

For immediate release

## ***Easy is not a Concept*, solo show by Nancy Nowacek, reclaims the body as technology**

On view June 29–August 5, 2016  
Opening Reception June 29, 6–8PM

Brooklyn, NY, June 15, 2016—Eyebeam is thrilled to announce *Easy is Not a Concept*, a solo exhibition by Research Resident Nancy Nowacek, focusing on labor, urban planning and technology.

The exhibition will feature sculptural, performative, and digitally-based works that address the body. Nowacek's work often deals with invisible but all-important systems like bureaucracy, urban planning, software and infrastructure, by making them tangible. Most recently, Nowacek completed a crowd-funding campaign for a floating pedestrian bridge between Brooklyn and Governor's Island called *Citizen Bridge*—artifacts and documentation from this project will also be on view.



**Nancy Nowacek** 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)

## Works on view:

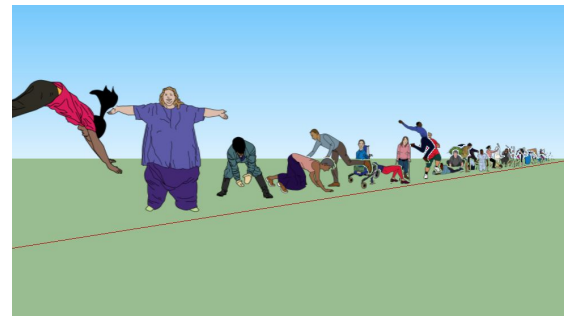
### Body Coding

Body Coding visualizes the abstract and intangible concepts of 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. With Morgan Hille-Refakis, Gene Kogan, Ramsey Nasser, David Sheinkopf, and Caitlin Sikora



### Face Me

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.



### You Are the Figure

A series of 100 scores direct the viewer to play in the life of another, through their actions. 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 along a more ambiguous, strenuous, and emotional spectrum.

### Superblock

The component pieces (pictured at top) required to create a single half-module for a 1400-ft. (floating) 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 will provide an experience of the New York City harbour unlike any other. It 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 boat or ferry. Other contributors listed at [nancynowacek.com/citizen-bridge](http://nancynowacek.com/citizen-bridge)

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## **The Long, Slow Walk**

Four years of files accumulated around Citizen Bridge—including insurance documents, government proposals, late-night complaints and countless emails—opened by order of date. This is an unusual documentary for an unusual project. With Seth Kranzer, Cassie Tarajakian. More contributors listed at [nancynowacek.com/citizen-bridge](http://nancynowacek.com/citizen-bridge)

**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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