

Information

Tuesday, September 13, 2022

Bellevue Arts Commission

1E-109 or Zoom, 4:30 p.m.

Commission Staff Contact: 425.452.4064

BELLWETHER 2022 OVERVIEW

At this meeting, staff will present an overview of Bellwether 2022.

BACKGROUND

This year, Bellwether is a scaled-down event as the Arts Program works to shift the program to an external management organization in future years. Events and activities primarily focus on the intersection of Art and Technology, including an augmented reality installation. Bellwether will take place all of September, with a concentration of events Sept. 6-20, and will take place online via social media, Bellevue Arts Museum, City Hall and Compass Plaza along the Grand Connection.

BELLWETHER EVENTS

Below is an overview of planned events and activities for Bellwether this year. Digital Residencies will be on display via social media channels during most of September. In-person events include a reception for the 2020 and 2022 Portable Works artists at City Hall and a Panel Discussion hosted by PACE at the Bellevue Arts Museum. An augmented reality artwork installation will be on display at Compass Plaza September 6th-20th featuring the work of award-winning artist Marjan Moghaddam. All events are free and open to the public.

Digital Residencies

September 2-29

Digital Residencies showcase local arts and experiences on digital platforms. Artists will present videos, 2D images, 3D works-in-progress, ephemeral art, AI-Generated art, and more throughout the month of September. All of these will be featured on the social media channels of the Artist, Bellevue Arts Program, and Bellwether Arts Festival. Instagram @bellwether_arts, @bellvueartsprogram, and at artists' pages found below.

September 2-8: Dustin Curtis // Triva Puppet Company

Dustin Curtis is the founder of Trivia Puppet Company. He's performed all over the western United States and Italy. Trivia Puppet Company presents new work inspired by training with Teatro Gioco Vita, (Italy), where he studied thanks to a generous UNIMA-USA Education Grant in 2017. An alumnus of the O'Neill National Puppetry Conference, Dustin also has studied stop motion puppet construction and film in Prague. Dustin recently completed the second edition of The Puget Sound Puppetry Festival a community engagement event focused on the puppetry arts of King County. Having been helped by many generous and supporting puppeteers, Dustin shows appreciation in service to The Puppeteers of America, where he currently serves as President of the Board.

Project Synopsis: I intend to create short shadow puppet performances that explore themes of Bellevue, such as CityScape and the surrounding nature, The Strawberry Festival, Transportation, Snowflake Lane, and Historical Ferries/Lake Washington. Photos from the construction process and/or making-of/behind-the-scenes will be shared to document the process in the creation of these works. Overall, five short works will embody a visual impression of these themes.
@triviapuppet

September 9-15: KT Hancock // Velvet Nugget Studios

I am an artist based out of Seattle, Washington. With a degree in Jewelry/Sculpture, I study themes of adorned spaces. I have shown internationally and was a featured artist at the Ireland Glass Biennale. My most recent feature is being a demonstrating artist at the Royal Danish Academy of Fine Arts in Bornholm, Denmark. I have been selected for several public art opportunities through the Office of Arts and Culture, including Emerging Together and FLOW 2020. In early 2021, I received an Environmental Award from the Imagine Museum for work submitted to the show Op Art/Glass. In late 2021, I was part of an artist team within the community alongside Henry Jackson-Spieker to create a series of Public Art lanterns at the new development at Midtown Square. Currently, my work can be found at my solo exhibition at Nathie Katzoff Gallery in Seattle's SODO district.

Project Synopsis: During my digital residency, I will be taking viewers through the process of creating a traditional neon sign. Using fire as the primary bending tool, it's going to be hot! After the tubes are bent to spell the word, "Bellwether," I will take viewers through the fabrication, pumping and of course the electrical components to neon sign making. It's Electric!

@velvet_nugget_studios

September 16-22: Xin Xin

Xin Xin is a visual artist who explores healing traumatic emotions through watercolor abstraction. Xin was born in Beijing, China, and emigrated to Washington with her family when she was twelve years old. Xin graduated from the University of Washington with B.A. in Communication and Sales. After 2 years of working in corporate, Xin decided to solo travel the world for four years. Art has been a consistent theme in Xin's life since she was 3 years old. She continued to explore her artistic skills and pursued art as a way of self-healing. Xin has exhibited with Shunpike, City of Tukwila, City of Burien, and various galleries/shops in the Seattle area.

Project Synopsis: My social content focus on healing through a slow art movement. The repetitive nature of my practice helps viewers to slow down in their days. Through this partnership with the City of Bellevue on Instagram, I want to bring communities together to enjoy a moment of serenity through a device that often triggers anxiety in us. My video content is a combination of elegant artwork in progress and classical music to bring a sense of calmness. Sometimes I create in the studio and others in nature. There will also be gentle daily reminders to breathe, relax and be in the present.

@artxinxin_

September 23-29: Warren Armando Pope

Warren Armando Pope (b.1990) is an artist, illustrator, public artist, and architectural designer based in Seattle, WA. As an artist, he hybridizes physical and digital techniques informed by architectural studies to explore themes of otherness, plasticity, and transformation as they relate to his multiracial and queer identity. These explorations most often take the form of paintings, drawings, and digital works. Warren has shown work at the Vashon Center for the Arts, Kerf International Exhibits, and Northwest African American Museum.

In addition to studio art practice, Warren currently works at a small Seattle architecture firm on residential, aviation, and public art projects. He most recently completed and installed 'Together Ascend' in Homer, Alaska and is currently working on a large sculpture to be installed in Pierce County later this year. Prior to practicing architecture, he supported Koryn Rolstad Studios for 4 years, installing 15 public art projects in 11 states. He frequently brings his public art experience to the classroom as a guest speaker, reviewer, and occasional teacher at the UW Summer Youth Program introductory architecture studio.

Project Synopsis: With my digital residency, I seek to engage Bellwether's online audience in mutual feelings of abundance, overwhelm, and transience, as they relate to our digital condition. These are the feelings that arise in me while infinitely scrolling walls of content, leaving tens of thousands of emails unread, or opening a 1000th new browser tab. I will be showing a new series of chaotic and serene digital work alongside a curation of works in progress, archival selections, and past works.
@floral.naps

Augmented Reality Installation: #GlitchGoddess September 6-20

Location: Bellevue Connection Plaza, 550 106th Ave NE, Bellevue, WA 98004
Presented by: Future Arts

Marjan Moghaddam is an award-winning, pioneering, digital artist and animator, who works primarily with 3d CG and digital media for animation, NFT, Net Art, print, sculpture, installation, and AR/VR. She is considered as one of the top female 3d CG artists in the world. Marjan is a political refugee and immigrant from Iran, and lives and works in Brooklyn, where she is a Tenured, Full Professor of CG, Animation, and XR at LIU.

#GlitchGoddess

Publicly acclaimed as the first Feminist digital art piece to hit viral metrics, #Glitch Goddess intervened into the art fair with a body that disrupted the legacy artworld's depiction of the female form in a singular manner while switching from slender, heavy, young, old, pregnant, glitched, stylized to artistically abstracted, set to a voiceover of women complaining about inequality in the art world.

GlitchGoddess was originally presented in the Puget Sound area as part of AUGMENT Seattle 2022. AUGMENT Seattle is a cultural program & showcase that activates various neighborhoods throughout the summer with inclusive, accessible programming bending and shifting realities in the streets of Seattle, and beyond.

@marjan_moghaddam_artist
@futureartsco

In-Person Events

Portable Collection Opening Reception September 14, 5pm-7pm

Location: Bellevue City Hall Concourse & Mezzanine
Presented by: City of Bellevue Arts Program

Join us as we celebrate over 40 artists whose work entered the portable collection at the city of Bellevue during the COVID-19 pandemic. These artists' work span styles, subject, and media, and are unified by artistic excellence.

ABOUT THE PORTABLE WORKS COLLECTION

In 2020 the Bellevue Arts Commission purchased 21 new works for the Portable Art Collection. The goal of growing the collection of portable artworks is to diversify the collection by adding a range of visual art mediums and artistic voices. Portable art will also increase the number of artworks accessible in city-owned buildings in Bellevue neighborhoods. Prior to this call, the City's Portable Art Collection contained only a handful of artworks, one or two being added every few years. In 2022, the Bellevue Arts Commission purchased 29 artworks to continue supporting local artists through the COVID-19 pandemic. The call for artworks garnered over 1,000 available works submitted for purchase.

Tectoher Mini-Teaser

September 17 – 3pm-4:30pm

Location: Bellevue Art Museum Auditorium

Presented by: PACE

Get a glimpse behind the curtain at this 90-minute conversation with artists in the tech field; join Cami Smith as she moderates a conversation with Camille Leganza and Miguel Calderon about the symbiotic relationship between tech and art. Topics may include work in voice-over, Arts Direction, Sound Design, and Psychology of Avatar Creation.

The Tectoher Mini-Teaser is presented by the Performing Arts Center Eastside (PACE) ahead of their fall Tectoher event series, hosted on the DigiPen campus, which aims to promote STEAM at the middle, high school and college level.

ABOUT THE PANELISTS

Camille Leganza (she/her) is currently a Recruiter at Netflix Animation Studios for roles in the Adult Animation space. A lifelong fan of animated films and television shows, she is forever thankful to have started her career in animation as an intern on "The Iron Giant." Her film credits include "The Incredibles," "Megamind," "The Secret of Kells," and "Rise of the Guardians." She has a wealth of international production experience, having worked globally on feature films at DreamWorks, Cartoon Saloon, and has also consulted on creative production processes for Amazon. Prior to joining Netflix in 2020, Camille was an International Co-development Producer at Microsoft on the AAA game, Halo: Infinite.

Miguel Calderon (he/him) is a Senior Recruiter currently building the Games Platform team at Netflix. With over 15 years of experience, Miguel has worked with the very cool folks at 343 Industries and The Coalition, having recruited for Animation, Gameplay, Multiplayer, Publishing and Rendering Engineers.

Cami Smith (she/her) provides staffing solutions in the AAA Gaming, XR and Esports arena at ggLocators. In 2019, Cami Smith was included in the 50 over 50 Influential People in the Gaming Industry, which makes her such a special addition to ggLocators' team of Unrivaled Experts in Gaming Recruitment. Prior to that, Cami worked in career development and graduate placement at both the Academy of Interactive Entertainment, as well as Full Sail University. She is involved with the Seattle Game and XR Community, serving on the board of the Seattle IGDA (International Game Developers Association.) She also co-founded the Diversity Collective+ and helps plan and produce the events for the Seattle VR/AR group.

@performingartscentereastside

NEXT STEPS

At the conclusion of Bellwether, city staff will sit down with partners and debrief.

The Bellwether 2023-2024 RFP for management organizations will open on September 29 and close on October 20th, 2022.

STAFF CONTACT

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