

## **ICE Annual Report FY06**

### **Mission**

Ideas for Creative Exploration (ICE) promotes innovative, multidisciplinary creative projects and advanced research in the arts. ICE is a catalyst for collaborative studio work and critical discourse that brings together artists, scholars and students in the arts and other disciplines across campus. The ICE structure supports the creative use of technology from both a practical and theoretical perspective and moves the results of those explorations into the world in the form of publications, performances and exhibitions.

### **Background**

ICE began in 1999 as a series of discussions among faculty and students throughout the university and local community to address the need for a program that would support collaborative projects and advanced research across disciplines in the arts.

In the spring of 2001 a series of meetings and events called the ICE Summit was held at UGA, developed through the coordinated efforts of the departments of Art, Dance, Drama, English, and Music. Although the ICE Summit mainly addressed art and technology, the resulting conversations revolved around the potential of an interdisciplinary unit at UGA that could generate projects and partner with other institutions to bring these efforts to the attention of local, national and international audiences.

During the past six years ICE has supported the development of original projects, hosted visiting artists and scholars, held workshops, developed a website and online forum, and established a project space in the historic Tanner Building. The ICE network has expanded to include faculty and students in the Honors Program, Faculty of Engineering, an increasing number of people in the sciences, UGA alumni, community members, and national and international organizations. ICE revolves around a healthy Project Grant program, a weekly electronic mailing list serving over two hundred members, three research groups, and an academic/social/mentoring network.

### **Funding**

ICE is supported by the Office of the Provost and Vice President for Academic Affairs and the Franklin College of Arts and Sciences. ICE has received in-kind support from the departments of Art, Dance, Drama, English, and Music, the Honors Program, and the New Media Institute.

### **ICE Project Grant Program**

Six projects received support from ICE during the 2005-2006 academic year. Eligibility was restricted to UGA faculty and students, and a total of eighteen proposals were received from five undergraduate candidates, five graduate candidates, and eight faculty.

A five-member ICE Project Grant Selection Committee considered the proposals and awarded a total of \$11,950 in grant funds. The selected projects were chosen based on

intellectual and artistic merit, feasibility of the project under sponsorship of ICE, extent of collaborative and interdisciplinary activity, degree of innovation, and potential for future funding and development.

The grant recipients are as follows:

George Contini, Assistant Professor, Theatre and Film Studies  
*Put It in the Scrapbook*

Audrey Molinare, Erin Burke, and Danielle Benson, MFA candidates, Lamar Dodd School of Art  
*The Three-Layer Cake Tour*

Dr. Jason Cantarella, Associate Professor, Department of Mathematics  
*The Flock Tree*

Glen Kaufman, Professor, Lamar Dodd School of Art  
*Nuno No Odori*

Michelle Smith, PhD candidate, Theatre and Film Studies  
*Interactive Virtual Actor*

John Crowe, BFA candidate, Lamar Dodd School of Art  
*Arbitrary Dialogue*

See the **Appendix A** for full project descriptions.

### **Research Groups**

ICE supports three research groups that blur the distinctions between disciplines in the arts and extend to the sciences. ICE research is focused upon three areas represented by working groups in *interactivity*, *emerging media*, and *productions*.

#### *Interactivity Task Force*

The Interactivity Task Force supports project-driven exploration of performance, sound, and installation technology such as Max/MSP/Jitter, Open Sound Control, sensors, and motion capture. The task force builds on the expertise of past collaborative productions in the departments of Dance and Theatre and Film Studies, and the schools of Art and Music. These projects have featured faculty and students working in Dramatic Media, the Interactive Performance Lab, CORE Concert Dance Company, the Center for New Music, and Digital Media. Perhaps the most visible ongoing project is *Virtual Vaudeville*, a prototype for a Live Performance Simulation System utilizing motion capture technology and 3D computer animation, led by Dr. David Saltz and supported by the National Science Foundation.

The use of sensors and interactivity software is integral to ICE projects such as *E.L.I.: Nomad*, *Sporangium*, *All Day and All Night*, and *Paradise Hotel*. *Ochre With*, a sound

and sculpture installation developed by composer Dr. Eric Marty, was shown at the Mimara Museum in Zagreb, Croatia.

Marty, recent winner of the ALEA III International Composition Prize, teaches in the Digital Media area of the Lamar Dodd School of Art. He formed Networked Interactivity research group in 2004 to bring together technologists, performers, and composers in the community. The group is interested primarily in OpenSound Control (OSC), an open source protocol for high-level, expressive control of multimedia applications. It is designed to facilitate real-time networked interactivity, and has been implemented in all the major multimedia environments, including Max/MSP, Director and Flash. It is also replacing MIDI and other protocols in hardware interfaces and devices.

The main goal of the Interactivity Task Force is to bring together students and faculty from Theatre and Film Studies, Dance, Music, and Art and to develop projects that will attract external funding for intensive research at UGA and in collaboration with other institutions. In addition to creating collaborative learning environments, the task force is preparing the way for preliminary creative research with Internet2, a consortium being led by 207 universities working in partnership with industry and government to develop and deploy advanced network applications and technologies, accelerating the creation of tomorrow's Internet. ICE is a member of the Multimedia Art Research Centres and Electronic Laboratories (MARCEL), a network dedicated to artistic, educational and cultural experimentation, exchange between art and science, and collaboration between art and industry.

### *EMRG*

The Emerging Media Research Group (EMRG) supports projects and prototype development addressing new cultural forms in communication technology, such as wireless devices, the Internet, and human-machine hybridity. EMRG operates in an environment rich with possibilities for creative research, represented by UGA initiatives such as the New Media Institute, the Faculty of Engineering, Nanoscale Science and Engineering Center, and research in biotechnology and artificial intelligence. Just ninety miles from Athens, fellow Research One institutions Emory University and Georgia Institute of Technology help shape the future through a broad range of research activities.

EMRG advances the goals set forth by previous ICE projects such as early experimental versions of the ICE website, and the Mobile Media Project for wireless handheld devices in the Athens wireless Cloud network produced in collaboration with the New Media Institute. *Tagging*, a virtual graffiti project, began as a prototype supported by ICE and was developed further with the support of a Center for Undergraduate Opportunities (CURO) Summer Fellowship for its creator, B.F.A. candidate Kit Hughes. Another ICE project by Hughes, *All Day and All Night*, along with *E.L.I.:Nomad*, was accepted to the Rhizome.org ArtBase, an international archive of new media art.

*E.L.I.*, or *Electro-Linguistic Imaginator*, is a mobile computer module that moves about unlikely environments speaking randomly generated poetry in exchange for new vocabulary words for his database. Developed at the Kitchen in New York by artists

Christian Croft (B.F.A., Digital Media), Ben Coolik (M.F.A. candidate, Drama), and Todd Shalom, a graduate student at the California College of Arts and Crafts in San Francisco, the project has grown from a prototype to a touring phenomenon called *E.L.I.:Nomad*.

*E.L.I.* has navigated crowds and made impromptu public appearances throughout the Southeast and Midwest, with notable encounters at sites of mass public protest such as the FTAA meeting in Miami, School of the Americas at Fort Benning, and Stop the Occupation in Iraq rally in Washington D.C. In addition to being tear-gassed, surveilled, and removed from the Mall of America, *E.L.I.* has been featured at the Kitchen Street Festival in New York and the International Digital Media and Arts Association IDEAS exhibition and conference.

EMRG is supported *E.L.I.* with one of the most challenging and crucial aspects of any new media project: documentation. Croft, Coolik and ICE intern Micki Davis edited hours of video footage from *E.L.I.*'s travels to produce a DVD, *E.L.I.: Nomad*.

#### *ICE Productions*

ICE Productions supports the creation and distribution of limited-edition books, CDs, and DVDs produced in collaboration by UGA students, faculty, and independent artists. Previous editions include a Video CD containing the cross-cultural digital video documentary, *Somos Pobres Pero No Hay Pobreza Aqui (We Are Poor, But There Is No Poverty Here)*, that explores the educational system in rural Mexico through the lives of three sisters who are school-teachers in Xalapa, Mexico. ICE supported the production of a multimedia CD, *Scenes from the X-Ray Cafe, Vol. 1* and an accompanying website.

This year ICE completed *AUX: Experimental Sound from Athens, GA*, an audio CD in hand-printed packaging produced in collaboration with the Printmaking/Book Arts program at UGA. The project originated from discussions with Colin Fallows of Liverpool John Moores University, Liverpool, England. Fallows has been involved in an extensive number of international sound projects (as presented during ICE Summit 2001) including *Sound Drifting*, featured at the 1999 Ars Electronica Festival, *Artstream: Sounds from Near and Far*, sponsored by New Media Scotland and a series of limited-edition recording/publication packages published by Audio Research Editions.

The project features eighteen audio tracks by various artists associated with the famed Athens independent music scene, curated by JoE Silva, producer of WUGA's *Just Off the Radar* program, Heather McIntosh, a graduate of the UGA School of Music and prolific composer and instrumentalist, and Steven Trimmer, graduate of the Lamar Dodd School of Art Digital Media program. MFA Printmaking students Stephanie Dotson, Amanda Burk, Danielle Benson, and Audrey Molinare designed the packaging, which is entirely hand printed and assembled using archival materials.

BFA candidate John Crowe, received a 2005 Center for Undergraduate Opportunities (CURO) Summer Research Fellowship to address online models of cultural production and distribution, culminating in the design and launch of a website in conjunction with

*AUX*. The site launched in April and received nearly 4,500 hits in the first month.

*AUX* is the first ICE project designed to be self-sustaining and entrepreneurial in nature. A departmental sales account was created to support online sales of *AUX*, through the support of the Bursar's Office Marketplace e-commerce program. After two months of sales the project is well on its way to recovering all expenses incurred in the production. Furthermore, *AUX* is generating critical responses through reviews and radio broadcast. A select number of copies of *AUX* will be placed in national museum, book arts, and media collections.

### **Honors Program**

ICE continued its participation with the Honors Program by offering a CURO Seminar called "Introduction to Research in the Arts" during the fall semester.

The seminar provides an overview of arts research, presents methodological models for sustaining research-based creative practice and acts as a workshop for project development. The seminar examines conventional and emerging forms of arts research, ranging from historical and critical studies to project-based works that address newer media and interdisciplinary approaches.

Students visit various areas of campus to become familiar with performance and exhibition resources at UGA and meet leading faculty and professionals who are conducting research in the Departments of Art, Dance, Drama, English and Music, the Georgia Museum of Art and ICE. Students are exposed to a range of models for creative practice based on visits with faculty, outside reading and discussion. The seminar addresses ways that arts research is produced in the form of exhibitions, performances and publications, and how institutional networks, grants, commissions and entrepreneurial approaches support research-based cultural production. Throughout the semester students develop individual and collaborative project proposals based on actual opportunities and hypothetical situations. Project development occurs in a workshop format through brainstorming sessions, critique, feasibility studies, written proposals, production and documentation planning and organization of supporting materials.

The seminar was led by Mark Callahan and included Dr. David Saltz (Drama), Dr. Jed Rasula (English), Dr. Pam Kleiber (Honors Program), Curator Ashley Callahan (Georgia Museum of Art), Bala Sarasvati (Dance), Martijn van Wagdenonk (Art), Dr. Marcus Fecheimer (Cellular Biology).

Several ICE members participate in the Honors Faculty Mentor Program and the CURO Apprenticeship Program.

### **ICE Fellowship Awards**

ICE maintains a fellowship program for UGA students who request support for research in the arts. Lauren MacDonald (BFA candidate, Art) and Mariquita Davis (BFA candidate, Art) are recipients of ICE Fellowship Awards to support their participation in

the Sidney Kahn Summer Institute for Art and Social Engagement offered by The Kitchen and Sarah Lawrence College in New York City, New York.

### **Events**

ICE hosted a number of “Open House” evening events and “ICE-Vision” film screenings. Promoted through the ICE website and electronic mailing list, the events were consistently well attended.

#### *ArtScience*

An evening of informal presentations featuring Dr. Jason Cantarella, Laleh Mehran, and a window installation by Amanda Burk. Dr. Jason Cantarella, Professor of Mathematics, screened digital animation from the *Math and Visualization* workshop and shared his work with geometric knot theory. Lamar Dodd School of Art Professor Laleh Mehran selected key contemporary works at the intersection of art and science and discussed her genre-blurring series, *The Xerces Society*. Participants met Amanda Burk, a graduate candidate in Printmaking, and explored her interior/exterior window installation at ICE.

#### *Contain-Decay*

An interactive sound and video performance by Ben Joel Coolik and Éric Marty (STREAM). Ben Coolik is a collaborative artist who brings sound, light and explorative technologies together in performance. He holds a Master’s degree in theatrical design from UGA. Éric Marty is an award-winning composer and sound artist active in the US, Canada, France and Germany. He holds a PhD in composition and computer music from the University of California at Berkeley and teaches sound and interactivity in the departments of Art and Music. Studio for Research in Art and Music (STREAM) is an Athens-based effort to foster innovation in the arts through public performances, exhibitions and workshops.

#### *Uses Without Objects*

Poetry reading by O.B. Bassler and Patrick Fadely. Professor of Philosophy O.B. Bassler recently completed two volumes of poetry: *The Plaster Years* and *In The House of Black Spaniards*. His work (poetic, critical, and mathematical) has been published in *Pulse Berlin* and *The Annals of Scholarship*. He is currently at work on a book on intrinsically large numbers, tentatively titled *The Long Shadow of the Parafinite*. Patrick Fadely is a BA candidate in Linguistics. After self-publishing a volume of *8 Poems*, he started an extensive study of logical structures in lyric poetry. The reading was split into two apposite segments: the first part dealt explicitly and implicitly with the work of Marcel Duchamp, and extended critically, poetically, and graphically a tenuous interpretation of what we may learn from his activity as artist and non artist. The second half of the program centers on the art of manifesto, and the possible permutations of “stance.”

*E.L.I.: Nomad* documentary premiere

*Style Wars*

*Meshes in the Afternoon*

*De Artificiali Perspectiva (Anamorphosis)*

*Toccatà for Toy Trains*

*Fast, Cheap, and Out of Control*

### **Partnerships**

ICE is affiliated with three major organizations, ASCI, Rhizome, and MARCEL.

Art and Science Collaborations, Inc. (ASCI) (<http://asci.org/>) was established primarily as a network for artists who either use or are inspired by science and technology. ASCI has become a magnet for some of the best examples of this type of contemporary art and for technologists wishing to collaborate. ASCI programs and services provide members with opportunities for professional growth, increased public visibility, and a supportive community.

Rhizome.org (<http://rhizome.org>) is a nonprofit organization that was founded in 1996 to provide an online platform for the global new media art community. Their programs and services support the creation, presentation, discussion and preservation of contemporary art that uses new technologies in significant ways. Rhizome's core activities include commissions, email discussions and publications, web site, and events.

The Multimedia Art Research Centres and Electronic Laboratories (MARCEL) is a network dedicated to artistic, educational and cultural experimentation, exchange between art and science, and collaboration between art and industry. MARCEL is comprised of members from around the world, including many top practitioners and arts research programs. Working groups are addressing topics such as interactive music, online performing arts, online installation art, new media documentation and preservation, and virtual critiques.

During a meeting in Souillac, France in July 1997 a group of international experts from art and industry agreed on the importance of fundamental artistic research, over applied arts, in the development of telecommunication networks. The need for collaboration between artists, artistic establishments and the public and private sectors in building a permanent high band-width network for artistic experimentation was stressed.

The goals of MARCEL are as follows:

- to promote artistic experimentation and collaboration in all forms of interactive art
- to promote philosophical exchange between art and science
- to develop the potential of the network as an educational tool
- to study the network as a pedagogical subject
- to develop co-operation between art and industry
- to participate in the development of cultural expression on the network

## **Administration**

ICE is advised by a committee with representatives from Art, Creative Writing, Dance, Drama, Music, the graduate student body and the Athens community. Carmon Colangelo is the Director of ICE and Mark Callahan is the Assistant Director.

## **Appendix A**

### **ICE Project Grant Descriptions**

George Contini, Assistant Professor, Theatre and Film Studies

#### ***Put It in the Scrapbook***

A multimedia theatre piece based on the life and career of Julian Eltinge. The project incorporates new and archival video projections, animation, and other media in a narrative exploration of Eltinge, one of the most colorful characters in the history of the American stage and silent film. Professor Contini plays more than twenty-five characters in the solo performance, directed by Kristin Kundert-Gibbs, Assistant Professor of Theatre and Film Studies, in collaboration with Music Director/Arranger Rachel Townes, Adjunct Professor, Hugh Hodgson School of Music.

Audrey Molinare, Erin Burke, and Danielle Benson, MFA candidates, Lamar Dodd School of Art

#### ***The Three-Layer Cake Tour***

A series of three installations in private residences, transformed and opened to the public for interaction. Molinare, Burke, and Benson have been collaborating on large-scale installations during their studies in printmaking and sculpture. This project extends their activity to three homes, selected by a "call for venues", over a period of six months. *The Three-Layer Cake Tour* incorporates traditional materials as well as sound, video, and sensor technology, resulting in public openings and DVD documentation of the events.

Dr. Jason Cantarella, Associate Professor, Department of Mathematics

#### ***The Flock Tree***

A sculptural installation that explores the idea of division and grouping using concepts from computer science. The project represents a flock of birds in flight, suspended in space and organized as an octree, a data structure that indexes the distribution of objects in space. Dr. Cantarella works in collaboration with Luke Hegel-Cantarella, a theatrical designer based in New York with extensive experience in designing and building on a grand scale.

Glen Kaufman, Professor, Lamar Dodd School of Art

#### ***Nuno No Odori***



*Nuno no Odori* (Fabric Dance), a collaborative performance, was presented in March 2006 at at Canopy Studio in Athens. The performance combined a fabric installation inspired by Japanese *maku* (fabric walls of celebration) and projections of video shot in Kyoto, both by UGA Professor Glen Kaufman. Andrea Trombetta, a recent graduate of the University of Georgia, was the artistic director, contributing costume design, video editing, choreography and dance. The one-hour performance featured three dancers with live music accompaniment. Vintage kimono was worn for parts of the performance.

Glen Kaufman is a Professor of Art at the University of Georgia. His work has been featured in numerous exhibitions in the US, Japan and Korea. Andrea Trombetta received her Master of Fine Arts degree in Fabric Design from the University of Georgia in 2005.

Michelle Smith, PhD candidate, Theatre and Film Studies  
***Interactive Virtual Actor***

A prototype virtual actor who can interact with a live actor on stage. Smith creates 3-D computer models and an artificial intelligence framework for the virtual actor, and a wireless "acting glove" for a live actor to use to interact with the virtual actor. The project support Smith's dissertation research on granting agency to media on the live stage, and involves students and faculty in the Interactive Performance Lab at UGA.

John Crowe, BFA candidate, Lamar Dodd School of Art  
***Arbitrary Dialogue***

Preliminary research and development of a multimedia performance exploring language and alienation. Crowe will begin the programming and planning of a performance in which actors perform in silence and audience members listen to different recorded dialogues on headsets. In addition to a call for scripts, the project will require the development of a multi-layered audio mix on a shared timeline.

## **Appendix B**

### **ICE Budget**

Provost	+20,000
Franklin	+10,000
CURO	+ 1,500
total	+31,500

<b>Payroll</b>	<b>16,500</b>
----------------	---------------

<b>Project Grants</b>	<b>12,000</b>
-----------------------	---------------

<b>AUX</b>	<b>900</b>
------------	------------

**Office**                      **2100**

**Total**                      **31,500**

ICE Sales (Gross)        1,050