

For immediate release

## Eyebeam Highlights 10 Projects About Scale That Range from Microscopes to Mass Media



### *To Scale*

May 14-May 26, 2016

Brooklyn, NY, April 20, 2016—Eyebeam will feature 10 project residents for 2015-16 in an ambitious exhibition focusing on concepts of scale—as both physical size and cultural reach—that will take over the entire studio. During May, the expansive studios in Sunset Park will convert from workstations into a single space for discourse, display, and demonstration.

These projects run the gamut of creative technology from biohacking to science fiction to virtual reality—examples of scaling processes include application of microbiology to architecture, the creation of improved zoom algorithms, or the founding of Afrofuturist museum collections. *To Scale* reflects Eyebeam’s sustained focus as a research institution on infrastructure in 2015-16, including an exhibition on data as racial power, *Unkeeping*, an unprecedented crowd-built bridge *Citizen Bridge*, and the *Open Call* on Power.

Scaling links the local to the universal, or the microscopic to the macroscopic. **Imaging** technologies have seen major advances recently, that residents have pushed further. **Richard The and Frederic Eyl** have created custom algorithms that generate images which resolve differently depending on distance. **Bryan Ma**’s draws on an in-depth knowledge of video games engines to generate a set of pseudo-random patterns. **Niko Koppel** has developed an immersive 360-degree experience (above) that transports a viewer beyond the yellow tape into a leaked photoset from the NYPD of police-shooting-related photographs.

**Biofabrication**, which adapts microscopic structures to macroscopic uses, offers a powerful way to play with different scales. **Tal Danino's** *Microuniverse* draws on his research as a synthetic biologist to create prints with bacteria that evoke astronomical charts. **Nancy Diniz's** "body architectures" (right) combine grown cellulose, printed organics, and data sensors to integrate body and environment. And **Annelie Koller's** *Biopticon* imagines the connection between biological cells and prison cells, which meet in "the squirming moist middle."



**Open Hardware**, a core part of Eyebeam's mission, has proven at least as productive as commercial ventures. **Pam Liou's** first-of-its-kind desktop Jacquard loom, *DOTI*, will create a community of tech-savvy weavers and promises to revolutionize textile production. **Brendan Byrne's** digital instrument kits, *Theseus*, are based entirely on analog modular synthesizers, but lower cost barriers and promote collaboration between media.

Eyebeam has sought to redefine technology as tools for imagining new **social models**. The **Solitary Gardens** combine public art, alternative land-use and social sculpture—this set of garden beds designed after 6'x9' solitary cells connects to an app to allow persons subjected to indefinite solitary confinement to communicate with volunteers on the "outside". Finally, **Salome Asega** and **Ayodamola Okunseinde** have collaborated to create the Iyapo Repoistory, a resource library that houses a collection of digital and physical artifacts created to affirm and project the future of peoples of African descent.

## To Scale: Related Events

### **Cosmologies:**

#### **Shaped by Trauma**

Panel, Sunday, May 15th, 4-6pm

### **Ground Truth:**

#### **Resolution, Granularity, Objectivity**

Panel, Tuesday, May 17th, 7-9pm

### **Lady Tech Guild and Friends**

Panel, Thursday May 19th, 7-9pm

### **Theseus:**

#### **Compositions for Modular Synthesizer**

Performance, Tuesday May 24th, 7-9pm

### **Ownership and Art**

Panel, Thursday May 26th, 7-9pm

## 2015-16 Project Residents

**Salome Asega** is a visual artist and researcher whose practice celebrates dissensus and multivocality. She is the co-host of radio show Hyperopia: 20/30 Vision, the Assistant Director of POWRPLNT, and an instructor at Parsons The New School. [salome.zone](http://salome.zone)

**Imani Jacqueline Brown** (of Solitary Gardens) is an artist who works to install an ethical and humanistic practice and theory in the Culture Industrial Complex. Brown received her BA in Visual Arts and Anthropology from Columbia University in 2010.

**Brendan Byrne** 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. [brendanbyrne.info](http://brendanbyrne.info)

**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. [taldanino.com](http://taldanino.com)

**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. [augmented-architectures.com](http://augmented-architectures.com)

**Frédéric Eyl** is a designer who investigates the aesthetic potential of technology and how it shapes knowledge. His work moves along the boundaries of formats, be it images, performances, or exhibitions. He is co-founder of Studio TheGreenEyl in Berlin. [fredericeyl.de](http://fredericeyl.de)

**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. [anneliekoller.com](http://anneliekoller.com)

**Niko Koppel**, born in Chicago, is the Metro photo editor for the New York Times. [nikokoppel.com](http://nikokoppel.com)

**Pamela Liou** is a designer, technologist, and writer living in Brooklyn, NY. She is a recent graduate of NYU's ITP program. [pamelaliou.com](http://pamelaliou.com)

**Bryan Ma** is a designer and developer. Drawing from his background in commercial videogame production and the humanities, his work investigates procedural aesthetics, playful systems, critical/speculative interactions, and the phenomena of digital representation. [bryan-ma.com](http://bryan-ma.com)

**Ron Morrison** (of Solitary Gardens) is a designer and social practitioner. He is currently examining infrastructure as a sociotechnical system that could be designed to provide more equitable and sustainable services. [solitarygardens.org](http://solitarygardens.org)

**Ayodamola Tanimowo Okunseinde** is an artist and interactive designer living and working in New York. He studied Visual Arts and Philosophy at Rutgers the State University of New Jersey where he earned his B.A. [ayo.io](http://ayo.io)

**Abigail Phillips** (of Solitary Gardens) is an artist and architect, who's worked in social justice, art and agriculture as a teacher in Minnesota, Washington and Mississippi. She is currently pursuing her master's degree in Landscape Architecture at LSU. [solitarygardens.org](http://solitarygardens.org)

**Jackie Sumell** (of Solitary Gardens) is a multidisciplinary artist inspired most by the lives of everyday people. Her work speaks to both traditional artist communities and those historically marginalized from the political process. [solitarygardens.org](http://solitarygardens.org)

**Richard The** is a graphic and interaction designer. After having studied at MIT Media Lab he has worked at Sagmeister Inc. and co-founded the design studio TheGreenEyl in Berlin. Currently he works as a Creative Lead at Google Creative Lab in New York. [richardthe.com](http://richardthe.com)

**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.

[eyebeam.org/toscale](http://eyebeam.org/toscale)

@eyebeamnyc

#toscale

###