

EYEBEAM

To Scale

May 14–26



01 Jackie Sumell, Ron Morrison, Abigail Phillips & Imani Jacqueline Brown
Solitary Gardens (2016)
Wood, soil, digital platform

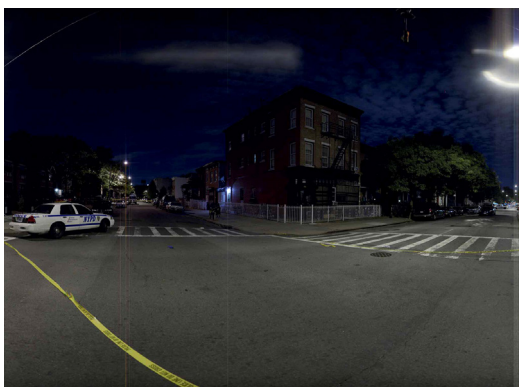
The Solitary Garden utilizes the garden bed as a physical platform to commiserate persons subjected to indefinite solitary confinement.

Jackie Sumell is an artist inspired by the lives of everyday people—both artist communities and the politically marginalized.

Ron Morrison is a designer and social practitioner investigating systems of design for more equitable, sustainable services.

Imani Jacqueline Brown is an artist seeking to install an ethical, humanistic practice in the Culture Industrial Complex.

Abigail Phillips is an artist and architect who has taught on social justice and agriculture in Minnesota, Washington and Mississippi.



02 Niko Koppel
Crime Scene (2016)
VR headset, headphones

This project is an immersive 360-degree experience where a viewer is transported beyond the yellow tape into the aftermath of a police-involved shooting, which is narrated by the survivor.

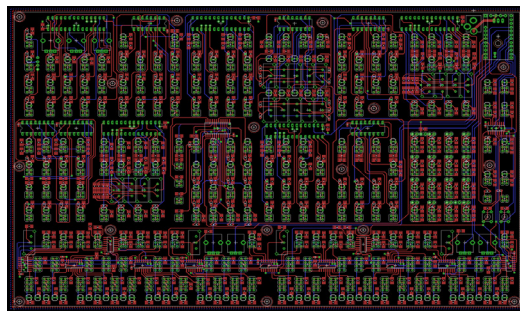
Niko Koppel, born in Chicago, is the Metro photo editor for the New York Times.



03 Pamela Liou
Doti: The Desktop Jacquard Loom (2016)
Wood, electronics, fiber

The Dot-Matrix Fabric Printer is an open source desktop jacquard loom, which leverages digital fabrication to enable expressive textile production at home and encourage broader design literacy.

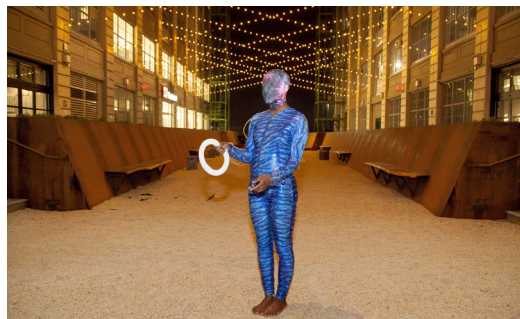
Pamela Liou is a designer, technologist, and writer living in Brooklyn, NY. She is a recent graduate of NYU's ITP program.



04 Brendan Byrne
Theseus (2016)
Analog Modular Synthesizer

This platform based on analog modular synthesizers is entirely digital, making possible a wider variety in electronic and video synthesis.

Brendan is an electronic instrument and alternative controller designer from Brooklyn. He is the owner of Xiwi Electronics, a small design and fabrication studio specializing in experimental consumer hardware interfaces.



05 Salome Asega & Ayodamola Okunseinde
Iyapo Repository (2016)
Mixed media

The repository is a resource library that houses digital and physical artifacts to affirm and project the future of peoples of African descent.

Salome Asega is a visual artist and researcher who celebrates dissensus and multivocality.

Ayodamola Okunseinde is an artist and interactive designer, whose work range from painting and speculative design to physically interactive works, wearable technology and explorations of Afrofuturism.



06 Frédéric Eyl & Richard The
The Unresolved Image (2016)
Laser plotted PCB films, each 27" x 27", resolution 10,160 - 50,800 DPI, lightbox; giclée prints, various sizes; HD video

This physical, fractal-like image resolves one image into another depending on a viewer's distance, ultimately exploring the limits of our perception and comprehension.

Richard The and Frédéric Eyl are graphic and interaction designers who co-founded Berlin-based studio The Green Eyl and have shown at Ars Electronica, MoMA and Bauhaus-Archiv.



07 Annelie Koller
Biopticon (2016)
Mixed media

Through new forms of technology, *Biopticon* creates an architecture where matter has agency and man becomes material.

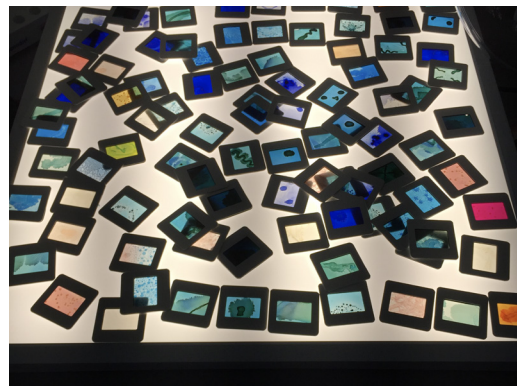
Annelie Koller is an architect and bio designer currently working at Modern Meadow. She is also a founding member of the Lady Tech Guild that supports women in emerging technology.



08 Nancy Diniz
Embryonic Spaces (2016)
Biological materials (bacterial cellulose, coconut husk), sensors, 3D printed structures

The Embryonic Spaces grows a series of 'body architectures' that while exploring the physical territory between the body and the environment while questioning the definition of 'spatial skins' that are designed from inside-out.

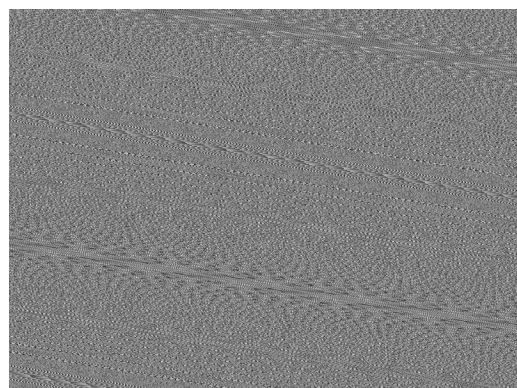
Nancy Diniz is an architect, researcher and educator. Her main research and teaching interests question traditional scale boundaries between design disciplines – Product Design, Architecture and Computer Science.



09 Tal Danino
Microuniverse (2016)
Bacteria, prints, silkscreen

Microuniverse transforms various natural and engineered bacteria and fungi that make the invisible world visible, and draws the connection between our own microbial universes and the larger universe as a whole.

Tal Danino is currently Director of the Synthetic Biological Systems Laboratory at Columbia University, where he develops synthetic biology and bio-art research using microorganisms such as bacteria and cancer cells.



10 Bryan Ma
PRNG (2016)
New media (website, prints)

PRNG is a series of works produced during an ongoing investigation of randomness, attempting to map and expose the abstract patterns contained in the logic of pseudo-random number generators.

Bryan Ma is a designer and developer. His work investigates procedural aesthetics, playful systems, critical/speculative interactions, and the phenomena of digital representation.

Eyebeam opens its studios to the public for a two week show of recent projects exploring concepts of scale. These projects, the result of six months of research, share an ability to switch with ease from the view up close to the distant perspective.

Whether shifting scale through physical size, optical resolution, biological complexity or political organizing, they show that reality can seem totally different depending on context or even viewpoint. The world is not flat, but round like a lens.

Events

"Cosmologies: Shaped by Trauma"
Sunday, May 15th, 4–6pm
Panel

"Lady Tech Guild and Friends"
Thursday May 19th, 7–9pm
Show and Tell

"Theseus: Compositions for Modular Synthesizer"
Tuesday May 24th, 7–9pm
Performance

"Ownership and Art"
Thursday May 26th, 7–9pm
Panel

About Us

Eyebeam is a nonprofit studio for collaborative experiments with technology toward a more imaginative and just world. By providing generous support to artists for research, production and education, Eyebeam makes ideas real.

+1 347 378 9163
eyebeam.org
[@eyebeamnyc](https://twitter.com/eyebeamnyc)

34 35th Street
Unit 26, 5 FL
Brooklyn, NY 11232

