

Children’s Museum of Pittsburgh
Tough Art 2012 Artist Residency Program

Children’s Museum of Pittsburgh Mission Statement

The Children’s Museum of Pittsburgh provides innovative museum experiences that inspire joy, creativity and curiosity.

We provide the highest quality exhibits and programs for learning and play. We are a partner and a resource for people who work with or on behalf of children.

Introduction

The Children’s Museum of Pittsburgh is dedicated to fostering the talent and innovation of artists as experience makers. The Tough Art program, begun in 2007, looks to expand the skills of emerging artists which in turn meets a great need in the museum field – artists whose work becomes accessible to a larger public through experience in one of the toughest venues for art: a children’s museum. The program seeks to address the needs of the emerging artist, the Children’s Museum of Pittsburgh, and the field as a whole.

The Children’s Museum of Pittsburgh opened a wonderful new facility in November of 2004. The new CMP is the spectacular result of a three-year, \$28 million capital campaign based on government, foundation, corporate and individual support. This world-class Children’s Museum links the original Museum building to its once-vacant neighbor, the Buhl Planetarium, through a new three-story structure. The entire façade of the connecting building is screened by a shimmering wind sculpture created by artist Ned Kahn in collaboration with Koning Eizenberg Architecture.

Tough Art Program Description



*Stomp (under construction) by Matt Barton
2007 Tough Art Resident*



*Prototype of Giant by David Butts
2008 Tough Art Resident*

The **Tough Art** residency program seeks to connect emerging artists from across the spectrum of all the arts to the resources at the Children’s Museum of Pittsburgh. The artists:

- Engage museum professionals in critical dialog as it relates to their work
- Generate and implement interactive, immersive and/or collaborative projects
- Connect the art making process to the larger museum context and the museum visitor

Across the residency, artists:

- Create an entirely new piece to be incorporated into the facility and/or programs with direct impact on the visitor experience
- Prototype and evaluate their process to achieve the desired outcome

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It is important to remember that Children's Museum of Pittsburgh is a very public place, and that art within a children's museum occupies a unique niche of public art. This type of experimentation and art process has remained largely tangential to the main course of the art world. The CMP embraces the opportunity that this type of art-making affords. It fits in the values and the CMP's point of view in presenting new ideas to family audiences.

Tough Art Eligibility

Artists with demonstrated capabilities for working on immersive, collaborative, interactive, and/or performance art works are eligible. The program is intended to support emerging artists in their development, although mid-career and established artists are encouraged to apply as well.

Tough Art Goals

The four goals of the **Tough Art** residency program are:

- To develop new insights by incorporating the artistic process with other investigative processes in the development of new art works at CMP and exposing those processes to the general public.
- To enhance the role of CMP as a center of cultural investigation for families and children.
- To make emerging artists' artwork more accessible to the public.
- To provide new avenues of art exploration for CMP.

Tough Art Residency Benefits

Resident artists receive administrative support from the CMP staff, including assistance in developing concepts for potential works. Artists have full access to the museum and the exhibit fabrication workshop.

The following support is provided to selected artists invited to participate in the Tough Art Residency Program:

All artists:

- Shared use of museum cargo van for hauling of materials to/from museum fabrication shop in connection with the residency
- A materials and equipment fund is available in amounts to be determined dependent upon the proposed work
- Museum staff support to assist in the identification and securing of materials
- All prototypes and final installed pieces will be fabricated by the artist. Limited skilled labor support during the fabrication and installation process will be available, as needed.
- Marketing and publicity for the Tough Art exhibition
- An opening reception to present the exhibition to the public
- Honorarium tailored to the individual artist project, as determined by the Children's Museum of Pittsburgh

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For out-of-town artists:

- Air / ground transportation to and from Pittsburgh. The intent is to provide one round trip ticket per artist. Additional trips are at the discretion of the CMP.
- Housing. It is expected that housing will be available through a partnership with the Allegheny Center Corporate Suites (<http://www.alleghenycenter.com>) within walking distance of the Children's Museum of Pittsburgh
- Per diem

The Children's Museum offers an 80,000sf facility, with 20,000sf of dedicated exhibition/gallery space, a museum theater, a public entry lobby and café space. The Tough Art installations will be located within the public spaces of the museum. Selection of final installation locations will be determined in coordination with CMP exhibit staff. The museum has an offsite fabrication shop including a complete woodworking shop supported by an array of power and hand tools as well as welding equipment, milling machines, and storage space. The museum also has an on site shop with numerous hand tools and small power tools primarily used for maintenance purposes.

The museum facility meets all ADA requirements with complete accessibility for wheelchairs. All signage is presented in large clear type and code signs for restrooms and room indicators include Braille.

Excellence at the Children's Museum of Pittsburgh

The Children's Museum of Pittsburgh is known nationally for its continued focus on three major areas of concentration: **Commitment to Art / Design, Partnerships, and Research.**

Commitment to Art / Design

The CMP won the 2006 American Institute of Architects (AIA) Honor Award for Architecture for its renovation and expansion. This is considered the highest recognition of works in the field. This award highlights a commitment to design and with an emphasis on creativity.

The CMP is unique among children's museums in that it houses a fine art collection. The CMP's permanent collection is presented throughout the museum and a major portion is displayed in the museum's Art Studio. The collection includes: Margo Lovelace's lifetime accumulation of puppets and masks; a series of original Andy Warhol silkscreen prints; over 350 significant 19th and 20th century prints including works by Jim Dine, Richard Diebenkorn and Robert Motherwell.

One critical component of the expansion was the CMP's commitment to commissioning \$500,000 worth of artwork. The commissioning of artists to create new pieces proved to have varying degrees of success, keenly illustrating the problems and triumphs of working with artists. Works include:

Articulated Cloud by Ned Kahn
Text Rain by Camille Utterback and Romy Achituv
Wooden Mirror by Daniel Rozin
Bubbling Mud by Steven Eisenhauer
Ball Machine by Henry Loustau
One Great Blue by Tim Kaulen

The Children's Museum of Pittsburgh believes in the words of Exploratorium founder Dr. Frank Oppenheimer: "Both artists and scientists help us notice and appreciate things in nature that we had learned to ignore or had never been taught to see. Both art and science are needed to fully understand

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nature and its effects on people.” **Tough Art** furthers this exploration at the Children’s Museum of Pittsburgh.

Partnerships

The CMP incorporated five formal partners and many informal collaborators in the expansion. The five, child-focused partner organizations that rent spaces within the Museum include: Reading is FUNdamental (RIF) Pittsburgh, Child Watch, Saturday Light Brigade (SLB), Pittsburgh Public School Head Start and Pre-K Program, and University of Pittsburgh Center for Learning in Out-of-School Environments (UPCLOSE). This sharing of space creates an “incubator” environment that has already advanced the entire children’s service field in Pittsburgh.

Tough Art residents have limited access to the partners cited above as a part of the residency for projects.

Research

UPCLOSE is one of the Museum’s five in-house partners. For over nine years, CMP has worked on several project-based collaborations with Drs. Kevin Crowley and Karen Knutson, but the CMP’s expansion project allowed the opportunity to institutionalize the partnership and develop a model of collaboration that can be sustained and cumulative over time. This was accomplished by creating a Department of Research and Evaluation at the CMP, which is headed by Dr. Knutson. UPCLOSE uses the Children’s Museum as their permanent, on-site museum-learning laboratory.

In the summer of 2005, an UPCLOSE study found that visitors spent the longest time of their stay in the museum Studio. The average time is 25 minutes and 53 seconds. It is the second highest area in activities with high engagement suggesting that parents and children place great emphasis on art and art making within the museum setting. When parents are asked about the value of art, the answers vary from the “need for expression” to “exposure” to “understanding the world”.

The UPCLOSE research is a contributing piece of the residency. UPCLOSE conducts a formal evaluation of each project. They study the artistic process to develop an understanding of how art becomes part of a children’s museum and how visitors use the art. The final results of these studies help to determine the effectiveness of the program.

Tough Art Residency: Expectations and Obligations

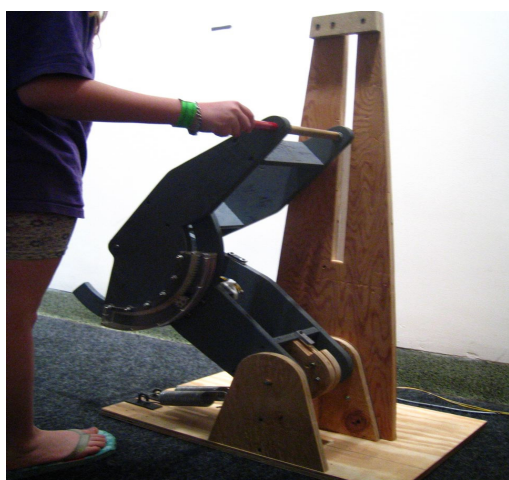
The CMP offers residencies to artists whose interests complement the museum experience. Artists participate in a collaborative and developmental process resulting in the creation of works for the exhibit floor. The artists in this program learn to take the immersive attitude to heart and to continually monitor their work against the demands of the public.

Each resident artist:

- Participates in orientation meetings at the Children’s Museum of Pittsburgh to meet the staff and gain an understanding of the programs and facility
- Spends time working on the museum floor with the assistance of the education staff to become acquainted with how the museum visitor uses and experiences the CMP
- Within the first three weeks of the residency, the artist will:
 - Propose a project
 - Develop a working schedule and budget
 - Identify an area within the museum for project installation

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- Develop a prototyping schedule
- Reviews proposal and working process with museum staff and professional advisors (the professional advisors may include advisors from The Exploratorium, Mattress Factory Museum, Andy Warhol Museum, Carnegie Museum of Art, and Carnegie Mellon University School of Art).
- Participates in a prototyping and evaluation process. In other words, as the project evolves, the artist periodically tests ideas on the museum floor with visitors and refines the project based on lessons learned prior to the final completion of the work. This should be an interactive process with the visitors and staff.
- Presents a completed and functioning work at the end of the residency for the exhibition phase of the program (scheduled for mid-Sept. 2012 thru January 2013)
- Remains available for trouble shooting and repairs (if needed) during the run of the exhibition
- If necessary, assists in the take down of the piece at the end of the exhibition in January 2013



*Prototype of Robot Table by Gregory Witt
2007 Tough Art Resident*



*Collecting materials for Bullies in Our Woods by Wendy Osher
2008 Tough Art Resident*

Artist Danny Rozin writes: “The placement of art works in children’s museums, public spaces and outdoors is an increasing trend among creators working in the areas of new media and technology based art. While many artists and students have the skills and talent to come up with novel ideas how to incorporate their art into such settings, the majority of them lack the implementation expertise to make such projects feasible and durable.”

Because of the intensive nature of **Tough Art**, the artists will need to create something that is not only meaningful, but robust enough to withstand the public’s interaction. The concept of creating art that can withstand the conditions of the ‘real world’ is not merely a matter of rugged fabrication; it is indeed a concept that needs to be considered in all stages of development and design of a project.

Tough Art is offering a unique opportunity for emerging artists to gain experience in exactly this area, which is widely overlooked by the traditional academic art programs.

Rights and Ownership

The Children’s Museum owns the artwork produced under the Tough Art Program. The artist and museum enter into a mutual agreement whereby the artist maintains intellectual property of the piece and will be able to make it available to other organizations, subject to a license agreement with the Children’s Museum

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of Pittsburgh. Depending on the nature of the work and the investment required, other agreements may be established to protect both the museum and the artist.

Tough Art Residency Program Schedule

Request for Applications	February 2012
Applications & Proposals due	5pm, March 16, 2012
Application Review, Finalists Interviews, Artist Selection	April 2011
Announcements	April 13, 2012

The actual residency (which includes orientation and working on the museum floor, project development, prototyping, evaluating, and creating the final piece) occurs from June through early September, 2011, tailored to the needs of the individual artists. An exhibition of the works resulting from the residency program opens in mid-September of 2011.

Logistics coordination	April to May, 2012
Orientation/Residency begins	June 18 -22, 2012
First regular Weekly Meeting	10am, June 28, 2012
Regular Weekly Meetings	Thursdays at 10am
Meet with Advisors	July/August, 2012
Mid Residency Reviews	July 23-26, 2012
Final Reviews	August 22 – 26, 2012
Exhibit Installation	Aug. 27 – 30, 2012
Exhibition Opening	September 8, 2012
Exhibition Take Down	January TBD, 2013

Tough Art 2012 Application Process

Applications are reviewed by a committee comprised of museum staff and professional advisors to the project. Selection is based on:

- Professional capabilities of the applicants as revealed through documentation of prior work and work experience
- Opportunities to best match the artist and museum mission with consideration of the resources available
- Preliminary proposal/concept for the project that best match the goals of the Tough Art program.
- Selected finalists will be interviewed in person or by phone

Applications are submitted via regular mail and include the following material:

A. Printed Material:

- 1) Letter of Application which reveals an understanding of the program (600 words or less). Give consideration to the following:
 - Nature of your work
 - Description of project that you propose.
 - How the resources of the museum might be used
 - Please indicate any specific technical or physical requirements
- 2) Resume
- 3) Short biography (150 words or less)

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- 4) References: Include the names, addresses, telephone numbers and e-mail addresses of three professional references. Letters of recommendation should not be submitted and will not be utilized.
- 5) Include a single CD (Windows OS compatible) with all of the above information as separate files in PDF format.

B. Proposal for residency project on a second CD-ROM or DVD – **Windows OS compatible, only.** (Other non-compatible formats will NOT be reviewed):

- a. A maximum of 6 jpg files, or a *PowerPoint* slide show with a maximum of 6 images. Individual files larger than 4 MB will not be opened.
- b. Video, sound and animation can be submitted.
Provide concise printed instructions for viewing/listening to time-based work.
Maximum of seven minutes will be reviewed in total.
- c. Provide a typed, numbered list that identifies each image or time-based piece by title, date, medium, size, and other appropriate information

C. Documentation of Work on a third CD-ROM or DVD - **Windows OS compatible, only.** (Other non-compatible formats will NOT be reviewed):

- a. A maximum of 20 jpg files, or a *PowerPoint* slide show with a maximum of 20 images. Individual files larger than 4 MB will not be opened.
- b. Video, sound and animation can be submitted. Provide concise printed instructions for viewing/listening to time-based work. Maximum of seven minutes will be reviewed in total.
- c. Provide a typed, numbered list that identifies each image or time-based piece by title, date, medium, size, and other appropriate information

Materials may also be submitted via public file sharing FTP sites i.e. YouSendIt or Dropbox

NOTE: Web sites may be included as part of application package, but may not substitute for requested materials.

Provide a self-addressed mailer and sufficient postage for return of all materials. Materials submitted without postage will not be returned.

Please send all application materials to:

Children's Museum of Pittsburgh
ATTN: Penny Lodge, Director of Exhibits
Children's Museum of Pittsburgh
10 Children's Way
Pittsburgh, PA 15212

Questions

Questions about this program and/or the application process must be submitted in writing via email to Penny Lodge, Director of Exhibits at plodge@pittsburghkids.org. Questions will only be accepted via email.

Prior Museum visits are not mandatory, but meetings/tours are available through April 1st. Email afullenkamp@pittsburghkids.org for information.

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Previous Tough Art Residents

2007

- Matt Barton, Colorado Springs, CO: *Drum Machine*
- Joey Hays, Pittsburgh, PA: *Windy World*
- Eileen Maxson, Pittsburgh, PA: *Broadcast*
- Gregory Witt, Pittsburgh, PA: *Floating Platform*

2008

- Ben Bigelow, Los Angeles, CA: *A Day in the Life of a Tree*
- David Butts, Portland, OR: *Giant*
- Ric Gribenas, Pittsburgh, PA: *An obscured neutral moment*
- Wendy Osher, Pittsburgh, PA: *Bullies in Our Woods*

2009

- Anneka Herre, Syracuse, NY: *Drop Ceiling No. 3 (Dark Store)*
- Ian Ingram, Pittsburgh, PA: *Nutnutkin-Kinnutkin*
- Matthew Mets, Pittsburgh, PA: *Ferrous Wheel*
- Jen VanWinkle, Charlottesville, VA: *the eXpedition*

2010

- Agnes Bolt, Pittsburgh, PA and Arthur Jones, New York, NY: *Temperamental Stairs*
- Nova Jiang, Los Angeles, CA: *The Beast*
- Amanda Long, New York, NY: *Motion Machine*
- Blaine Siegel, Pittsburgh, PA: *Aerophone*

2011

- Felipe Castelblanco, Pittsburgh, PA: *The Invisible Wall*
- Zach Dorn, Pittsburgh, PA: *The Honorable and Bewhiskered Herman Hibel*
- Daniel Luchman and Jennifer Myers, Pittsburgh, PA: *Queen Simon and The Sommeloth*
- Christina Zaris, Pittsburgh, PA: *Giant Interactive Kaleidoscope*

The Children's Museum considers all applicants for employment on the basis of their merits and ability to perform job assignments, and gives all employees equal consideration in all personnel actions relating to compensation, benefits and opportunities to progress within the organization.