We recognize that this project is a rare opportunity for us as artists to do work that can directly impact a large public space in the urban center of Minneapolis, as well as connect more broadly with other Minnesota communities.

This competition piqued our interest in that it allows for rethinking the boundaries of art, urban space and cultural and ecological awareness. For this purpose we have assembled an interdisciplinary team of designers and artists with a diverse portfolio exploring public and engagement art, set design, new media technologies and architecture as multimedia engagements that attempt to understand and expand upon the specificities and vagaries of our collective spatio-cultural surroundings.

Amanda Lovelee currently practices in the Twin Cities as a City Artist in Residence and teaches at the Minneapolis College of Art and Design. With her background in photography, video and large public engagement art projects she provides a unique point of view in understanding a place through its people and cultural practices. From his experience as a set and lighting designer and technical director, Kyle Waites brings a sensitivity to the integration of light and space in the design and construction of a project. He owns his own lighting design business in Minneapolis and is experienced and skilled at managing large installation projects. Sarah West is trained as an architect, but works primarily at the intersection of art and architecture to imagine and create immersive experiences. She combines her awareness of spatial organizations with an interest in metaphysical states of being into work that is provocative at both a material and philosophical level. And Christopher Field, an artist and assistant professor of media arts and design, creates work that filters and re-purposes time-based content to explore its effect—whether intentional, implied or imagined—on those who experience it. Through collaboration, we hope to arrive at new and unexpected outcomes that can benefit the project as well as our personal growth as artists and designers.

Together, we approach artistic production for a public site as an occasion to learn and study a place and its position within the larger community. This urban plaza presents a unique opportunity to introduce meaningful dialogue to a varied audience through thoughtful art making and engagement. Our project proposal suggests the merging of interaction of activity—both serious and silly, serene and active, sacred and playful. The juxtaposition of these interactive modes seems especially appropriate for an urban space that seeks to engage multiple communities.

As both current and past residents of the Twin Cities, we are particularly excited about the Creative City Challenge because we believe artists can play an important role in the re-imagining of our cities, their public spaces and all the accidental or intentional interactions that arise in urban living.

Thank you for the opportunity to share our work and perspectives with you. This has been a welcome chance for us to begin a discussion on the agency of public art, the activation of collective histories and the future of Minneapolis' public spaces. We look forward to hearing from you.

Warm Regards,

Amanda Lovelee
Kyle Waites
Sarah West
Christopher Field

BALANCING GROUND

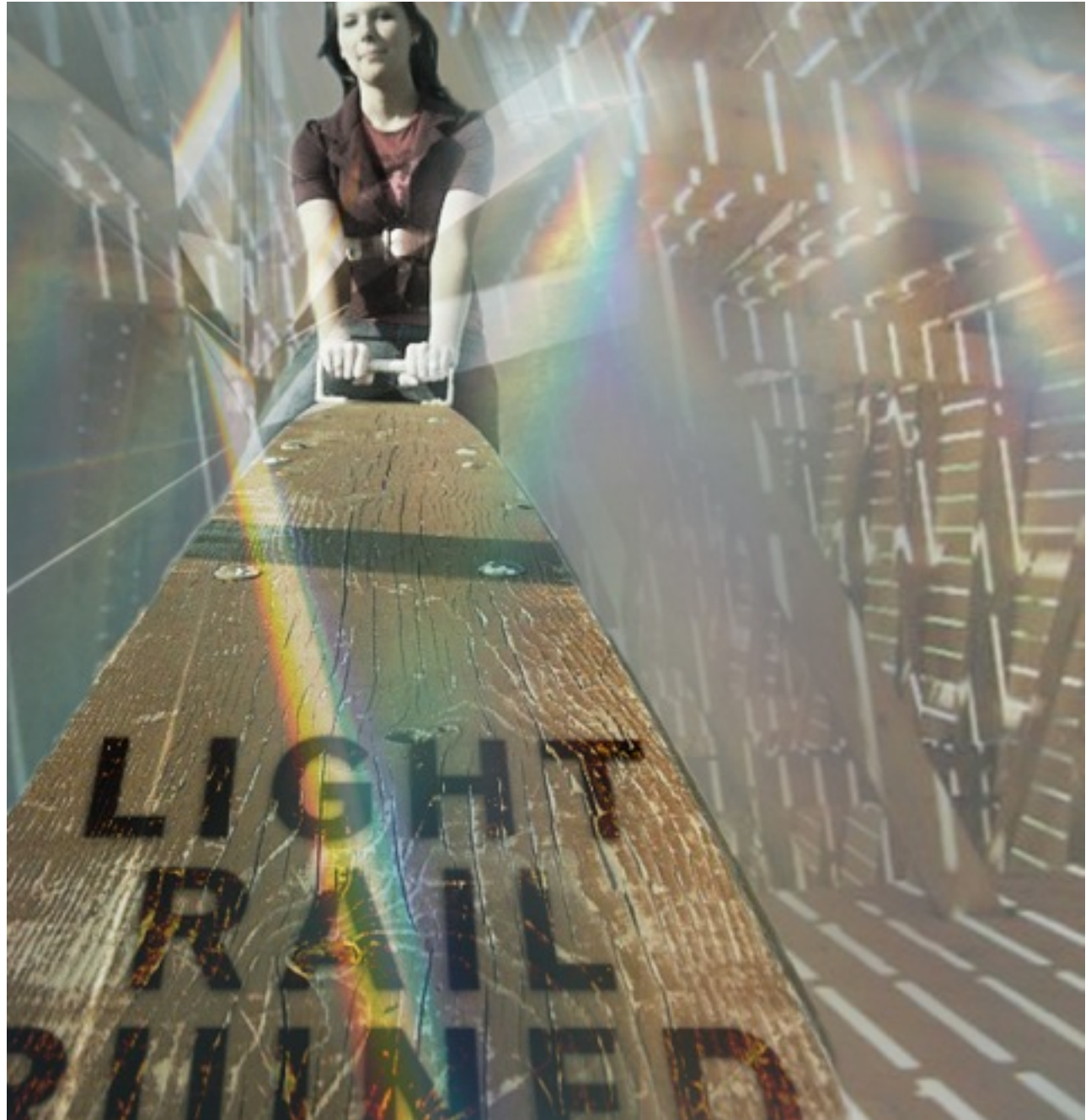
Project Vision

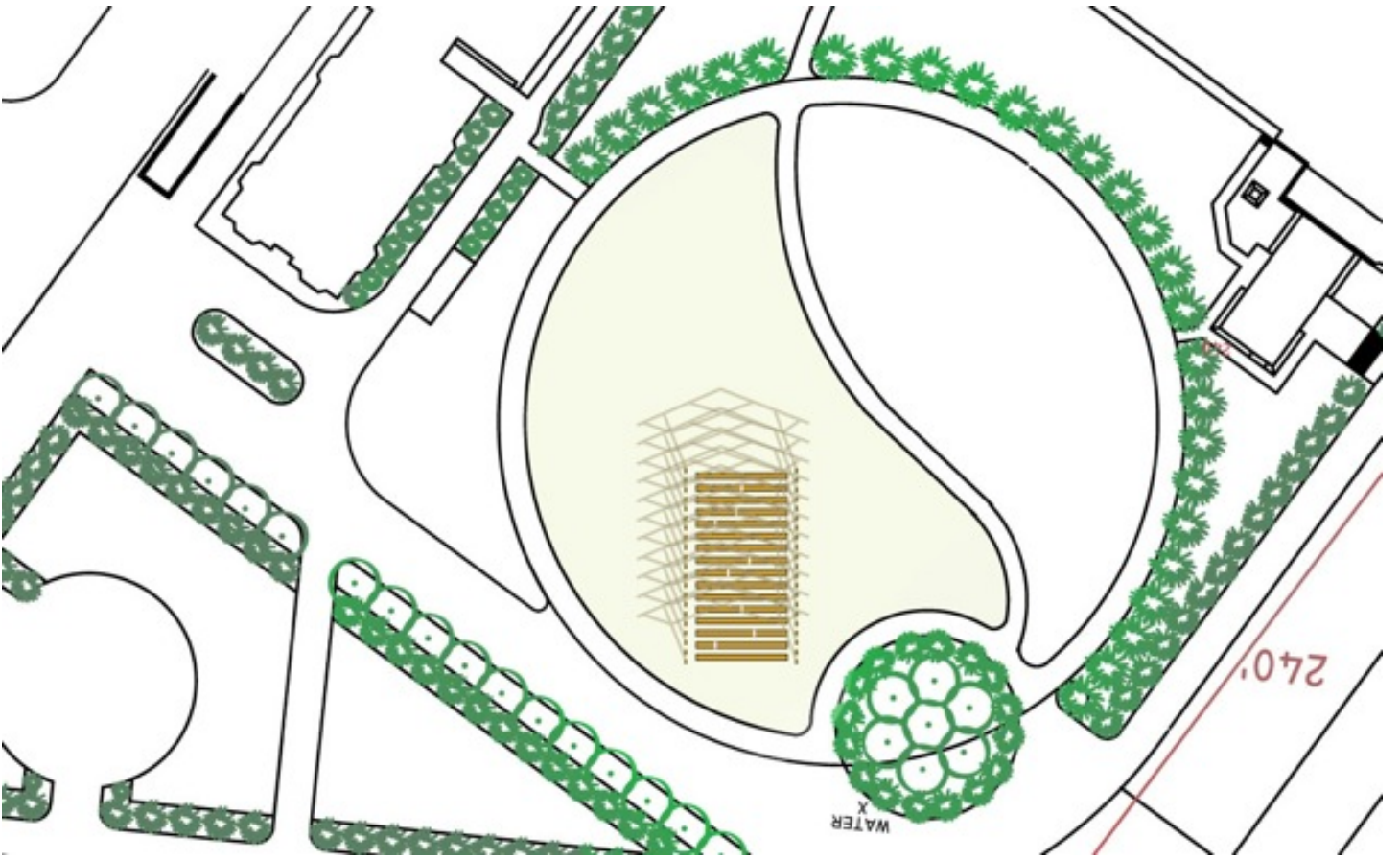
Balancing Ground is a welcoming interactive space providing moments of reflective and playful activity in the midst of a large urban plaza. It weaves play and peacefulness together through the use of sound, light, text and group movements to create meaningful engagement and the opportunity for intimate, public conversations.

Balancing Ground will consist of a large, linear structure of exposed wood framing with a canopy of prisms and reflective fragments strung on cables between rafters. Beneath the structure, long rows of wood benches are interrupted with a series of the familiar playground teeter totters. These teeter totters will be etched with laser cut text on each end, highlighting a particular issue of our city and state. As people sit on these teeter totters and begin to push up and down, sound recordings of community members sharing their thoughts on the topic will begin to play, almost like the cultural voice or choir of the city. For specific large group programming in the plaza, the teeter totters can be locked into position as regular benches and the space can support music, dance or other activities.

Balancing Ground gently reacts to the natural transitions of the day through the lengthening and shortening of the structure's many shadows and through the prismatic reflections of light casting bits of the rainbow spectrum down to the seating area below. The structure, proportions and fractured light suggest a sacred space deconstructed to its most elemental architectural components. As the sun sets, small solar-powered lights will illuminate the etched text on the teeter totters and the reflective materials of the canopy above.

Balancing Ground will draw people in through curiosity, keep them there through play, and invite people to hear myriad perspectives and voices about cultural, ecological and sociological questions.





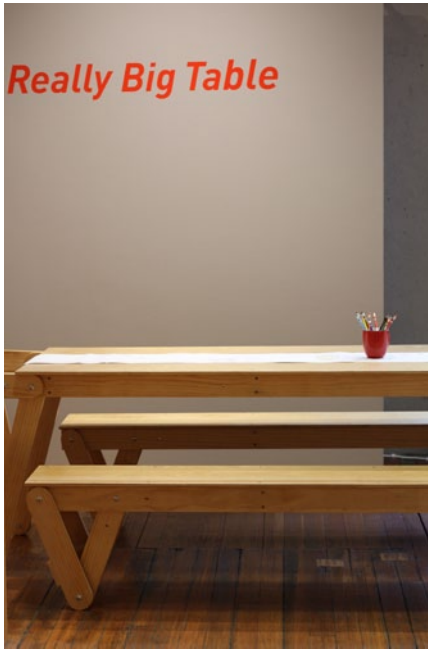
BALANCING GROUND

Budget

Artist Design (development/drawings)	\$15,000
Management and Coordination	\$1,500
Sound Recording/Editing/Coding	\$2,000
Travel	\$1,000
Materials	\$30,000
wood	
hardware	
supports/structure for teeter totters	
cables, prisms, reflective materials for canopy	
light fixtures, solar technology	
sound equipment	
Additional labor support	\$5,000
Installation	\$5,000
Upkeep	\$2,000
Deinstallation	\$3,500
Contingency and Insurance	\$10,000
Total	\$75,000

BALANCING GROUND

Previous Experience



The Really Big Table

The Really Big Table is a collaboration between artist Amanda Lovelee and civil engineer Colin Harris. It is a 25 foot mobile table that folds up on to a bike trailer and can be deployed across multiple venues. *The Really Big Table* functions as a gathering space and activates streetscapes. Through its modular construction, it can be easily transported throughout the urban landscape by bicycle. The table is an accordion book that holds, tells, and creates stories through the use of technology and participation. The table encourages the sharing of knowledge, collecting of stories, and development of connections while activating under-utilized spaces such as alleys, parking lots, and sidewalks. It has been used as a malleable platform for a multiple of community gatherings and by many different organizations including the park board for their planing process, museum for their outreach and by other artist as a platform for their projects. Spectators are drawn in by curiosity of the skeptical of the unfolding of the table and soon become participants as they help build the table. Both Lovelee and Harris are interested work that takes a team and turns participants into partners.

BALANCING GROUND

Previous Experience



The Call and Answer Project

Amanda Lovelee believes that finding, preserving and constructing a space for physical connection is an urgent issue. As a society that faces the collapse of communities how do we continue to form visceral, face-to-face connections? This is why she began *The Call and Answer Project*, a project that created a space for physical connection and an awareness of the need for such connections. This is a project about square dancing, hand holding, connecting. *The Call and Answer Project* involved many organizations, grants and parts. The first event was held at Minnesota Center for Book Arts as part of Northern Spark, where an all night square dance was held, strangers posed for a photo with a stranger for free pie and 2000 books Lovelee designed were printed. Then folding parties were held, a movie was shot and many meals talking about the value of community and touch with all the partners. The final event happened at the Walker Art Center where the movie premiered, if strangers held hands for a photo they received a letter pressed book, and a large outside square dance was held. Overall over 3000 strangers held hands and danced Minnesota's state dance.

BALANCING GROUND

Previous Experience



Give me a setting sun

This project is a meditation on the experience of being on a public transportation platform. What does it mean to wait? Does it mean to be captive to a schedule outside of one's control? Or is it more (or less) than that? What kinds of emotions, remembrances and daydreams fill in the cracks of our 'captive' time?

Two asynchronous video and audio streams are juxtaposed in physical space via their projection onto a series of semi-transparent scrims. The scrims both capture the image and allow it to pass through; the result is a tangible intermingling that invites physical interaction from the viewer—he/she can (and are encouraged to) literally walk through the work and affect the image. Being asynchronous, the streams create dynamic juxtapositions of image and sound that change perpetually, both content-wise – in that no combinations of images or sounds are ever the same – and contextually, as the overall experience of the outdoor piece changes as the sun descends and eventually rises.

BALANCING GROUND

Team Members

Our team is composed of a four primary members: Amanda Lovelee, an engagement focused public artist, Kyle Waites, a set and lighting designer, Sarah West, an artist/architect, and Christopher Field, a new media artist. All members are equally involved in the conceptual design and development of the project.

Amanda Lovelee / Minneapolis, MN / Project Lead, Public Engagement

Amanda Lovelee is the Temporal and Engagment City Artist in Residence for the City of St. Paul. A visual artist whose training is based in photography and video, she creates interactive public art events that explore how and where people connect. Her recent projects have investigated diverse topics such as the lives of beekeepers and ice fishermen, strangers' love stories, and the sociology of square dancing. She holds a BFA in Photography from the University of Hartford and a MFA in visual studies from the Minneapolis College of Art and Design. She has shown and performed across the United States and abroad.

Kyle Waites / Minneapolis, MN / Project Lighting Design, Construction Lead

Kyle Waites has a degree in set design. He has worked as a professional set designer, technical director and lighting designer in both theater settings as well as large-scale corrupt events. He currently owns and runs his own lighting business in the Twin Cities. Waites strength is creatively taking peoples ideas and translating them into light plots that highlight their strengths. He is a quick problem solver and great crew chief for all scale projects.

Sarah West / Project Architectural Design

Sarah West is a multi-disciplinary artist, with professional experience in architecture, set design, and gallery and site-specific public art installation projects. She believes each field draws from the same basic ideas of the composition of object, scene/site, and narrative and is particularly drawn to immersive environments that combine story and physical space. Sarah received an MArch from SCI-Arc and a BA (Philosophy) from Carleton College.

Christopher Field / Project Sound/ Technology Design

Christopher Field is an interactive new media artist. He is particularly interested in how complex ideas can be expressed through visual and immersive media, and the way that media affects people's emotions and perceptions. His work often involves the installation of interactive video, sound and web-based technologies in physical space. Christopher received an MFA from the Massachusetts College of Art and Design a BA in Media Technology and Art from Denison University. He is an Assistant Professor of Art and Design at Morehead State University.

CHRISTOPHER FIELD

EDUCATION

MASSACHUSETTS COLLEGE OF ART AND DESIGN - BOSTON, MA
Master of Fine Arts, Design

DENISON UNIVERSITY - GRANVILLE, OH
Bachelor of Arts, Media Technology & Art

EXPERIENCE & TEACHING

ASSISTANT PROFESSOR OF ART AND DESIGN, MOREHEAD STATE UNIVERSITY, 2013
Courses: ART 109, Digital Foundations, ART 206, Graphic Design I, ART 215, Web Design

VISITING ASSISTANT PROFESSOR OF ART, ST. CLOUD STATE UNIVERSITY, 2012-2013
Courses: ART 220, Introduction to Graphic Design/Typography, ART 321, Web Design, ART 421, Interactive Design

STOP-MOTION WORKSHOP, DYNAMIC MEDIA INSTITUTE, MASS-ART, Fall 2011

DIRECTOR/CREATOR

Establishing Shot (Digital Installation) - Irrigate, Springboard for the Arts – Saint Paul, MN – Summer 2013
Give me a Setting Sun (Video Sculpture Installation) - Northern Spark Art Festival – Saint Paul, MN – Summer 2013
I Am Waiting (Multi-channel Video Installation) - Boston Convention Center Marquee – Boston, MA – Summer 2012
Autochrome (Live Video Performance) – Boston, MA – February 2012
SpamStream (Interactive Installation) – Boston, MA – March 2011
Deadbeat (Short film) – Boston, MA – April 2010
Are You Free?, The Freeze, Watching Circles (Music Videos) – with Stereo Soul Future – 2011-2012
Ghost in the Night, Vital Signs, Red Tree Music (Albums) – with Stereo Soul Future – 2003-2012

MODULUS STUDIOS, INTERACTIVE DESIGNER, 2009-2012

Accessible Gardner (Visitor Experience iPad Application) - user experience design and image mastering
DocYard (Documentary film series) - website and promotional materials
OCÉ (Interactive presentation) - programming

FILM & TV PRODUCTION

Freelance production work in Art and Sound departments – Los Angeles, CA – 2005-2008
Sacramento Multicultural Festival (Documentary) – Modern Art Pictures – Sacramento, CA April 2008
The Rachael Ray Show (Television Series) – King World Entertainment – Los Angeles, CA February 2008
A Shot at Love with Tila Tequila (Television Series) – MTV Networks – Los Angeles, CA – September 2007
Redbelt (Feature) – SONY PICTURES CLASSICS – Los Angeles, CA – July 2007
Who's Got Jokes? (Television Series) – TV ONE Networks – Los Angeles, CA – April 2007
Rizzo Design (Commercials) – Los Angeles, CA – March 2007
Just Jordan (Television Series) – NICKELODEON – Los Angeles, CA – Summer 2006

EXHIBITIONS

The Experience of Dynamic Media, Framingham State University, Mazmanian Gallery, October 2012
Ordinary Human Unhappiness, Thesis exhibition, Doran Gallery, March 2011
Media Luscious, Dynamic Media Institute Group Show, Pozen Center, March 2011
Provocative Objects, Dynamic Media Institute Group Show, Doran Gallery, October 2010
Figurants, Jan Kubasiewicz-curated exhibit in Warsaw, Poland, Summer 2010

GRANTS & COMMISSIONS

Northern Spark, Summer 2013
Irrigate, Springboard for the Arts, Spring 2013
Boston CyberArts, Summer 2012
Proximity Lab Fund, Fall 2010, Spring 2011

PUBLICATIONS

We're in Paris, Short story, Paradigm.
Uninformed Opinions and Other Observations on "New Media" Innovations/Inventors, The Experience of Dynamic Media
Having or Not Having an Experience: The Beatles' RockBand in High Definition, Essay, DMI Website
Dynamic Range Insanity: The Effect of Digitalization on The Art of (Popular) Music Recording (Briefly), Essay, DMI Website
29 Seconds, Essay, Provocative Objects (catalogue), The Bureau of Cybersurreal Investigation

SARAH WEST

EDUCATION

SOUTHERN CALIFORNIA INSTITUTE OF ARCHITECTURE | LOS ANGELES, CA | 2007
Master of Architecture

CARLETON COLLEGE | NORTHFIELD, MN | 2000
Bachelor of Arts, Philosophy

EXPERIENCE

PUBLIC ART SAINT PAUL | CITY ARTIST IN RESIDENCE | 2012 - 2013
Artist in Residence for the city of Saint Paul with specific focus on projects relating to streets, open spaces and city systems.

SPRINGBOARD FOR THE ARTS | ARTIST TEAM & IRRIGATE ARTIST | 2013
Member of artist team commissioned for the redesign of a series of small public and private spaces along the new light rail construction zone of University Avenue in Saint Paul, MN.

MOSKOW LINN ARCHITECTS | DESIGNER | 2008-2012
Residential design, public art installation, commercial interior renovation, book projects, theoretical urban interventions. Ice Chimes, installed in Boston's Wharf District Park, 2011/2012 & Dartmouth Hood Museum of Art, 2012/2013
Small Scale: Creative Solutions for Better City Living, Princeton Architectural Press, 2010
Urban Rack, Unbuilt Design Award, Boston Society of Architects
NPR Interview, The 1000 Watch Project, "Retiring the Wrist Watch", Living on Earth, May 2009

DOUG AITKEN WORKSHOP | DESIGNER | 2007
Created concept images & design for Cloud Timepiece (unbuilt), a temporary installation proposal in New York, NY.

PROJECTS

GIVE ME A SETTING SUN, NORTHERN SPARK ART FESTIVAL | CO-CREATOR | Summer 2013
Video sculpture installation in an exterior bus terminal of Saint Paul's Union Depot. The project is a rumination on nighttime conveyances, and on the relationship between waiting, restlessness and day dreaming. Collaboration with Christopher Field.

I AM WAITING, BOSTON CONVENTION CENTER MARQUEE | CO-CREATOR | 2012
Seven screen video installation on the Boston Convention Center Marquee media tower. Collaboration with Christopher Field.

ORDINARY HUMAN UNHAPPINESS, DORAN GALLERY, MASS-ART | COLLABORATOR | 2011
Installation and exhibit of five video projection projects exploring the relationships between time-based image, physical space, and cinematic narrative conventions. Collaboration with Christopher Field.

EISENMAN GROUNDED, SCI-ARC GALLERY | COORDINATOR & FABRICATOR | 2007
Collaborated with Peter Eisenman's office & SCI-Arc students to construct a large scale model of three Eisenman projects differing relations with the ground to invert the expected object-wall relationship.

PIONEERS & ENTREPRENEURS, OFFICE OF THE FRENCH CONSULATE | FABRICATOR | 2007
Constructed a gallery installation of a complex series of ornamental walls to display a historical survey of the French influence on early Los Angeles. Project published in A + D magazine.

TEACHING & WORKSHOPS

WENTWORTH INSTITUTE OF TECHNOLOGY | ADJUNCT STUDIO FACULTY | 2011-2012
Architecture Studio Faculty: Design/Technology 1, ARCH 245 (Fall 2011), Design/Technology 2, ARCH 345 (Spring 2012), Site & Environment, ARCH 517 (Summer 2012), Graduate Thesis Advisor

BOSTON ARCHITECTURAL COLLEGE | ADJUNCT STUDIO FACULTY | 2010-2011
Foundation Studio Faculty: Foundation Design A2 Studio SA202 (Spring 2010, Fall 2010, Spring 2011), Foundation Design B1 Studio SB101 (Fall 2011), Faculty Mentor

ARCHI-FILM MASHUP SERIES, SUPERFRONT GALLERY & 3RD WARD | CO-CURATOR | 2011
Created a public experiential lecture/workshop series on the cross section of architecture & time-based media with collaborators SOFTLab, Bittertang, Brooklyn Digital Foundry, Volatile Matter and others. Collaboration with Cecilia Brock.

Amanda Lovelee

Minneapolis, MN

EDUCATION

2008-10 **Minneapolis College of Art and Design**, MN
MFA-Visual Studies, Photography/Film Emphasis

2000-04 **University of Hartford**, Hartford Art School, CT
BFA-Photography, Minor Art History

PROJECTS

- 2013 *Elevated Structure for Elevated Conversations*, Silverwood Park, MN
Create: Community Meal, Northern Spark, St. Paul, MN
Really Big Table, Minneapolis Parks and Recreation, Minneapolis, MN
- 2012 *Emotional Warming Hut*, Walker Art Center, Open Field, MN
It is always someone's birthday., Walker Art Center, Open Field, MN
Jerome Show, Minnesota Center for Book Arts, Minneapolis, MN
Really Big Table, Irrigate, Minneapolis, MN
Baby Picnic, Walker Art Center, Open Field, MN
- 2011 *What Woman Want*, Raandesk Gallery, NYC, NY
Call and Answer, Northern Spark, Walker, Minneapolis, MN
- 2010 *Trading flowers for Love Stories*, Walker Art Center, Open Field, Minneapolis, MN

HONORS, GRANTS

- 2013 Minnesota State Arts Board, Artist Inactive Grant
Creative Community Leadership Fellowship
- 2012 City Art Collaboratory Fellowship Program
Minnesota Center for Book Arts 2012 Jerome Grant Recipient
MN Original, TV Production, Featured Artist
- 2011 Shangyuan Residency, China
Minnesota State Arts Board, Artist Inactive Grant
Forecast Public Art Grant
- 2010 Minnesota Center for Book Arts 2011 Jerome Mentor Grant Recipient
MFA Residency Award for MAR, Minneapolis College of Art and Design
Cocuyo Travel Grant to Dominican Republic

EXPERIENCE

- 2012- City Artist in Residence, PASP/City of St. Paul, St. Paul, MN
2010-13 Adjunct Professor, Minneapolis College of Art and Design, MN

KYLE J. WAITES

Minneapolis, MN

Education

1999-2003 Illinois State University, Normal, Illinois
B.S. in the School of Theatre, Honors in Design Production

Experience

2013- Present Visual Horizon Communications over hire FOH Electrician
2011- Present We Lighting- Owner/Founder
2011- Present Event Pro-Lighting Designer/ Stage Hand
2011-2013 Walker Art Center- Rental Technical Coordinator
2010- Present Burnsville Performing Arts Center- Crew chief
2009-2011 Open Eye Figure Theater- Technical Director Minneapolis, MN
2005-2008 Local 2 Chicago-Over Hire Stagehand

Productions

Technical Director

2011
Willy Wonka Brooklyn Center high School, Minneapolis MN
All's Well That Ends Well Classic Actor Ensemble, Minneapolis MN
Our Town Yellow Tree Theatre, Osseo MN
Toy Theatre Open Eye Figure Theater, Minneapolis MN
Wit Edge of the Wilderness Center, Big Fork MN
Anna and August Brooklyn Center high School, Minneapolis MN
House Plot Design Burnsville Performing Arts Center, MN

Stage Hand:

Electrician-Chicago Science and Industry special events Chicago II
Electrician-Gray Gardens- North light theatre, Chicago II
Carpenter-After Angie- Stage left theatre Chicago II
Assistant Master Electrician-Screw Tape Letters Mercury Theatre Chicago II
Carpenter, Shakespeare Santa Cruz Santa Cruz, CA
Carpenter, Illinois Shakespeare Festival Normal II
Illinois State University Scene Shop staff Normal II

Skills:

Proficient with the ETC consoles and the Grand MA 2 line of consoles
Attended the ETC CUE conference in August 2011
Vector Works experience 2013
Metal experience: M.I.G. Welding and Oxyacetylene torch cutting, and welding.
Able to drive manual transmission vehicles
CPR/ Basic First Aid