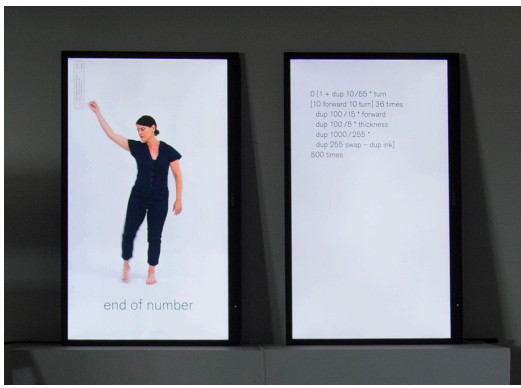




**EYEBEAM**

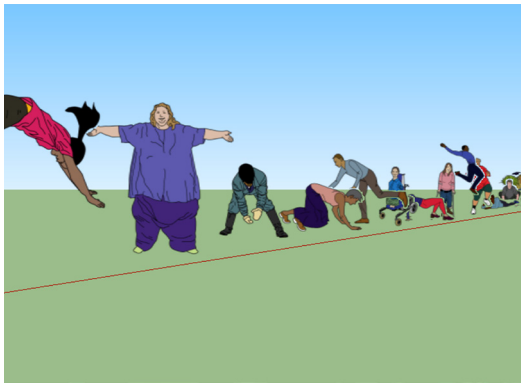
# Nancy Nowacek: Easy is Not A Concept



**01 BodyCoding (2015-2016)**  
Screens, custom material and software

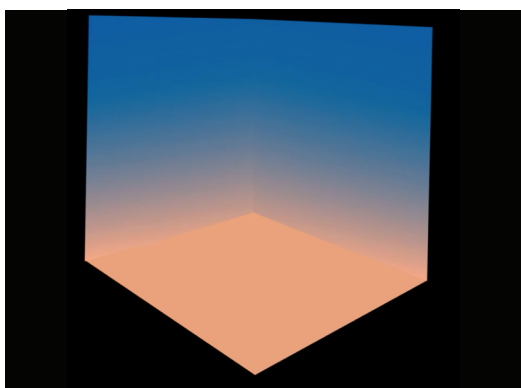
*BodyCoding* lets you visualize ideas from coding like functions, syntax, and logic patterns through the body. Through a system of consumer hardware and custom, open-source software, coding becomes a performative act like dancing, exercise, and sport, that can be learnt by doing. Each position executes a specific computer function. This project uses BodyLang, custom coding language by Ramsey Nasser and Kinect2Gesture, custom recognition software by Gene Kogan.

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With Gene Kogan, Ramsey Nasser, Morgan Hille-Refakis, David Sheinkopf and Caitlin Sikora



**02 Face Me (2015)**  
Digital drawings

SketchUp is free architectural design software used commonly in education and by young designers and hobbyists alike. The free architectural design software SketchUp supplies a human figure for scale at the 0,0,0 coordinates. The figure usually takes the form of a white male, aged 25-50, in casual Friday clothing—this open-source library of ‘people textures’ challenges us to imagine other kinds of users: somersaulting, differently abled, short, tall, and more.



**03 You Are The Figure (2016)**  
Light projection and audio

A series of 100 scores direct the viewer to engage in playful movements as if they were someone else. *You Are the Figure* reimagines Edward Muybridge’s photographic motion studies in the contemporary age of YouTube, Vimeo, Facebook, and Snapchat: sites that capture and depict movement in a more ambiguous and emotional way.

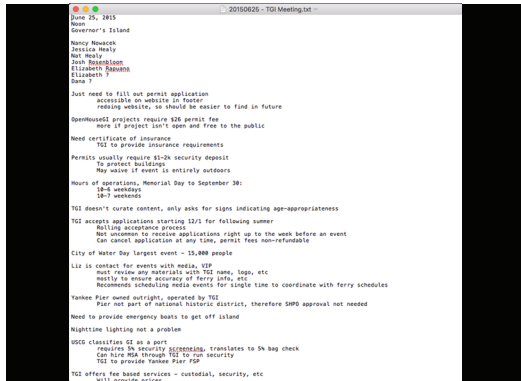


**04 Superblock (2015)**  
Styrofoam, plywood, aluminum tubing, maritime hardware

The component pieces (pictured at top) required to create a single half-module for a 1400-ft. sculpture for walking on water called Citizen Bridge. This piece of temporary infrastructure will be a floating pedestrian bridge between Governor’s Island and Brooklyn to reclaim the city’s waterways as public space. Citizen Bridge is designed to create an intimate experience of being with the water, rather than seeing it from the shore, above from a bridge or in transport by ferry. Citizen Bridge just completed a successful crowdfunding campaign.

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With Braden Caldwell, Thom Duffy, Ingo Gunther, Jason Glenn, Jessica Healy, Nathaniel Healy, Josh Rosenbloom, John Sharp, Emerald Xu

More contributors listed at [nancynowacek.com/citizen-bridge](http://nancynowacek.com/citizen-bridge)



**05 The Long, Slow Walk (2012-2016)**  
Digital documents/media

Over four years, upwards of 7,000 files have accumulated around Citizen Bridge—including insurance documents, government proposals, wikipedia entries and google image searches.

*The Long, Slow Walk* is made with a custom script that opens, displays and closes every document created by/for the project in chronological order from March of 2012 to June of 2016: an unusual documentary for an unusual project.

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With Seth Kranzer and Cassie Tarakajian

More contributors listed at [nancynowacek.com/citizen-bridge](http://nancynowacek.com/citizen-bridge)

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*Easy Is Not a Concept* presents a selection of works by Nancy Nowacek created over a two year research residency at Eyebeam. These sculptural, performative, and digitally-based works address the body and embody latent or invisible systems—bureaucracy, urban planning, infrastructure, software development—to reengage the physicality of the body and the world around it.

This process often requires the artist and teams of collaborators, to struggle against nearly insurmountable forces like nature, gravity, and processing rates. For Nowacek, technology is a site and medium through which the body is reclaimed as a way to reach out into, and affect the world.

This suite of works: *BodyCoding*, *Face Me*, *You Are the Figure*, *Superblock* and *The Long, Slow Walk*, are examples of how people can claim personal power through their bodies. Each work involves a kind of choreography. For example, bodies organize and produce information in response to the needs of bureaucracy. Teams move large structures through land, air and water. More explicitly, gestural languages allow computer coding to move out of the fingertips and into the limbs.

Each work requires repetitive labor and slow learning. They show how over time the systems we inhabit become part of our bodies.

**Nancy Nowacek** is a 2014-16 Research Resident. She makes task-based encounters between bodies, things, and the space around them. Her work examines the relationship between late-capital post-industrial time-sense and body-sense, where physique has been eclipsed by other man-made machines as useful—or valuable—technology. Expanding beyond exercise to the grammars of functional movement, dance, and physical labor, her practice aims to challenge and reshape this contemporary body schema. She makes sculpture, performance, and drawings to collapse thinking into doing, reinstating the body’s relevance as a functioning object, tool, channel, and ultimately site of imagination. Learn more at [nancynowacek.com](http://nancynowacek.com)

## About Eyebeam

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.

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