



**NEW YORK ELECTRONIC ART FESTIVAL**

**MAY 26 ~ July 30, 2017**

[www.harvestworks.org](http://www.harvestworks.org)

**A 40th Anniversary Production of Harvestworks**

## Note from the Director



Photo by Paddy Hanlon

Carol Parkinson, Harvestworks Director

**H**ARVESTWORKS is delighted to welcome you to the 2017 New York Electronic Art Festival on Governors Island and other venues in New York City. You will get an overview of how technology is being used in various artistic disciplines, and will have the opportunity to take part in a discussion about how these technologies will continue to shape contemporary art practice.

Started in 2007 in partnership with the International Conference on New Instruments for Musical Expression, the contemporary artists in the festival continue to define their relationship to art and technology and, through this, explore the limits of human agency and imagination.

From audience-activated installations to site-specific concerts, the festival hopes to challenge the audience's notion of what to expect from electronic art; artist explore subjects such as water, island landscapes, architecture, communications, history and politics through sound art, time-lapse video, augmented reality and vintage electronics.

Panel and Project Demos include "What's up with the Scene? Connecting Art with Electronics", a petchu kucha- style presentation by participating artists, an immersive installation using social media and brainwave control, the Attention Economy and the 3D Sound Object, a sound diffusion system for architectural spaces.

"New York is a major hub of experimental artistic exploration of art and technology worldwide, so it is essential that the New York Electronic Art Festival bring together innovative practitioners to share their work with the public"

I look forward to seeing you at the events and hope you enjoy the experiences.

A handwritten signature in black ink, likely belonging to Carol Parkinson, the director mentioned in the text.

# 2017 EVENT CALENDAR

ISLAND ELECTRONICS @ Governors Island

PERFORMANCE

WORKSHOPS/PROJECTS

May 26 – July 23	Liz Phillips, Claudia Hart, Matthew Ostrowski, Ligorano/Reese		
June 1-30			Richard Jochum @ Made in NY Media Ctr 30 John St Brklyn
June 1 – 2			Claudia Robles @ Harvestworks
June 1 – July 14			Stephan Moore @ The Church of the Ascension 5th Ave and 10th Street NYC
June 9 – 13			Andrew Dimerjian & James Proctor @ Harvestworks
June 9 – 10			Katherine Liberovskaya, Cecilia Lopez @ Harvestworks
June 16 – 18			Heidi Neilson, Kim Fisher and Thomas Martinez @ Harvestworks
June 24			Workshop by Liz Phillips @ Governors Island
June 22 – 25			Kevin Roark Jr @ Harvestworks
June 29		Dan Joseph and Andrea Williams @ Harvestworks	
July 1			Workshop by Max Kazemzadeh / Reza Safavi @Governors Island
July 3 – 23	Max Kazemzadeh / Reza Safavi		
July 7 – 13			Imaging Tellus #28: Heard in LA @ Harvestworks
July 8	Opening for the exhibition	Ernst Reijseger Bldg 7a Nolan Park Governors Island	
July 14		David Rosenboom, Viv Corringham @ Issue Project Room (IPR)	
July 15			Workshop by Liz Tolson
July 16		Dalia Raudonikytė @ Harvestworks	
July 18		Stephan Moore, Scott Smallwood, Suzanne Thorpe @ IPR	
July 21 – 23			ThingNY ensemble @ Harvestworks
July 22			Workshop by Liz Phillips @ Governors Island
July 28 – 30			Roy Werner and John Bromley @ Harvestworks

# ISLAND ELECTRONICS: *Art & technology*



Photo by Anna Pasztor

**Liz Phillips** *Wave Crossings* A sound and site-specific installation that explores the NY Harbor to reveal the waves and life under and above the water's surface. New York Harbor is at the mouth of the Hudson River where it empties into New York Bay and the Atlantic Ocean. Governors Island is a space for exploring the convergence of these bodies of water. The audience/participants explore, creating patterns that amplify and reinforce the sonic architecture of the island. A Harvestworks Sponsored Project with funds from the New York State Council on the Arts.

New York-based artist Liz Phillips has been making interactive multi-media installations for the past 40 years, which combine audio and visual art forms with new technologies to create an interactive sound experience.



Photo by Anna Pasztor

**Matthew Ostrowski** *Western Electric No. 1* This work is a generative composition for modified and computer-controlled rotary telephones. The speed and position of the clappers are voltage-controlled, making possible a wide range of rhythms and tones. This expanded sound palette is used as the material for a structure based on swarm behavior of simple organisms such as fireflies. Each telephone is 'aware' of what its neighbors are doing sonically, and determines its actions based on those of its neighbors.

A New York City native, Matthew Ostrowski has been creating art with electronic and digital media for over 20 years as a composer, performer and installation artist. He uses digital tools and formalist techniques to engage with quotidian materials - sonic, physical, and cultural - to explore the liminal space between the virtual and phenomenological worlds.



# works by contemporary artists



Photo by Anna Pasztor

**LigoranoReese** *Catastrophic Acts* This work brings together major elements from LigoranoReese's series of works entitled *Melted Away* that they began in 2006. The time-lapse video records the disappearance of large, performative sculptures as they erode and vanish and the prints detail the final results.

Nora Ligorano and Marshall Reese have collaborated together as LigoranoReese for over two decades. LigoranoReese's body of work is multi-disciplinary and includes software art, physical computing, limited edition multiples, videos, sculptures and installations using a range of materials, traditional and digital processes. Since 2006 they've been installing "temporary monuments" during historic events. Sculpted entirely from ice, the sculptures disappear and vanish over a period of 16-26 hours.

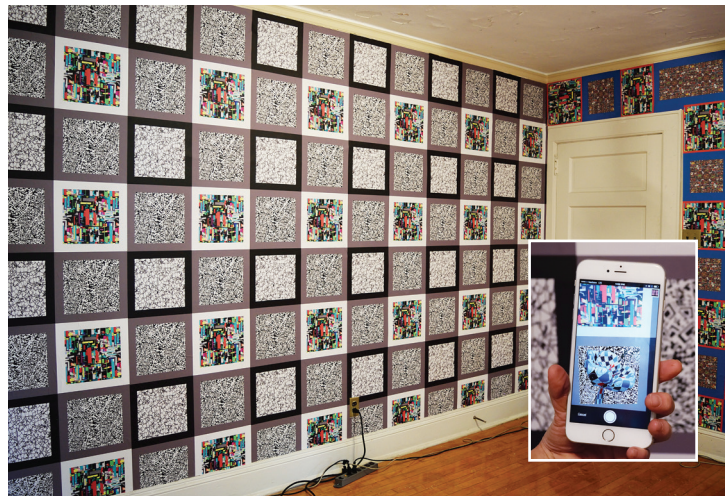


Photo by Anna Pasztor

**Claudia Hart** *The Flower Matrix* Experience an imaginary "Alice in Wonderland" world of inversion where the rational order of reason and technology turns in on itself. This magical liminal landscape pushes into the real world as augmented-reality decorative wallpaper.

Claudia Hart has been active as an artist, curator and critic since 1988. She creates virtual representations with 3d imagery integrated into multi-channel animation installations, performances and sculptures. Audio by composer Edmund Campion, the director of The Center for New Music And Audio Technology at the University of California-Berkeley with special thanks and support from Jeff Lubow. This presentation is made possible in part with public funds from the New York State Council on the Arts' 2017 Electronic Media and Film Presentation Funds Grant program, administered by The ARTS Council of the Southern Finger Lakes.

# Exhibition



Photo courtesy of the artist

**Richard Jochum** *Crossword Project & Thirty-Two Angry Dogs* *Crossword Project* is a dynamically rendered, interactive crossword animation that projects crowd-sourced questions every few seconds. Produced in part through the Harvestworks Artist in Residence Program. *Thirty-Two Angry Dogs* is based on a series in which performers have been invited to bark like angry dogs in front of a camera.

Richard Jochum is a media artist with a strong focus on video, video installation, performance and conceptual photography. Exhibited in partnership with the Made in New York Media Center.

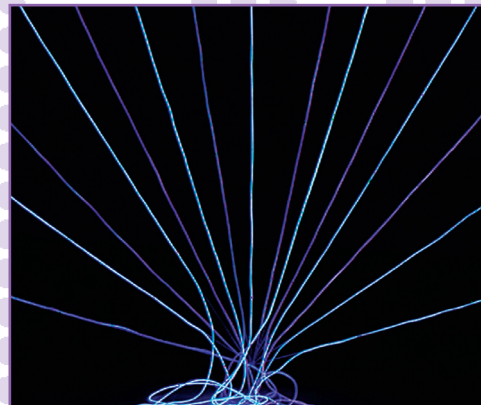


Photo by Michie Vermet

**Max Kazemzadeh and Renzi Safavi** *PagDay('17)* A multi-user interactive kinetic, geo-locative performance project that uses algorithmic functions calculated in a custom GPS Tracking App that directs participants around Governors Island uncovering significant information relating to the island's history and present.

Max Kazemzadeh uses a syncretic approach to investigate connections between art, technology, and consciousness in his research, experiments and interactive installations. Reza Michael Safavi is a US-based artist whose current research examines how the presence of technology in daily life shapes human experience: our perceptions, social behavior, economics, entertainment and the way we meet our basic needs.



Photo by Carol Parkinson

**Claudia Robles-Angel** *Web-Mindscape*

Apects of social networks (Twitter), surround sound, brainwaves and visual elements are joined in an interactive/immersive audiovisual installation (light and sound), whereby visitors interact with the audiovisual environment by using an EEG interface, which reads their brain activity and triggers the interaction.

Claudia Robles-Angel is an interdisciplinary artist active worldwide. Her work and research cover audiovisual fixed-media compositions, performances and installations interacting with bio-data via the usage of interfaces such as the EEG.

# Performance *Sound in 3 Dimensions @ Issue Project Room*

**David Rosenboom** *Nothingness is Unstable* is a live electronic performance with life-form sounds articulated by large banks of complex digital resonator circuits, shaped with analog acoustic sources, and diffused into space with the unique Geluso 3D Sound Object.

David Rosenboom is a composer, performer, interdisciplinary artist, author and educator known as a pioneer in American experimental music. Following his retrospective at the Whitney Museum, he was lauded in The New York Times as an “avatar of experimental music.”



Photo by Tristan Jeanne-Vale



Photo courtesy of the artist

**Viv Corringham** *Shattered Song, Shadow City* is a new work for solo vocalist performing live with the unique Geluso 3D Sound Object. The singing voice, transformed electronically, interweaves through fragmented stories and soundscapes from five countries exploring the sense of dislocation.

Viv Corringham is a vocalist and sound artist who creates concert music, radio works, soundwalks and installations.

**World Listening Day 2017** *Listening to the Ground* with Stephan Moore, Scott Smallwood & Suzanne Thorpe. Each will present a new work which pays homage to the experimental legacy of Pauline Oliveros. Together, these artists “sound out” the sonic qualities of ISSUE’s historic McKim, Mead and White Theater at 22 Boerum Place using the unique Geluso 3D Sound Object.

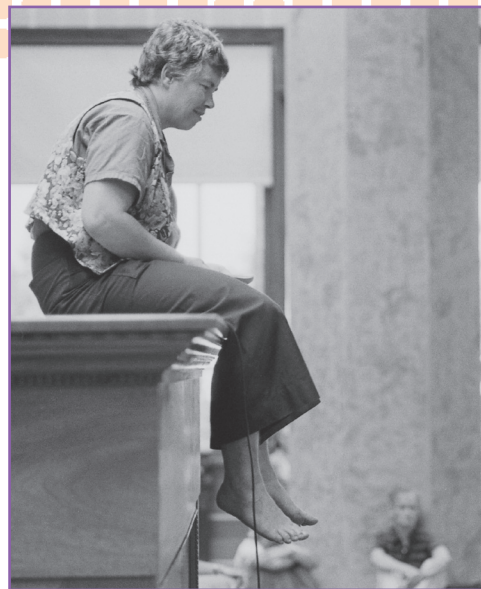


Photo: Mayor Byrne's NewMusicAmerica 1982/ © MCA Chicago



# Exhibitions @ Harvestworks

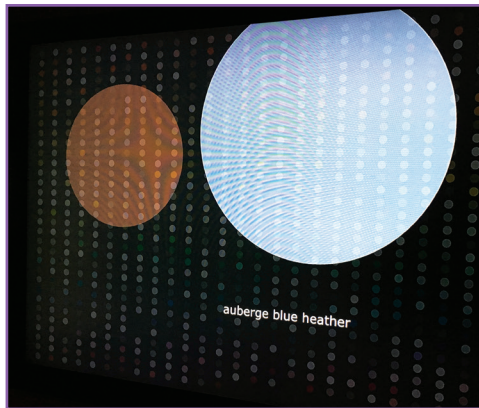


Photo by Carol Parkinson

## Andrew Demirjian and James Proctor

*Color Yourself Inspired™* is a generative artwork that creates unpredictable poetic phrases from Benjamin Moore's paint color database; over 1000 unique color names are poetically sequenced using a computer program designed by the artists based on parts of speech analysis.

Andrew Demirjian is an interdisciplinary artist who creates experimental assemblages of image, sound and text that contest narrow regimes of media conventions. James Proctor is a software artist and data visualization designer. In his art practice, he writes and iterates on rules in code that guide the growth of each piece.

**Heidi Neilson** *Sonic Planetarium* is an audio model of the stuff in earth's orbit, in real time. Sound files representing individual satellites are played across a surround-sound speaker arrangement as the actual objects pass far overhead, as if we can hear up through the atmosphere and into earth's orbit.

*Sonic Planetarium* is led by Heidi Neilson, KD2ESI, an interdisciplinary artist interested in the connections between people on the ground and off-planet conditions and infrastructure with collaborators GIS programmer Kim Fisher and Max/MSP programmer Thomas Martinez.



Photo: acoustic locator [www.rarehistoricalphotos.com/aircraft-detection-radar](http://www.rarehistoricalphotos.com/aircraft-detection-radar)



Photo courtesy of the artist

**Kevin Roarke Jr.** *It's Coming a Storm* uses a projected virtual simulation to explore the relationship between the attention received by other people and our perception of their worth.

Kevin Roark Jr is an artist and programmer living in New York City. He uses combinations of virtual space, video, software, text, sound, and images to deal with repetitive emotions/themes of simulation, replication, desire, disgust, and restraint.



Photo courtesy of the artist

*Imagining Tellus # 28 - Heard in LA* references and pays homage to the history of TELLUS, The Audio Cassette Magazine with this compilation imagined as a twenty-eighth tape titled: *Heard in LA*.

Curator Tom Leeson reaches beyond the tapes' original geographical limits of New York to current artists working within the vibrant and active experimental soundscape of Los Angeles. Tom Leeson is a media artist, educator, curator, and writer. He is Program Director of the Art and Technology Program and Director of the Center for Integrated Media at the California Institute of the Arts (CalArts.)

**thingNY**, a new music collective presents a multi-channel sound and visual installation on the theme *thingNY: 10 years in the (music) making*, an immersive, interactive environment of sensory under- and overload.

thingNY is a quirky collective of New York composer-performers who fuse electronic and acoustic chamber music with new opera, improvisation, theater, text, song and installation. A New Music USA Impact Fund Residency.



Photo courtesy of the artist

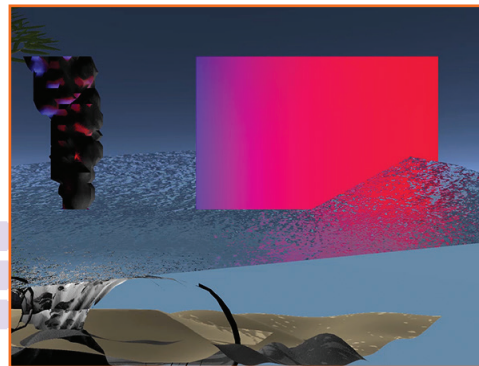


Photo courtesy of the artist

### **Roy Werner and John Bromley *Klax Vaults***

is a multimedia installation — a simple harddrive attempting to run a number of operations simultaneously, ultimately confusing itself (misplacing variables, misdirecting outputs) and creating a counterintuitive series of feedback loops & recursion.

John Bromley's work absorbs contemporary skill sets and emerging forms of diversion into saturated masses of media with the aim of being simultaneously frantic and boring. Roy Werner, AKA G.S. Sultan, intends to dissect sources' embedded structures & information, processing audio through a network of generative and/or manipulative algorithms in order to shave off layers of ubiquity.

# Performance @ Harvestworks



Photo courtesy of the artist

**Dan Joseph and Andrea Williams** present *Guided By Sound*, a collection of collaborative electroacoustic soundscapes informed by acoustic ecology and Deep Listening that invites the listener into a heightened state of sonic awareness.

Dan Joseph is a composer, performer, writer and curator based in New York City.

New York sound artist, Andrea Williams, utilizes site-specific elements and perceptual cues to reveal the unseen connections between people and their environment.

**Dalia Raudonikytė** *Solitarius in 5.1* focuses on exploring nuances within the phenomenon of sound, approaching it from a variety of multi-disciplinary angles including the visual arts, literature, philosophy, computer programming, ethnography and electroacoustic music.

Dalia Raudonikytė is a composer, pianist and educator. Her music has been premiered and performed in concerts across Europe, the United States, and Russia.



Photo courtesy of the artist

## Special Events

Meet the Artists: Katherine Liberovskaya talks about her new project *Espringale* within the context of *NoizeBreeze*, a 2014 installation. Cecilia Lopez talks about two recent works: *RED* (which is been developed at the Harvestworks EAR residency) and an untitled 3 channel video installation.

**Sounds of the Ascension: Calling Up** is a site-specific sound installation created for the sanctuary at the Church of the Ascension in Manhattan by Stephan Moore. Stephan Moore is an audio artist, sound designer, composer, improviser, teacher, and curator based in Chicago and currently a Workspace Resident at Harvestworks.

**About the 3D Sound Object by Paul Geluso** A sound diffusion system that takes advantage of architectural spaces. Its reliance on ambient acoustics suggests a performance situation that lies outside of the traditional concert tradition, positioning it between performance and installation.

Paul Geluso works on the theoretical, practical and artistic aspects of sound recording. He created the 3D sound object as a resident of Harvestworks and has worked with Morton Subotnick, Steven Vitiello / Steve Roden and others.



# HARVESTWORKS

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Photo by Emilio Vavarella

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The annual showcase of artwork created  
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**“A comprehensive and fascinating survey of recent artistic achievements in art and technology, Harvestworks’ New York Electronic Art Festival confirms New York City’s leading position as an artistic and intellectual center for technological innovation.”**



**ABOUT NYEAF:** Harvestworks’ New York Electronic Art Festival is a city-wide summer series of concerts, workshops, and exhibitions that spotlight new artworks from the Harvestworks TEAM (Technology, Engineering, Art and Music) lab and innovative works from our local, national and international community. It was created to provide a responsive public context for the appreciation of cutting-edge electronic artwork of the highest quality across the arts and technology spectrum. The NYEAF plugs into a national and international network of electronic art festivals, bringing significant contemporary art and music to the city.

Produced by Harvestworks in partnership with The Trust for Governors Island, The Made in NY Media Center by IFP and Issue Project Room with funds provided by the New York State Council on the Arts with the support of Governor Andrew Cuomo and the New York State Legislature, the NYSCA Electronic Media and Film Presentation Funds Grant program, administered by The ARTS Council of the Southern Finger Lakes. the New York City Department of Cultural Affairs, mediaThefoundation, New Music USA’s NYC New Music Impact Fund made possible by the Scherman Foundation’s Katharine S and Axel G Rosin Fund, The Robert D. Bielecki Foundation, Newmark Holdings and Friends of Harvestworks. Special thanks to Jeff McGovern and the interns at Harvestworks. Program subject to change. [www.harvestworks.org](http://www.harvestworks.org)



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