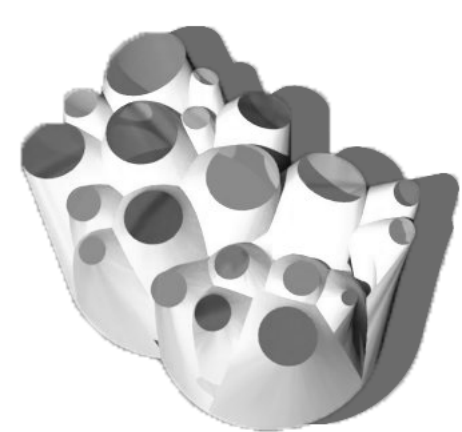# Final Project Proposal, Sky Stage

Studio Project

Coral-inspired artist's studio

Problem:

The Silo City Artists' Colony is a new urban residency program in Buffalo for visiting artists. The program is particularly interested in attracting artists whose work engages urban flora and fauna, in way that interrogates notions of "nature" and posits ideas toward rethinking the conventionally assumed divide between "nature" and "culture." The post-industrial context of Silo City provides a fertile context within which to conduct relevant research toward such projects. While it is a site that is clearly the vestige of the city's industrial past, Silo City is simultaneously thriving with new forms of life, including various plant species and urban animals. The site is therefore a context for learning and inspiration; at the same time, it can be seen as a territory for experimentation. The Artists' Colony is interested in collaborating with a variety of visual artist types, including painters, sculptors, photographers, sound artists, filmmakers, and so on. You are commissioned to design an artist's studio and temporary residence in Silo City, thinking about a specific artist type and considering ways to create a live/work environment that will offer a new and intensified lens toward his/her field of interest.

Solution:

Fish and coral have a symbiotic mutualistic relationship: two organisims of different species work together, with each benefiting from the relationship. Coral provide shelter and food for the fish, and the fish protect the coral from toxic seaweed. Historically, humans and animals or insects occupying the natural world do not have a symbiotic relationship. Humans destroy the land that animals and insects occupy – destroying ecosystems, food sources, and even hunt animals to consume. To help preserve the animal species, a symbiotic relationship between animal and human would be beneficial. To help rid of significance applied by humans to material possessions (which seems to cause destruction in nature), an artist colony that serves to bring the perspective of a human to that of a fish will remind the human of the importance of a symbiotic relationship for the survival of both species, as well as remind the human of a simple existence without preconceived signs of perception, a realization of the impermanence of existence and the absurdism of applying significance and pre-conceived notions of the material world which limit psychic autonomy. Artists will explore a realm of which they leave their bodies in essence (a world of language, ideological imprints, signs) to create.

Code and Space Project

Problem:

Create an interactive element to be incorporated into our studio projects.

Solution:

A moving wall that mimics the shape and movement of sea anemone under water to further entrench the idea of the "umwelt" of fish into the mind of the artist using the studio. Due to the poor eyesight of fish, fish often rely on touch to move through their environment. The moving wall will brush up against the artist much like coral does when a fish swims near it.

Anemone shape that will be mimicked
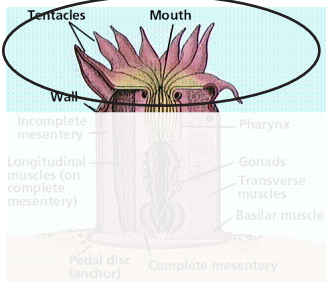
1 The wall will be a wooden frame covered in fabric capable of stretching. Multiple sticks or rods will poke into the fabric to resemble a shape like sea anemone (cone-like). The sticks or rods will be held through a hole in a frame behind the fabric frame.
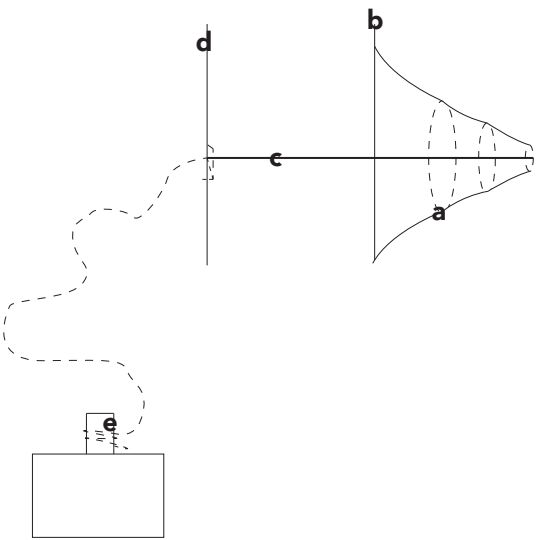
A. fabric. B. front frame. C. Stick or rod. D. back frame. E. string wound around stepper motor.

2 String will go through holes at the end of each stick or rod on the end that protrudes through the back wall that holds it. The strings will be would around a stepper motor. When the string winds in one direction, the strings will tighten, and pull the sticks in that direction, resulting in the movement of the anemone shaped fabric.

3 A sensor will be connected so that the direction of the movement of the wall correlates with the direction of the movement of the person near the wall -- much like how anemone moves in conjunction with things passing near them under water.