

CETI Constellations

Shimmering Ecologies



as part of the

Portland Winter Light Festival

EXHIBITION CATALOGUE



CETI Constellations: *Shimmering Ecologies*

February 5, 2022

At the Fariborz Maseeh Hall at Portland State University

<https://ceti.institute/programs/constellations>



CETI Constellations

Shimmering Ecologies

In January 2022, a group of artists, technologists, architects, musicians, hackers, and engineers gathered for a weekend of Art-Tech Collaborative Creative Experiments at the CETI Lab at Portland State University — an exciting interdisciplinary creative jam to bring unique light and

sound pieces, immersive experiences, and performances to life.

Constellations: *Shimmering Ecologies* is the result — these magical interactive and immersive installation experiences, shown as part of Portland's Winter Light Festival 2022



Producers

Curators | Jesse England + Scott Nieradka

Creative + Communications | Hilary Tsai + Alanna Risse + Garima Thakore

Photography + Documentation | Lillyanne Pham + Ayse Gursoz

Technical Support | Miguel Higgins Moy + Scott Nieradka + Scott Garner

Space + Installation Support | Scott Nieradka + Georgia Bryant + Michelle Guthrie



CETI Constellations

Shimmering Ecologies



The Exhibition

Selected Works

Shimmering Ecologies: Fantastic forms shifting between imagined and real, uncanny and marvelous, generative and fragmenting, artificial and natural ...



Details and Documentation available on the
Exhibition Website

Scott Nieradka

Perth Amboy

Installation, 2022

LPS streetlamp, interactive sound piece



Gallery 208



LPS streetlamp, interactive sound piece

Scott Nieradka is an installation artist living in Portland, OR. Before the pandemic, he worked with total installation, analog electronics, and printmaking, with a focus on narrative and labor.

**Sean Light + Scott Garner + Joe Kortum +
Tanner Johnson**

Unearthed

Installation, 2022

light/paint/wood/small parts



North Installation Gallery



RGB animation game cabinet/wall projection



Built at **High Order Studios** in Portland, Oregon.

www.high-order.com

Fernanda D'Agostino + Michelle Guthrie



Restore

Installation, 2022

Gallery 216

inflatable sculpture, video projection



Performers: Sophia Wright Emigh | Jaleesa Johnston | Juju | Lisa Kusanagi

Sound: Ran Bagno Crystal Cortez | Fernanda D'Agostino | Guillermo Galindo
Creative Coding, In/Body content and Video projection mapping: Fernanda D'Agostino

Inflatable Sculpture: Michelle Guthrie

Restore investigates the interplay between natural processes and structures and the human body and consciousness. Video drawn from live performances and scientific imaging are mixed and shifted in response to sound giving viewers a glimpse at the layers of shimmering ecologies in which we human animals are enmeshed and dependent. Sound responsive creative coding mixes and alters both the layers of video and the sequence and timing of scene changes mimicking the non linear interplay of ecological processes, climate change and human activity. Projection mapping onto a translucent sculpture inspired by forms from nature, underscores the universality of organic processes.

Beaver Pond Content: Ralph Bloemer

Scientific Imaging content; Open Science Lab, Internet Archive

Michelle Guthrie is a trans-disciplinary artist based in Portland, OR whose forms explore the intersection of art and ecology. Focusing primarily on 3-dimensional interventions her work encourages a playful engagement of the kinetic and the sensual. *Instagram:* [@michellemguthrie](https://www.instagram.com/michellemguthrie)

Fernanda D'Agostino's installations incorporate sculpture, interactive video, projection mapping and sound in novel ways. She's the recipient of a Bronson Fellowship, Flintridge Foundation Fellowship, and grants from the NEA, Precipice Fund, Andy Warhol Foundation and Ford Family Foundation. Notable exhibitions include, *The Map is not the Territory*, Portland Art Museum, Western States Biennial, Brooklyn Art Museum, Festival de la Imagination, Columbia SA, SoundWave Biennial, San Francisco, 1A Space, Hong Kong, (Art Basel, Hong Kong) CyberFest, St Petersburg, Video Guerilla, Sao Paulo, Suyama Space, Seattle, Fuori Festival, Italy and, with the Mobile Projection Unit; *The Virtual Venice Biennale*, The Portland International Film Festival, and the Portland Institute of Contemporary Art's TBA Festival. In addition to her solo work Fernanda is co-founder and co-director of the Mobile Projection Unit, a member of the In/Body performance collective, and of Collective Action Studio, San Francisco.

<https://www.fernandadagostino.com/>

Matt Sottile

Untitled

Installation, 2022

Dynamic projection mapped painting



Painting Gallery 254



Projection of dynamic processing painting application onto
multiple easels



Kryston Skinner

Moonstruck

Projection & mixed media

Video projected on to natural materials



Gallery 219



“*Moonstruck*” is a projected piece featuring ballerina Anna Pavlova performing “*the Dying Swan*” which I superimposed under the cycle of the moon phases. As Anna performs, the moon changes, much like as we move about our day to day, the world continues to change despite our dances.



Fernanda D'Agostino

Resist

Projection, 2022

Video projection, sound



South Installation Gallery



Performers: Sophia Wright Emigh | Jaleesa Johnston | Juju | Lisa Kusanagi
Sound: Ran Bagno Crystal Cortez | Fernanda D'Agostino | Guillermo Galindo
Creative Coding, In/Body content and Video projection mapping: Fernanda D'Agostino

As a complementary piece to *Restore*, *Resist* revisits the interplay between natural processes and the human body, but through the lens of climate change, natural disaster and the conflict and displacement they engender. Video drawn from live performances and scientific imaging are mixed and shifted in response to sound, with imagery of natural disaster, mass migration and partisan resistance to fascism. Creative coding mixes and alters both the layers of video and the sequence and timing of scene changes mimicking the non linear interplay of ecological processes, climate crisis and the unspoken sense of dread underlying our daily lives, as the point of no return from climate collapse draws ever closer.

Scientific Imaging content: Open Science Lab, Internet Archive | Archival video of partisans in WW2 RAI LUCE | Quotes from Rome Open City Sequence -Roberto Roselilni dir. *Character of Partisan Woman Anna Magnani* | Migrants in the Mediterranean-Archives of the Italian Coast Guard | Forest Fire Footage: US Fire Service Archives | Tsunami Footage: Internet Archive

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Heather Dunaway Smith

The Cold Moon

AR Digital Art, 2022

AR Artwork



East Hall Gallery



Similar to a music box, this AR "moon box" is a repeating, kinetic celebration in honor of December's micro full moon, the Cold Moon.



Heather Dunaway Smith is an XR artist that blends storytelling, illustration, animation, interaction, and audio into immersive art experiences. Her work has included award-winning mobile games, virtual worlds, interactive museum exhibits, interfaces for AI-generated art experiences, and AR/VR artworks.

<https://www.dunawaysmith.com>

Justin Patrizi

Wave Conduit

Multi TV Installation, 2022

Processed media on outmoded medium



Gallery 219



An exploration of wave interference patterns and their relationship to the inherent pattern generation of tube televisions



Scott Garner

Hello CETI

Projection, 2022

Interactive projection



North Hall Gallery



Visit the provided URL on your phone to control a stream of interactive stars.



Scott Garner is a multidisciplinary artist working to unite technical, design and craft skills into a cohesive creative voice.

David Lobser

Cosmic Sugar

Projection & VR

VR artwork and projection.



North Installation Gallery



Wield celestial forces in a field of stars in the universe of Cosmic Sugar.



David Lobser is an XR developer and 3D animation director.

Zack Marlow + Ayse Gursoz

Portal

Installation + Projection, 2022

Interactive projection



North Installation Gallery



Portal is a playful experiment in interactive projection surfaces.



Laurel Jensen + Brad Anderson

Flowers with Attitude

Small Sculpture, 2022

Small 3D printed light-up flowers.



East Hall Gallery, North Stair



Small light-up flowers planted with attitude. small flowers along a walkway on a table of some time



Laurel Jensen is an app designer and artist who likes to create magical mystical creatures and worlds. She makes art in digital and acrylic, and dabbles in other formats like NFTs, electronics and coding. Brad is an app developer who likes to tinker with lights, coding and electronics.

Brad Anderson

Interactive Living Light Display

Installation, 2022

Leds, ping pong balls, code



East Hall Gallery



An interactive exploration of light and color. Hand-made wall panel that lights-up color and changes.



Brad Anderson is an app developer who likes to tinker with lights, coding and electronics.

Laurel Jensen

UnTangled Dragons Building For Starlight

Projection, 2022

Video Projection on Windows, Illustration



Gallery 243



Sometimes we have to build our own starlight. These dragons are building our dreams... just like how CETI got together to made some really cool creations on this hackathon. **UnTangled Dragons** love to cheer you on your creativity as you create beautiful things. Projection Illustration.

Laurel Jensen is an app designer and artist who likes to create magical mystical creatures and worlds. She makes art in digital and acrylic, and dabbles in other formats like NFTs, electronics and coding. Brad is an app developer who likes to tinker with lights, coding and electronics.

**Laurel Jensen + Brad Anderson + Dan Good +
Francesca Frattaroli**

Jabberwocky Having Tea with the Octopus

Sculpture and mixed media, 2020

3D Printed Light Sculpture



East Hall Gallery. North Stair



Jabberwocky Dragon loves to have tea with the Octopus. Sculpture made with 3D printing, electronics, lights and some fabrication. Also check out the constilations along their tea. :) 3D Printed Light-Up Sculpture.

Laurel is an app designer and artist who likes to create magical mystical creatures and worlds. She makes art in digital and acrylic, and dabbles in other formats like NFTs, electronics and coding. Brad is an app developer who likes to tinker with lights, coding and electronics.

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Steven Christian

Eyelnd Feevr: Roscoe N Friends

Augmented Digital Art and Animation, 2022
Interactive AR Comic



South Hall Gallery



This series (part of the *Eyelnd Feevr* webseries) is called *Roscoe N Friends*. It explores Roscoe and his friends traversing a unapologetic world exploring what brings them joy.

Messy Room explores what happens to a little boy's teddy bear when he goes to school. What if the movie *Toy Story* was infused with Black Culture? You get to find out in this AR experience.

Klan Fexin is the continuation of *Messy Room*. It explores what Roscoe, the main character of the series, roaming the streets and leaving their mark on society. You may be wondering where Roscoe's teddy bear gets all those cool dance moves from...You get an idea here. Unfortunately, not everyone thinks fondly of those moves, though. They often do their best to suppress his joy.

Hawt Err is a quirky loop animation that highlights the joy of being care free. For many, it is a luxury to be unaware of the risks we all face and have our heads in the clouds. We often get bogged down with the mundane and hindered by fears and worries, but what would happen if we actually existed on cloud 9 from time to time.

Born and raised in Sacramento, CA, *Steven Christian* grew up playing sports and excelled in football where he continued playing at the University of Hawaii and Oregon State University. When injury sidelined him, he began to explore art, comics, and app development for mobile devices. It became an avenue of self-expression as well as therapy. This path has led him into the augmented reality space where he empowers Black communities to express themselves through creativity, art, and technology. He lives by the motto: “Create and Conquer!” which means creating opportunities that overcome stereotypes and conquer adversity. He founded Ittopia Studios to give other Black voices a platform.

Jesse England

Loop

Installation (Sculpture + Projection), 2022

Plastic, LED lights



Gallery 219



‘

The Super 8 film reels which hold LED light strips are returned to their original posture.

A 3D printed ghost of a Super 8mm film projector supports roll of LED lights, which have the same form factor of Super 8mm film reels.

Jesse England is an interdisciplinary artist based in Portland, Oregon. He uses video, viral spectacle, and illustration to highlight what is lost and gained in technological mediation.

Eric Reiter

Wobbly

Video Installation

SD video, 14 min. looped, CRT display



South Hall Gallery: East Stair



A re-examination of familiar, studio-produced commercial advertisements and found/damaged home videos, stitched together to force a new, often unintentionally unsettling vision.

Eric Reiter is a Portland area archivist, musician and video artist. His archival work can be found at <http://thetvmadman.com/>

Helen Leigh + Jerry Belich

My Own Personal Thundercloud

Soft sculpture , 2022

Soft sculpture with LED animation



Lounge Gallery



Soft sculpture with LED animation

Pixelblaze | Addressable LEDs | Copper wire |

Cellophane | Wadding

Code and instructions

<https://github.com/helenleigh/thundercloud>



Leigh immigrated to Portland in the winter of 2021, leaving behind a friendship group and an art practice in Berlin, as well as her family in Wales. Her sense of isolation was increased by how difficult it was to find community on a new continent during a pandemic. *My Own Personal Thundercloud* is a representation of that first wet winter and Leigh's stormy mood during it.

Leigh and Belich's soft sculpture isn't all grey bleakness though: *My Own Personal Thundercloud* also has a hidden rainbow disco mode.

You can find the open source code and instructions for recreating or remixing the work at <https://github.com/helenleigh/thundercloud>.



Helen Leigh is a creative technologist who specializes in experimental electronics and musical instruments. Leigh is the author of *The Crafty Kid's Guide to DIY Electronics*.

Jerry Belich is an award-winning escape room and alt ctrl game designer with an MFA in experience design. He specializes in creating bespoke immersive experiences.

My Own Personal Thundercloud is their first collaborative project.

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