

1 - PERFORMANCE STAGE



730-8pm - Benjamin Bennett

Talking

Live performance ~ 25 minutes

This is a straightforward verbal examination of the subjectivity of performance and viewership, which is created during the moment of performance, based on the situation unfolding between performer and audience.

About Artist:

Coming from a background in free improvisation, Ben Bennett has followed a path of dematerialization, or doing more with less. He avoids obscure symbology and cultural trappings in favor of simple, direct, and accessible examinations of the present moment, shared with the audience.



805-850pm - Justine Lordo

Connections: Art Through Movement

Performance; Acrylic paint on Canvas

30-45 min

7'x12' canvas on floor

Connections: Art Through Movement is a performance piece linking art and yoga. I will perform a vinyasa yoga flow with paint to create an image on a huge canvas using my body. I will be using black and white paint to represent the sun and moon energy and red, yellow, and blue paint to express emotion. These colors will mix and overlap to create other colors such as green, violet, and orange. Based on these connections around me and the feelings I receive, my moment will be encouraged differently. This flow will be performed to music that inspires my practice.

About Artist:

Connections: Art Through Movement is about creating connection. I have always separated my yoga from my art. I have been painting for over 20 year and practicing yoga for 10. I recently became a certified 200hr RYT and I teach at BE yoga and dance. This piece is based on connection to my yoga practice, to my art, and my art to my mat. It is connection to the community, to the sun and moon energy, and connection myself when I am flowing.



9-10pm - SI Shakespearean Theater presents: A MIDSUMMER NIGHT'S DREAM

Act 2, Scene 1: A wood near Athens; extended Headlocks; and Act 2, Scene 2: Another part of the wood 60 minutes

By William Shakespeare

Directed by Frank Williams; Asst. Directed by Cara Liander; Choreographed by Melisande Echanique

Featuring: Katie Ballou Gary Bradley Rachel Somma Devlin Frank Duffy Melisande Echanique A.i. Firefly Katrina Fonder Carl Gallagher Kieran Graulich James Jagiello Patrick Kevorkian Ritty Mahoney Ariel Marcus Gary Moore Ariana Nicoletta Melanie Randall Kerry Robinson Julia Vanyo Vincent Vok Rob Yuzuk Gina Zaloom and original music performed live by The Headlockes.

This production is made possible (in part) by a New York State Council on the Arts Encore Grant from Staten Island Arts, and funding from Richmond County Savings Foundation and the Lois and Richard Nicotra Foundation.



10-1020 - Benjamin Bennett

Talking

Live performance

~ 25 minutes

This is a straightforward verbal examination of the subjectivity of performance and viewership, which is created during the moment of performance, based on the situation unfolding between performer and audience.

About Artist:

Coming from a background in free improvisation, Ben Bennett has followed a path of dematerialization, or doing more with less. He avoids obscure symbology and cultural trappings in favor of simple, direct, and accessible examinations of the present moment, shared with the audience.



1030-11pm - SI Shakespearean Theater presents: A MIDSUMMER NIGHT'S DREAM

Act 4, Scene 1: The same; and Act 5, Scene 1: Athens. The palace of Theseus.

30 minutes

By William Shakespeare

Directed by Frank Williams; Asst. Directed by Cara Liander; Choreographed by Melisande Echanique

Featuring: Katie Ballou Gary Bradley Rachel Somma Devlin Frank Duffy Melisande Echanique A.i. Firefly Katrina Fonder Carl Gallagher Kieran Graulich James Jagiello Patrick Kevorkian Ritty Mahoney Ariel Marcus Gary Moore Ariana Nicoletta Melanie Randall Kerry Robinson Julia Vanyo Vincent Vok Rob Yuzuk Gina Zaloom and original music performed live by The Headlockes.

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11:15 -midnight - Captain Ahab and the Sea Crackens!

2 - LAURE DROGUL



Teetering X Tottering (On the Brink)

Interactive Sculpture

Durational

8'Wx8'H x 20'L

Teetering X Tottering (On the Brink)—is a kinetic sculpture that invites the viewer to balance up or down creating an experiential awareness of water as a shared resource. The participants balancing movement on the structure triggers an audio response that fluctuates between the sound of the water in the sculpture and the field recordings of fish common to the Mid-Atlantic region. Through movement and sound Teetering X Tottering (On the Brink) connects the participant to the natural world.

About Artist:

Laure Drogoul is an interdisciplinary artist who lives in Baltimore, Maryland. Laure works with a wide range of media including projects in which she creates sculpture, performances and situations that invite the viewer to be an active participant. She has exhibited and performed internationally and nationally, including The International House of Japan in Tokyo, Corcoran Gallery of Art, Washington Project for the Arts, Baltimore Museum of Art, PS122 and The Center for Architecture in New York as well as many street corners, vacant lots, alleys and underutilized urban spaces. She has received Maryland State Artist Awards and a Franklin Furnace Award for performance art and has been a recipient of a US/Japan Creative Artist Fellowship.

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3 - ANGELI (Brooklyn, NY)



Displacement

durational performance installation, salt

Dimensions variable

Saltation creep. What is the source of movement for place-making?

About Artist:

Angeli lives and works in New York. Her work creates conditions for transformations of the body, as a strategy to illuminate sociocultural constructions of identity, and the possibilities of being otherwise. Recurring frameworks traverse phenomenological experiences of emotion, for example, intimacy, vulnerability, memory and loss, as enabling affective forces of the body. Current interests include kinesthetic intelligence and the more than human. Her educational background includes a MA in Performance Studies from Tisch School of the Arts, New York University '12, and a BFA from Parsons '11.

4 - VICTORIA MUNRO



Great White

Sculpture

Variable, 4' x 8'

Great White is based on ideas relating to notions of gallery and exhibition spaces, artist autonomy and the broader community need for exhibition space. Using plans for collapsible shipping containers and art handling crates as inspiration, Victoria Munro designed and constructed a small, folding, portable gallery, to be first exhibited in Culture Lounge gallery located in Staten Island Arts in the St George Ferry Terminal. This portable gallery called Great White, functions both as its own gallery and as a model for possible future exhibitions in other locations involving the broader

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Staten Island and New York arts community. For the Lumen Festival the gallery will be transported to the Atlantic Salt location and partially rebuilt into it's temporary home. Mirrored panels will be attached to the exterior of Great White to reflect the surrounding performances and art intalations of the other participating artists. Whilst the festival takes place, a section of the collapsible gallery will remain in the Staten Island Ferry Terminal gallery serving as an exhibition platform for the display of a video loop of several Lumen artists works. Great White aims to create a dialogue around contemporary notions of art making and exhibition practice, curatorial roles, the role of gallery and its impact on the creation and viewing of art, and sustainable practices both in art making and shipping industry.

About Artist:

Victoria Munro (b. 1975, Wellington, New Zealand; lives Staten Island, NY) works in a variety of media, including installation, sculpture, ceramics, and photography. Her recent woven and cast pieces in glazed and unglazed porcelain work towards "understanding the rigorous dedication of painters to their materials and how the sculptural properties of painting can inform a work's meaning". Munro has exhibited her work in solo and group exhibitions internationally, including the United States, Australia, Mexico, New Zealand, The Netherlands, and United Kingdom. In 2011, Munro was commissioned by the New York City Department of Transportation to create a public art project for the new Grand Staircase at the St. George Staten Island Ferry Terminal. In addition to her artistic practice, Munro is Editor of SOAP magazine and has curated a countless exhibitions and projects, most recently for her collapsible gallery 'Great White' which will be exhibited at the Lumen arts festival.

Victoria is a recipient of a 2016 Excellence in the Arts Award from Staten Island Arts.

5 - SCOTT VAN CAMPEN



The Face of Lumen AKA Lumanity

Interactive Sculpture, Digital photo and video projection

20x20ft

Durational

The Face of Lumen is intended to morph the participant's faces together into one cohesive image that represents the face of the entire community present. Through an energetic collaboration with the tech team at Staten Island Makerspace, lead by Kevin Mahoney, the concept for this project has evolved from a simple photo booth merging faces to a steam punk inspired, tech infused, large scale, cross discipline work of art. Through the utilization of high tech coding practices and algorithms, the artist strives to create a vision that represents a culturally diverse encapsulation of the human spirit. Kevin Mahoney, Nicholas DeVitto, Antoun Sawires, Henry Van Campen, Jarred Sutton

About Artist:

Scott Van Campen is a metallurgical artisan and photographer. His primary inspiration revolves around the beauty found in the movement of industrial machinery and mechanics with dedication to utilitarianism. His fascination with the inner workings of machinery leads him to create large scale moving steam punk sculptures using his skill with welding and metal working.

svc.nyc

Makerspace.nyc

6 - SALT AMPHITHEATER



Lys Obsidian Presents! Performing Gender: A Kala Lolo Sideshow

7:30 Lesbian Under Ground: "Hair", An exploration of gender identity and expression

8:30 Rachel Therres featuring Lys Obsidian: "Hatchet", A poetry performance of feminine nature

9:00 Crux Rhodes: "Moon Childe", Birthing of a Cross-Gender Seasonal Entity

9:30 Aimee Herman: Challenging the various versions of gender through body and language. What it means to be human, pressed into boxes, pushed down and the sound of (re)emergence.

10:00 Obsidian Absurd: "Femme as in F*ck You", a burlesque 10:30 Sincerely Yours: "Beauty Queen Deconstruction", a raw performance art piece addressing gender issues and expectations women face

11:00 Lesbian Under Ground: "Daily Target", A performance addressing persecution of femininity

About Artist:

Lys a belly dancer, butoh dancer, and performance artist who often allows these different backgrounds to influence each other. I identify as queer and often use LGBTQ identities and concepts to influence my work. I challenge gender stereotypes by combining very masculine and feminine qualities in my performances, inviting the audience to question their ideas and perceptions around gender. For example, I have cut my hair off onstage while looking into the audience, then glued the hair to my face in a beard-like fashion. I challenge feminine assumptions often associated with belly dance by wearing realistic facial hair, often revealing my facial hair mid-performance. My years of studying the Japanese dance form Butoh help me to incorporate deeper meaning and concepts in my dances. In the past year, I was invited to perform a gender-bending act in the Coney Island Sideshow theatre. I have received grants for my LGBTQ variety show "Kala Lolo: A Night of Queer Amusements" in 2015 and 2016.

Lys is a recipient of a 2016 Excellence in the Arts Award from Staten Island Arts.



STEVEN LAPCEVIC (6)

Salt of Man

Animated Video on LCD monitor

10 min looped

6' x 6'

"Salt of Man" is a video installation that creates a world within a world; a harsh environment informed by the frighteningly inherent need of its inhabitants to perpetually consume and destroy.

About Artist:

Steven Lapcevic is an independent animator whose work seeks to explore and expose themes of volition, identity, alienation, social violence and fear. He has created a surreal and disorienting framework on which rests an absurdly stylized world that strongly mirrors and confronts the more frightening and regressive characteristics of our own. The ostensibly simplistic and discordant nature of his animation provides a striking counterpoint to the socially and emotionally relevant themes that lie just beneath the discomfiting surface of his work.

Steven is a recipient of a 2016 Excellence in the Arts Award from Staten Island Arts.



SI SHAKESPEARE THEATER presents: A MIDSUMMER NIGHT'S DREAM (6)

8:00-8:15pm - Amphitheater (6) - Act 1, Scene 1: Athens. The palace of Theseus

10:30-11:00pm - Amphitheater (6) - Act 3, Scene 2: Another part of the wood.

30 minutes

By William Shakespeare

Directed by Frank Williams; Asst. Directed by Cara Liander; Choreographed by Melisande Echanique

Featuring: Katie Ballou Gary Bradley Rachel Somma Devlin Frank Duffy Melisande Echanique A.i. Firefly Katrina Fonder Carl Gallagher Kieran Graulich James Jagiello Patrick Kevorkian Ritty Mahoney Ariel Marcus Gary Moore Ariana Nicoletta

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7 - VIDEO LOOP



Vanane Borian (Tel Aviv, Israel)

1915-

https://www.youtube.com/watch?v=Gf51RSH0AzA

This piece is part of a series of 6 videos dedicated to Armenian Genocide. Borian hopes to educate viewers by taking them on an emotional journey, using performance and video.

About Artist

Vanane Borian and creates feminist, activist, social and political art projects using photography and video. She was born in Armenia in 1984 and immigrated to Israel in 1998. She graduated with a Bachelors Degree in Textile Design in 2008 and received a Master Degree in Multidisciplinary Design in 2015 at Shenkar College of Engineering and Design. She also works as a designer for a fashion brand company.

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Karla Carballar (Brooklyn, New York)

Blue Tree

https://vimeo.com/29444507

2 minutes

In Karla's work we see fragments of stories developed in front of the camera. Through gestures, movement, color and sound, characters she tells internal stories about mental states, emotions, feelings and personality traits that, like pieces

of a puzzle, construct personalities. She often looks for the forgotten and mundane, and use sound to draw the viewer in

Her video work explores the different layers that construct identity, and how it is influenced and transformed by cultural backgrounds.

About Artist

Karla Carballar was born in Mexico City. Her work in video, photography and installation has been exhibited in the US, Mexico, Asia and Europe, including Ex Teresa Arte Actual Museum, Mexico City; Today Art Museum, Beijing; the Stadsschouwburg Theater, Utrecht, NL; Jamaica Center for the Arts, New York City, the Slade Research Center, London, and Dukwon Gallery, Seoul. She was an Artist in Residence at the Watermill Center with the arts collective Lydian Junction.

Karla Carballar holds a Master of Arts from the New York University, and a Bachelor in Graphic Design and Photography form Universidad Intercontinental in Mexico City.

She currently lives and works in Brooklyn, New York.

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Sinead Keogh (Enfield, Ireland)

Alice down the rabbit hole (Rabbit dance)

http://sineadkeogh.net/Video-work/Rabbit-dance

This Video was made to accompany a performance featuring a live Alice atop an 8-foot chair playing the electric violin. The piece represents what The White Rabbit is doing inside Alice's head, he is the imagery she sees when she plays music. In the full piece *Alice down the rabbit hole*, the hole is used as a metaphor for Alice becoming blind. In the darkness, she creates images in her head to the music she hears. This piece was influenced heavily by music video culture. In the full length video for this work, Alice is blindfolded and chasing the white rabbit who has appeared in her imagination to torment her, she proceeds to chase him blindfolded around a park/woodland in a blindfold. This video sample follows what happens next in the story, the white rabbit has realized he has out ran Alice, checks his pocket watch and realizes he has time to dance.

About Artist

Sinead Keogh is a recent MA Fine Art graduate from NCAD in Dublin, Ireland. Her work is heavily influenced by music videos and popular culture. Her main focus is to create a world that the viewer can come into and experience on both visual and sound terms. She makes each work with the intention that a person with visual impairments can come into and experience the work in pure sound terms. Additionally, she always has an artist statement in braille outside her installations.

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Michael Newton (Brooklyn, NY)

EC

https://vimeo.com/157708005

EC was conceptualized as a model for an eye contact training video. These sorts of training videos do exist in the world; the idea was that this video could serve as (or at least demonstrate) an approach to these sorts of educational materials that feels more messy, personal, and emotive - a counter to the anodyne, child-focused training materials that tend to actually get produced. Of course, the piece is also meant to call attention to the undergirding strangeness/unknowable logic of established social conventions, and also to the (possibly unsurpassable) inadequacies in teaching social skills: much as repeating the same word over and over leaches it of its meaning, focusing on out-of-context eye contact makes this extremely normal action feel like something alien.

About Artist

Michael Newton's work — which incorporates video, 35mm slides and prose poetry (of sorts) — looks at trauma, psychological studies and the political unconscious, finding beauty and peril at the intersections of complex, potentially incompatible systems. Some of his projects use imagery and diagnostic devices from various psychological studies as fulcrums for conflicted, poetic narratives. Others engage themes of the human body and experiential space.

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Arya Sukapura Putra (Yogyakarta, Indonesia)

Passage (loco-motion)

http://vimeo.com/96176801

7 minutes

Passage (loco-motion) is a passage of atypical visual impressions, a reflection on memory of the places. This video explores a multifaceted architectural structure of the landscape and investigates the concept and technique about the wildness of aesthetics, perspective, motion, speed, quantum of time and psychological sensation, which connected to us (audiences) through sensory perception and how it shapes a collective memory

By the playful of perception and psychological aspect, audience(s) are invited to see and perceive atypical transformations and kaleidoscopical impression of the places through a journey of locomotive. Also, audiences are challenged to discover the spiritual meaning and other possibilities in those impressions

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About Artist

Arya Sukapura Putra often uses culture, memories, identity, and multiculturalism as a foundation for his creative exploration. He uses video as medium to investigate psychological and spiritual aspects in digital culture, which is related to sensory perception, self-knowledge, consciousness, politic of identity, power system and environment. By deconstructing paradigm, his works take a critical way by questioning the boundary of relationship between art, technology and spirituality

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Vincent Verdi (Staten Island, NY)

A Staten Island Moment

https://vimeo.com/117653818

2 minutes

A two-minute time lapse showing Staten Island landscapes in infrared light.

About Artist

Vincent Verdi works with visual images using photography both analog and digital processes to create composite digital backgrounds as scenic elements for television and film. He received a Masters of Fine Arts from Brooklyn College. He was also nominated for an Emmy Award for lighting direction for "Duty" a half-hour drama adapted from a short story "Guest of Nation" by Frank O'Conner aired on WNYE-TV.

His approach to photography is very much influenced by his background as a staging and lighting designer.

8 - DENISE IRIS



LactopliéVideo Projection with sound
20 min looped

Lactoplié shows an oversized image of mysterious appendages moving gracefully through white space as they drift in and out of focus. Electronic gurgling noises, barely audible, accompany it. After a while, people can usually recognize that they are looking at insect legs.

By playing with the tension between what is recognizable and what isn't, as well as taking something tiny and projecting it huge, my goal is to defamiliarize the familiar, so the audience may see it with fresh eyes. This elicits a

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range of reactions, from discomfort to revulsion and from amusement to wonder. The shallow depth of field takes the image out of the scientific realm into the aesthetic one (the title refers to a ballet move). I want the audience to feel what it might be like to inhabit such an alien body - the body of a creature half from reality and half from our dreams.

About Artist:

Denise's videos blur the boundaries between reality and the imagination, defamiliarizing the recognizable contours of our world. Her approach comes from growing up in communist Romania, where the lack of media meant children played by inventing fantastical worlds in everyday settings. The starting point is paying attention to our surroundings, a skill we need to reclaim in today's wired world. Denise's work has been shown at MoMA, on PBS, and internationally. She is a three time NYFA Fellowship winner and the recipient of two NY State Council on the Arts grants, a Jerome Foundation grant, and a MacDowell Colony Fellowship.

9 - MATTHEW KEFF



Things!Interactive video projection, software variable, 60ft x 60ft
Durational

Things! is an interactive projected installation about absurdity and nonsense. Many items are created at random or by the audience and flung about in open space. Stars, rainbows, soda cups, beachballs amongst other things float freely without gravity, occasionally spilling or exploding juices and glitter.

About Artist:

Matthew Keff was born in 1985 in the Hudson Valley of New York, US. He received a BFA at the School of Visual Arts in 2007 in experimental cinema. Since, he has worked on various projects including live event projection and animation but predominantly displays work online, which has been featured on RNE Radio 3, Noisey MX and Feeel BTV. Matthew currently lives and works in Brooklyn NY, US.

10 - STEVE LAMBERT



It's About Power

Laser cut acrylic, wood, lights 24"x24"

Durational

For me, art is a bridge that connects uncommon, idealistic, or even radical ideas with everyday life. I carefully craft various conditions where I can discuss these ideas with people and have a mutually meaningful exchange. Often this means working collaboratively with the audience, bringing them into the process or even having them physically complete the work.

I want my art to be relevant to those outside the gallery – say, at the nearest bus stop – to reach them in ways that are engaging and fun. I intend what I do to be funny, but at the core of each piece there is also a solemn critique. It's important to be able to laugh while actively questioning the various power structures at work in our daily lives.

I have the unabashedly optimistic belief that art changes the way people look at the world. That belief fuels a pragmatic approach to bring about those changes.

About Artist:

Steve Lambert's father, a former Franciscan monk, and mother, an ex-Dominican nun, imbued the values of dedication, study, poverty, and service to others – qualities which prepared him for life as an artist.

Lambert made international news after the 2008 US election with <u>The New York Times "Special Edition,"</u> a replica of the "paper of record" announcing the end of the wars in Iraq and Afghanistan and other good news. In the Summer of 2011 he began a national tour of Capitalism Works For Me! True/False – a 9 x 20ft sign allowing people to vote on whether capitalism worked for them . He has collaborated with groups from <u>the Yes Men</u> to the <u>Graffiti Research Lab</u> and Greenpeace. He is also the founder of the <u>Center for Artistic Activism</u>, the Anti-Advertising Agency, Add-Art (a Firefox add-on that replaces online advertising with art) and SelfControl (which blocks grownups from distracting websites so they can get work done).

Steve's projects and art works have won awards from Prix Ars Electronica, Rhizome/The New Museum, the Creative Work Fund, Adbusters Media Foundation, the California Arts Council, and others. Lambert's work has been shown everywhere from museums to protest marches nationally and internationally, featured in over fourteen books, four documentary films, and is in the collections of The Sheldon Museum, the Progressive Insurance Company, and The Library of Congress. Lambert has discussed his work live on NPR, the BBC, and CNN, and been reported on internationally in outlets including Associated Press, the New York Times, the Guardian, Harper's Magazine, The Believer, Good, Dwell, ARTnews, Punk Planet, and Newsweek.

He was a Senior Fellow at New York's Eyebeam Center for Art and Technology from 2006-2010, developed and led workshops for Creative Capital Foundation, co-directs the Center for Artistic Activism, and is an Assistant Professor at SUNY Purchase. In 2013 he was invited to speak at the United Nations about his research on advertising's impact on culture. Steve is a perpetual autodidact with (if it matters) advanced degrees from an reputable art school and respected state university. He dropped out of high school in 1993.

11 - LAURA NEESE & NANCY QUIN





Urban Mandala

sculpture and performance installation approx 36 feet diameter sculpture

Two 15+ min intervals. first at sundown/dusk, second section later in night.

A sculpture and performance installation- a contemporary moving meditation on transformation and impermanence. The work draws inspiration from the architecture and function of the mandala in Eastern spiritual traditions, the practical molecular properties of salt (accelerating changing phases of water), and the changing urban/industrial landscape of the North Shore.

Performers: Claire Baum, Caroline Martin, Maho Suiso Ogawa (& Laura Neese)

Music: Lana Stafford

About Artists:

Nancy Quin is a visual artist who seeks to explore cultural and artistic diversity. Her 2-D and 3-D work is symbolic in nature, with a sensitivity towards worldwide human experiences. Quin established Global Art Outreach Project in 2006, and has since facilitated intercultural art experiences in 19 countries to date.

Laura Neese, a Staten Island native, is dance artist, educator, and choreographer interested in interdisciplinary intersections, site-specific arenas, and solo narratives. She performs with Darrah Carr Dance & SuisoCo, co-directs KitchenSink Collective, and presents independent work. Neese teaches throughout the Greater NYC area and serves as adjunct faculty at Hofstra University.

12 - PANOPLY PERFORMANCE LAB



Embarrassed of the Whole: LUMENInstallation and performance
Durational

This installation and durational performance involves processes for PPL's ongoing current "opera of operations" Embarrassed of the Whole and is performed by PPL co-directors Esther Neff, Brian McCorkle. A buzzplay-like website of surveys and interactive forms for the project may be found at www.panoplylab.org/eotw

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About Artist:

PPL is a performance art collective, organizational entity, and lab site. PPL's interdisciplinary larger-scale "operas of operations" are multi-year processes involving focus workshops, durational performances, workshops, and short-form performance pieces and have been performed for 7 weeks at Momenta Art, at Dixon Place, Grace Exhibition Space, University Settlement, and ISSUE: Project Room in NYC and all over the USA and world.

13 - DAVID DILILLO



Southwest Memory Drone Video Projection, digital photographs 6:40 looped

"Southwest Memory Drone" is a short experimental documentary video work and photographic collection detailing an intimate account of a trip through northern New Mexico and southern Colorado. The video was filmed and edited by David DiLillo and features ambient music composed by the filmmaker.

The piece seeks to convey the phenomenon of memories and feelings becoming intertwined with place – specifically, the barren yet welcoming landscapes of the modern American Southwest. These elements of perception shift into new forms, revealing commonalities and developing altogether into new memories and emotions in hindsight.

Existing at the crossroads between abstract home video, road trip artifact, and stream-of-consciousness imagery, the imagery portrays coniferous trees, lonely highways, and shrub-dotted desert plains from a largely first-person point of view as a string of moving and still snapshots. The ambient tones and notes heard throughout the piece rise to a swell as the film progresses to its visual culmination, and the viewer is allowed the opportunity to be transported directly through the slightly altered memories and experiences of the artist.

About Artist:

David DiLillo is a multimedia artist and educator from New York. He is interested in sights, sounds, science, and the subtly absurd. He received his BS in Mathematics from CUNY College of Staten Island. His visual art has been featured in group exhibitions and events at the Museum of Modern Art, the Museum of the City of New York, and Anthology Film Archives as well as galleries in Staten Island, Brooklyn, and Ithaca. His video work has also been screened in festivals in Texas, Massachusetts, and England. David is the co-founder of the pop-up film series Aquehonga Cinema.

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14 - MELISANDE ECHINIOUE



InsomnolenceInteractive Installation
Durational

• 10:10-10:20pm - Set for SIST, MSD: Act 3, Scene 1: The wood.

Melisande has created a physical space with color changing LED glow clouds hanging at varied levels, creating different strata. This salty surreal landscape is a lounge and performance space, with various glowing objects for guests to discover and areas for guests to sit on. The piece itself plays with repetition and reiteration, like a film going forwards and backwards. Living in that surreal state between waking and sleeping, but not being able to be in either.

About Artist:

Melisande went to school for performing arts. At Prescott College, she learned about deeper ways of moving, introduced to Butoh, contact improv, body-mind centering, and choreography. She has done workshops with Diego Pinon, Delisa Myles, Deep Tanks Butoh, and Group Motion.

15 - KRISTOPHER JOHNSON



LUMEN ARCHETYPES 2016Photography, projection
Durational

LUMEN ARCHETYPES 2016 is a photographic documentation of the people who come to the festival. As well as the artist who make up Lumen 2016

About Artist:

Kristopher Johnson is a NYC based photographer concentrating on portraiture

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16 - JAY WEICHUN



Through the Plexiglass (Reflections Along the Water's Edge)

Multi-channel installation 10-15 minutes looped Variable dimensions (approx 7'x25')

Through the Plexiglass is site specific, multi channel video installation for the 2016 Lumen Festival. The hunter green plywood construction walls seen through out New York City have become synonymous with rapid change and gentrification. The plexiglass viewing panels within these fences will be transformed into a screening mechanism that seeks to examine our access and relationships to these spaces and shared communities.

About Artist:

Jay Weichun is a Staten Island based filmmaker focusing on issues surrounding ecology, social justice and spatial relationships. His work attempts to highlight individual narratives of community building and resistance. He holds an MFA in Integrated Media Arts from Hunter College/CUNY.

17 - TOMAS RONSE



Light Tower 1, Light Tower 2, Red Queen, A Place to Stay, Escape

Sculptures with neon, LED and fluorescent light.

Variable dimensions. Highest piece 68".

Area: 20 feet wide, 12 feet deep

My aim is to interact with the serendipous find, which comes with its own shrouded history, an original purpose that was lost, altered by natural forces (fire, wind, water, animals...), by time itself. I use lights (especially neon), and natural coloration techniques such as oxidation in order to wrench beauty and meaning from society's refuse.

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- 1. Light Tower 1: A piece of wood from a Staten Island beach reminded me, by its form, and the the way in which shipworms had eaten into it, creating a lace-like surface in the wood, of the spires of cathedrals and the sand castles we made on the beach. With neon light inside it became a mysterious beacon, a meditation about decay and regeneration.
- 2. Light Tower 2: Originally a tree grown into a fence, this tower, with LED light escaping through its many holes, emanates a darker mood.
- 3.Red Queen: This queen was a thrown away mannequin. Her crown is made of found plastic and the remnant of a Saguaro cactus. A light shines from inside.
- 4. A Place to Stay: A little temple made of found wood and iron, and neon light.
- 5. Escape: This surrealist tableau is made of a great variety of found objects, including a sheepshide coat and mummified fishes, bathing in fluorescent light.

About Artist:

I was born and grew up in Belgium. I traveled a lot. I became a journalist. In 1980 Brooklyn became home, in 1985 Staten Island. I have been making art since childhood. As an artist I am very interested in the visual presence of time, of change resulting from natural processes and from the interaction between humans and their environment. I work in several media, including sculpture and painting. My work is very tactile. I almost always start with a found object. My artistic process is a dialogue with it, rather than the execution of a preconceived idea.

18 - OMARI SOULFINGER



KNOW IT ALL Interactive Performance and Installation Durational

Hey look I'm just a regular a guy trying not to flunk out of Invisible College. I need to get 400 community service hours. Do you have questions about past present or future? Come visit me...at no cost at all, I'll practice what I've learned in Remedial "Extrasensory perception". I don't know maybe it'll provide personal insight, guidance and answers or whatever....then again maybe not

About Artist:

Omari Soulfinger is a performance artist based out of Brooklyn, he uses back ground in storytelling, improv, and practical pranks to create disorienting experiences that thematically explore human ambiguity, vulnerability, and interaction.

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<u>lumen@statenislandarts.org</u>

19 - JOHN HASTINGS



LUMEN Resonant Sound SpaceSite-specific sound and performance
Durational throughout event

LUMEN Resonant Sound Space creates layers of sound and meaning, related specifically to the site where it is being performed. The stratum of sound reveals the history of the space and the more general area of Staten Island, like geologic striations found in road side rock cuts. The ambient sound of the space itself is paired with recordings of the site's industrial use as a road salt facility. The sound world also features dissembled recordings of local music stars while a performance component creates a durational aspect to the work. These sounds together pulse and throb through the space, creating an inviting area for listeners to investigate the thematic aspects of time and place.

About Artist:

Artist, musician and educator working with sound as a medium to investigate geography, time, politics and history.

20 - SI ARTS FOLKLOOP

Lineup To be announced.

21 - DOUGLAS LATOURETTE



Flowering Plants that Support Bees

Assemblage including street signs, potted plants, grow lights, bee broches. 18 to 24 pcs. 12in. x 36in.

My work often uses street signs. At Lumen I will be using 12in. x 36in. black and yellow striped warning signs that are usually used to warn drivers of various road hazards. The yellow and black stripes reminded me of bee stripes. I use the signs to mount plant hangers to hold potted plants. The plants I included are flowering plants that are commonly identified as among the most vital for the support of bees. Above these potted plants I have attached grow lights so these artworks can be placed indoors in areas that may not have the light necessary to promote the growth of the potted plants. I have also included a unique bee broche on each sign to complete the "story". Each time I have

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discussed these artworks with others they have almost unanimously bought up the current crisis that bees are suffering and that their numbers are decreasing dramatically. They bees are an integral part in food crops and our economy. The bees have become a crucial subject In our discussion that we must act as responsible stewards of our shared environment. I call this form of conceptual art more narrowly as "pragmatic art". If you've heard the saying "Philosophy doesn't bake bread", I have found that a uniquely American form of Philosophy, Pragmatism, has tried to address making philosophy more practical. I would like to do the same with my art.

About Artist:

Douglas La Tourette makes three-dimensional assemblage that makes use of ordinary objects, when combined in unique configurations "tell stories". Upon graduating from the School of Visual Arts (BFA) he received the "Rhodes Family Award", for Outstanding Achievement in Fine Arts. In 1990 the NY Times specified Douglas' installation, "How To Build A Better Birdhouse", with a favorable review at the Tom Cugliani Gallery. He has been participating in the currently expanding art scene in Staten Island showing art, reading poetry and curating at various venues. He is currently participating at Hub 17 at 73 Wave Street as artist and curator.

22 - GABRI CHRISTA



The Invitation
Performance
10 minutes on the hour (7:10pm; 8:10pm; 9:10pm; 10:10pm; 11;10pm)

"The invitation" is an intimate solo dance by choreographer/filmmaker Gabri Christa made for Living Rooms that will premiere in Spring of 2017. Audiences get invited in to several Living Rooms for an evening of dance and food. Partly a vehicle to gather different communities in a private setting, the dance piece is part biography, part reflection on topics both personal and universal such as immigration and belonging. Gabri Christa often works in Multi Media but the Invitation is an intimate, analogue and low tech experience. For Lumen, Gabri experiments with different short sections.

About Artist:

I am an artist who likes to make projects happen, those of others or my own. I produce work that in some way contributes to society, a community or our understanding of history/ humanity. My platform is film, dance, music and or a combination of those. I believe in collaboration, cross cultural understanding and dialogue.

Gabri came to filmmaking through a successful career as a choreographer and dancer. She choreographed and danced with companies such as Danza Contemporanea de Cuba (Cuba) and the Bill T. Jones Dance Company (USA) Awards include the prestigious Guggenheim for Choreography, an ABC television award for creative excellence for her short film "High School". Gabri was invited to Pangea Day Festival as one Pangea Day Festival as one World's 100 most promising Filmmakers. Her films screened worldwide.

23 - DAY DE DADA



100 Years of Dada!

Durational Performance and Projection

Members of Day de Dada performance art collective are celebrating the 100th year anniversary of the Dada art movement with various actions & performances. Look for the spinning wheel and take a chance!

Mary Campbell commemorates the Baroness Elsa Von Fretag Loringhoven, M & M (Milenka Berengolc & Margaret Chase) will be your springboard to twin troubles & double fun. Wear the Helmet of Truth and speak your mind! Have your head examined, literally!

Philip Sanders serves us a series of events - virtual, augmented, mixed - chunks of what we experience - digitally captured & constructed, processed & projected back onto our 4D environment.

Lydia Grey asks people to share their favorite things, Barbara Lubliner - Cautionistra will challenge visitors to "pin the tale on the body", Jennifer Weigel offers "Luck of the Dice" Roll to see what prize you receive, Play "EAT MY WORDS" hosted by Edible Eddie, a man who loves his food. How many foods can you name in the category you have chosen in one minute? A tasty game to play." "Hello My Name Is" Viv de Dada helps you chose your new "Lumen-ous Name", Day de Dada spinning wheel constructed by Mark Semanchik.

About Artist:

Day de Dada is a cooperative of performance artists based in Staten Island, NY creating spontaneous, experimental performance art pieces with audience participation & interaction. Our interaction performances at past Lumen Events have included "The Illuminating Inquisitors", "Wish Sisters" and "Art Nurses."

24 - DAVE DERWIN



Super Ferry Run Interactive Video Projection Durational

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Super Ferry Run is a software program adapted from a copy of Super Mario Bros., made for the Nintendo Entertainment System in 1985. This installation has the familiar game modified to simulate the mad dash to make the Staten Island Ferry, a run usually destined for failure.

About Artist:

Derwin's work (under the name NAF Studio) is drawn from technology, New York City, & pop culture. I practice illustration, graphic design, and engineering. I use these disciplines to concoct designs for the Internet and apparel (most of which is released with Richmond Hood Company). I use my knowledge of computers & electrical circuits to make custom projects with a Staten Island flavor that combine retro themes likes video games and obsolete computers. I've been active since 2000.

2016 Participating Artists:

Angeli

Benjamin Bennett

Vanane Borian

Karla Carballar

Gabri Christa

CityLore

Day de Dada

Dave Derwin

David DiLillo

Laure Drogoul

Melisande Echanique

John Hastings

Denise Iris

Kristopher Johnson

Matthew Keff

Sinead Keogh

Steve Lambert

Steven Lapcevic

Douglas LaTourette

Justine Lordo

Victoria Munro

Laura Neese

Michael Newton

Lys Obsidian & The Lesbian Underground

Panopoly Performance Laboratory

Arya Sukapura Putra

Nancy Quin

Vernon Reid

Tomas Ronse

Omari Soulfinger

Staten Island Arts Folklife

Staten Island Shakespearean Theater

Stereotype Co.
Scott Van Campen
Vincent Verdi
Jav Weichun

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