



LIGHT ART & EXHIBITIONS

Dates	November 1–10, 2019 Friday, November 1–Sunday, November 3 from 12pm–10pm Monday, November 4–Sunday, November 10 from 5pm–10pm
Location	Baltimore’s Waterfront
Jurors	<u>Light Art Jurors</u> The 2019 jurors selected the 20 light art installations from 125 applications from across five continents. The independent panel of jurors include: Elissa Blount Moorhead (Baltimore, MD), independent curator, filmmaker, artist and author; Marcus Civin (Las Vegas, NV), professor and Chair of the Art Department, University of Nevada, Las Vegas, artist, independent curator and writer; Kim Cook (San Francisco, CA), Director of Art & Civic Engagement, Burning Man; Jan K. Rolník (Prague, Czech Republic), co-founder and curator, Signal, Prague Light Festival; and Jess Wilcox (New York, NY), Director of Exhibitions, Socrates Sculpture Park.
Descriptions	<u>Light Art Installations</u> An Abstract Baltimore Story By Jeffrey Kent and Peter Smith A New Artwork Commissioned by the Baltimore Office of Promotion & The Arts

An Abstract Baltimore Story tells the history of Henrietta Lacks, whose immortal cells (HeLa) were harvested and cultured without her knowledge in 1951. Tragically, Lacks succumbed to cancer that same year at the age of 31, but her HeLa cells became one of the most important tools in medicine, vital for developing the polio vaccine, cloning, gene mapping, in vitro fertilization and HPV vaccine, among others. Jeffrey Kent is an abstract painter who has created works inspired by Ms. Lack's story. With the technical expertise of Peter Smith, these paintings are translated into animated abstractions that are juxtaposed with text that tell the story of Lacks and her important HeLa cells and featured on a large outdoor LED screen.

Baltimore Fancy

By Formstone Castle Collective

A New Artwork Commissioned by the Baltimore Office of Promotion & The Arts

Baltimore Fancy tells the story of the Arabbers, Baltimore's traditional street vendors. It consists of two elements—a lit and decorated Arabber horse and cart and a stable where a magical canopy provides a sense of place and history. Each night, the stable and cart first present an ethereal light show. Like a vacant storefront or an empty neighborhood, they are mere ghosts. Then, as Arabber and horse arrive and harness up to the cart, the light show comes colorfully alive, reminding viewers that it is only through use and human interaction that traditions are sustainable and neighborhoods remain alive.

Between the Lines

By PITAYA

A New Artwork Commissioned by the Baltimore Office of Promotion & The Arts

The *Between the Lines* installation plays with the scale by showing huge stylistic fishing rods installed by the water. By night, the rods nearly disappear in the sky, leaving just long lines of light moving with the wind, hanging softly from mid-air into the sea. Depending on the point of view, the public experience can be totally different: from afar, the lines become an abstraction, a signal. When the public is close to the rods, the installation becomes an experience depending on the people interaction with the artwork. Beyond the wordplay, the installation invites the visitor to think about how common things could provide different meanings.

Biciclón

By CAN-DUIT and PNEUHAUS

A New Artwork Commissioned by the Baltimore Office of Promotion & The Arts

Biciclón is an interactive and kinetic inflated light sculpture, pedal-powered to inflate and illuminate a group of sixteen 15' tall illuminated helix coils. The harder and faster the pedaling, the more the sculptures inflate and the brighter they shine. The result is a fun and dazzling display of light created through human strength.

Chroma Tuning

By Timothy Nohe and Allison Clendaniel

A New Artwork Commissioned by the Baltimore Office of Promotion & The Arts

Chroma Tuning, a collaboration between multimedia artist Timothy Nohe and composer Allison Clendaniel, is composed of a two-story tall LED wall of abstract evolving light animations created by Nohe set to music that is composed by Clendaniel and performed by Mind on Fire, a contemporary music ensemble based in Baltimore. The work celebrates the hope of the changing seasons with four distinct segments of music and animated abstract color video forms that are indicative of the changing seasonal natural organic color palettes and sounds. Each "season" lasts about three minutes—allowing the viewer to experience a year of nature's display within a 12-minute loop.

DiscoBug

By Tyler FuQua Creations

A New Artwork Commissioned by the Baltimore Office of Promotion & The Arts

DiscoBug takes two iconic symbols from the 60s and 70s, the disco ball and the VW Bug, and mashes them into one amazing, interactive art installation. Able to be spun by hand, the Bug is covered on all of its curvy surfaces with thousands of mirror squares. Above the Bug sits a three-legged lighting structure complete with 15 spot lights that are all controlled by a user-friendly control panel. With a bit of teamwork the DiscoBug creates a light show like no other.

Facades

By Flux Form, featuring Justin Stafford, Bomani McClendon, Sameer Srivastava, James Dolgin and Isabel Harner

A New Artwork Commissioned by the Baltimore Office of Promotion & The Arts

Facades juxtaposes the neighborhood Baltimore row home front containing projected interchanging scenes of activity displayed in open windows and doors with the Inner Harbor. Viewers are invited to step on floor panels, which change sites seen within the window and door frames. In addition, sound is triggered that further describes the indoor happenings. The doorsteps light up when the door scene is activated. When idle, the scenes show static blinds or a door in the door frame. Conceptually, the artists making up Flux Form wanted to break down barriers that often cause Baltimoreans to feel isolated from one another. They wanted to deliver the opportunity to hear others' experiences through a familiar medium: the row home—the common thread of many families, generations and transient residents in a city of stark differences. Their work strives to turn a symbol of compartmentalized intimacy into a powerful storytelling opportunity that is relatable to everyone.

Human Tiles

By Nuno Maya

Human Tiles is a real-time interactive installation where the public has the key role in forming the graphical patterns that are projected onto a chosen architecture. It is a futuristic interpretation of the heritage, where the city walls become enlivened by people's interaction on the streets. Using a traditional technique, a video camera captures in real time the movements of visitors as they interact on a white floor. A computer program then transforms their moving image into a kaleidoscopic projection onto to a nearby building. It is transforming the walls into ever changing ornaments based on the colors and movements of the inhabitants, who are creating their own environment. It is a work that speaks about freedom of movement, diversity of colors and forms, and is bringing people together in a special, unifying way.

Infinity

By Epigram Studio and Surcreative LLC, featuring Julieta Guillermet, Hector Montalvo, Natalia Brizuela-Pires and Edwin Coimbre

A New Artwork Commissioned by the Baltimore Office of Promotion & The Arts

The *Infinity* Installation of light and sound consists of three cocoon like structures that invite the user to enter. As the user enters the each one of the three sculptures, the lights follow them and the sound changes according to their movements. *Infinity* encourages the participants to experiment with their movement to understand how they can modify the sound and lights with their varying movements and so they can experience the virtually unlimited possibilities of the lighting and sound

effects. The three elements to the sculpture also provide three differing experiences for the user. Since the three elements to the sculpture are installed relatively close to one another, the viewer outside the structures experience a symphony of light and sound.

Keyframes

By Groupe LAPS

The *Keyframes* installation overtakes the façade of a building in the Inner Harbor where, based on the principles of the 19th century chronophotography and with the help of new technological tools, the building comes alive in what appears to be a dance of moving figures across it. Accompanied by a soundtrack, the lighting program turns more than a hundred stationary figures into an illusion of motion that creates a bridge between sculpture and cinema. During the day, the simple grid framework of the installation creates an intriguing installation surrounding the building's architecture.

Lighthouse

By 2408, featuring Bennett Marburger and Dr. Zhang Ji

Lighthouse is an exploration of the impact of an increasingly illuminated world. The basic idea for the artwork was to design a small pavilion that visitors could access that is completely illuminated, just as if it had been made from pure light. The shape of *Lighthouse* is inspired by the archetypal North American house, a single-story building on a small foundation with a thatched roof. Inside, a bench invites visitors to take a seat and have a rest, and through the openings in the walls one can see the surrounding sights and other installations—very much like one's own home functions as a place for respite within a community. *Lighthouse's* vernacular shape, however, is in stark contrast with the use of modern lighting technology. *Lighthouse* does not only broach the issue of an increasingly illuminated world but also brings up the question as to whether to regard light as material or immaterial.

Loop

By Ekumen, designed by Olivier Girouard, Jonathan Villeneuve, and Ottoblix in collaboration with Generique Design, Jérôme Roy and Thomas Ouellet Fredericks and produced by Quartier des Spectacles Partnership

The retro-futuristic machine *Loop* is a cross between a music box, a zoetrope and a railway handcar, that creates animated fairy-tales. Through the combined efforts of members of the public working the hand lever, the image cylinder lights up and creates the illusion of motion in the drawings. The black and white images, tinted through a strobe effect,

recall the earliest movies. The speed at which the images fly by, the frequency at which the light flickers and the rhythm of the audio composition are directly related to the pace set by the participants, who can be of any age.

MAPP

By AlexP

MAPP is an abbreviation of Mapping At Private Properties. It is a mobile point-and-shoot video projection mapping system. The installation consists of a video projector, a camera and a laptop running custom software developed by AlexP. Everything is mounted together on a pram. *MAPP* makes a scan of its surroundings using the camera and subsequently shows an abstract and moving video mapping. Visitors of Light City can “step into the light” and become part of the artwork. Once the scan of the visitors has been made, they walk out of the light and see themselves in the colorful projection. Don’t forget to bring a camera for a light-art-selfies.

Masters of the Edifice

By Ellis Marsalis III

A New Artwork Commissioned by the Baltimore Office of Promotion & The Arts

Masters of the Edifice is a photographic project that displays in light and sound the city of Baltimore through large photographic reproductions in lightboxes of some of the many painted murals around the city. The photos recontextualize the murals with their new Inner Harbor surroundings, but remind us of their origins by being framed within black iron piping. There are two rows of frames approximately 60 to 80 feet long. The visitor is able to wander down the recreated Baltimore “alley” and view the murals in a context similar to their installation around Baltimore’s neighborhoods. Similarly, speakers play audio of organic ambient sound recorded throughout the city of Baltimore, conceptually adding further context to the images.

(off)Lines

By Pierre Ranzini of Mad Rhizome Production

The *(off)Lines* installation is an architectural modular construction. It consists of 320 linear meters of square bars, each equipped with a one-meter-long LED light tube. The total structure is a series of geometric entanglements of several colors randomly forming a sequence of shapes that form and then disintegrate into space. In total, it is more than 7,000 LEDs that are controlled within the space of this geometric structure, but change, creating a versatile sculpture whose light movement enliven the

space around it and encourage the viewer to linger to experience the numerous shapes created by the alternately illuminated LED tubes.

Radiant Flux

By Kevin Blackistone

A New Artwork Commissioned by the Baltimore Office of Promotion & The Arts

Radiant Flux is an interactive piece that explores the many facets of light through an exploration of solar reflection on its faceted mirrored surface during the day and lunar moonbeams at night. By day, participants have glints of sunlight cast upon them while having their mirrored image form and deconstruct itself in oscillating patterns. At night, the reflections continue but have the addition of a dazzling light display that is the result of shining colored lights on its mirrored surface and the resulting hundreds of brilliant shards of colored light cast onto the ground. The dancing brilliant light is controlled by the pulses of surrounding music. Viewers can approach a large (8') circular mirror suspended a few feet above the ground and composed of radiating triangular elements. In its base state, these simply provide a typical flat reflection; upon detection of movement within a designed proximity, the piece comes alive with an array of dramatic effects produced through the individual motion of the many mirror shards. These produce multiple effects such as outward ripples like that of a stone in a pond, erratic fragmentation evolving cracking patterns and more each controlled by a different style of public movement.

Title TBD

By Shannon Novak

Shannon Novak's artwork focuses on creating light-based experiences that harness existing light and building structures. Through the use of transparent and translucent vinyl placed on windows and other glass, sunlight and artificial light coming through large swaths of colored vinyl transform spaces and bring them to life in new and impactful ways. Novak develops a large site-specific work for Light City 2019 that augments an existing structure within the Inner Harbor. This involves covering the glass of a particular building or other structure with transparent vinyl that creates a new experience during the day with sunlight inside the building, and at night, with artificial light pushing outward, it reimagines the architecture of that building. The selection of color and shape is an abstract representation of the site and its history while on a more literal level, the work appears as a giant lantern in reference to the use of gas lanterns in Baltimore in 1816.

Waterlight Graffiti

By Antonin Fourneau

Waterlight Graffiti is an interactive artwork in the form of a wall of thousands of LEDs that are illuminated when they come in contact with water. The public is invited to express itself on this luminous surface by drawing or writing with a brush or a spray—similar to shooting stars—messages and drawings emerge from the darkness and fade away. This patented technology is based on a simple physical principle of using water as an electricity conductor. Comparable to a switch, the LEDs light up at the slightest touch with the water and go out as the water evaporates or is wiped away.

Where Pathways Meet

By Benitez-Demlong

A New Artwork Commissioned by the Baltimore Office of Promotion & The Arts

Where Pathways Meet is an immersive multimedia installation consisting of light and sound sculptures. The public can navigate through three zones: Mini Garden Maze, Prism House and Rainbow Tunnel, in a fluid way, where one zone leads to another. Mini Garden Maze consists of a series of planters housing acrylic plants that are arranged in a circular shape. Prism House is an audio/visual experience that viewers are invited to walk through. Rainbow tunnel is a linear structure that responds to the activity around it. The cumulative experience is a whimsical playground that engages our physicality through sensory input and spatial navigation.

Words that Light

By Peter Quinn and Todd Evans

A New Artwork Commissioned by the Baltimore Office of Promotion & The Arts

Words That Light is a project that transforms the classic solar powered road work message boards into short-burst poems that surprise, delight and inspire people as they go on their way during the week of Light City. These lightboards are located in heavily trafficked areas entering and exiting downtown and along the Light City footprint. Using these message boards flips these signs that we identify as headaches or warnings into reflective poetic messages that help us imagine our human potential. Light is a symbol of life, inspiration and transformation—especially where it is least expected.

Visual Art Exhibition

SPARK

SPARK is an indoor Light City visual art exhibition and partnership between BOPA, UMBC, Towson University and PNC Bank. Open each night during the festival, the art gallery features artworks, including sound art and performance, created by faculty and students from the two institutions. The works range from light projection-based art to work that deals broadly and conceptually with the theme of light.

Information

410-752-8632/<https://brilliantbaltimore.com>

Media Contact

Tracy Baskerville, BOPA, 410-752-8632
Julie Walsh, Finn Partners, 202-518-6489

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