



4. *Dance with flARmingos*,
2015, curatorial project:
augmented reality, detail:
viewer interaction
Materials: laminated
flamingo postcards
mounted on garden
stakes; free augmented
reality app, smartphone or
Wi-Fi enabled tablet

Location: Gallery Protocol,
Gainesville, FL

Viewers use an augmented
reality app to scan a
postcard utilizing the
device's camera at ten
different sites on the
property. The Layar app is
preprogrammed to
recognize the image and
load an augmented reality
experience on the viewer's
screen. The viewer then
moves their phone around
to locate a virtual 3d
sculpture that appears on
their device's screen,
overlayed onto the
surrounding landscape.



4. Will Pappenheimer,
Florida Rushmore, 2015,
detail: mock up of
proposed work

Artist description:

An upside down imprint of
the Devils Mill Hopper
sinkhole fashioned as a
slab of melting polar ice
cap carved in Florida Ocala
limestone - with rotating
123-D Catch crowd
sourced portraits. Made in
consultation with
University of Florida
professor of Electronic
Languages and
Cybermedia, Greg Ulmer.



5. Will Pappenheimer, *Florida Rushmore*, 2015, detail: screenshot of completed work

Pappenheimer's monument is larger than the screen on the viewer's device; consequently this screenshot contains a partial view of the work. Viewers move their phone to view the full monument including animated elements. Viewers can use the app to take screenshots and share them on social media using a hashtag.

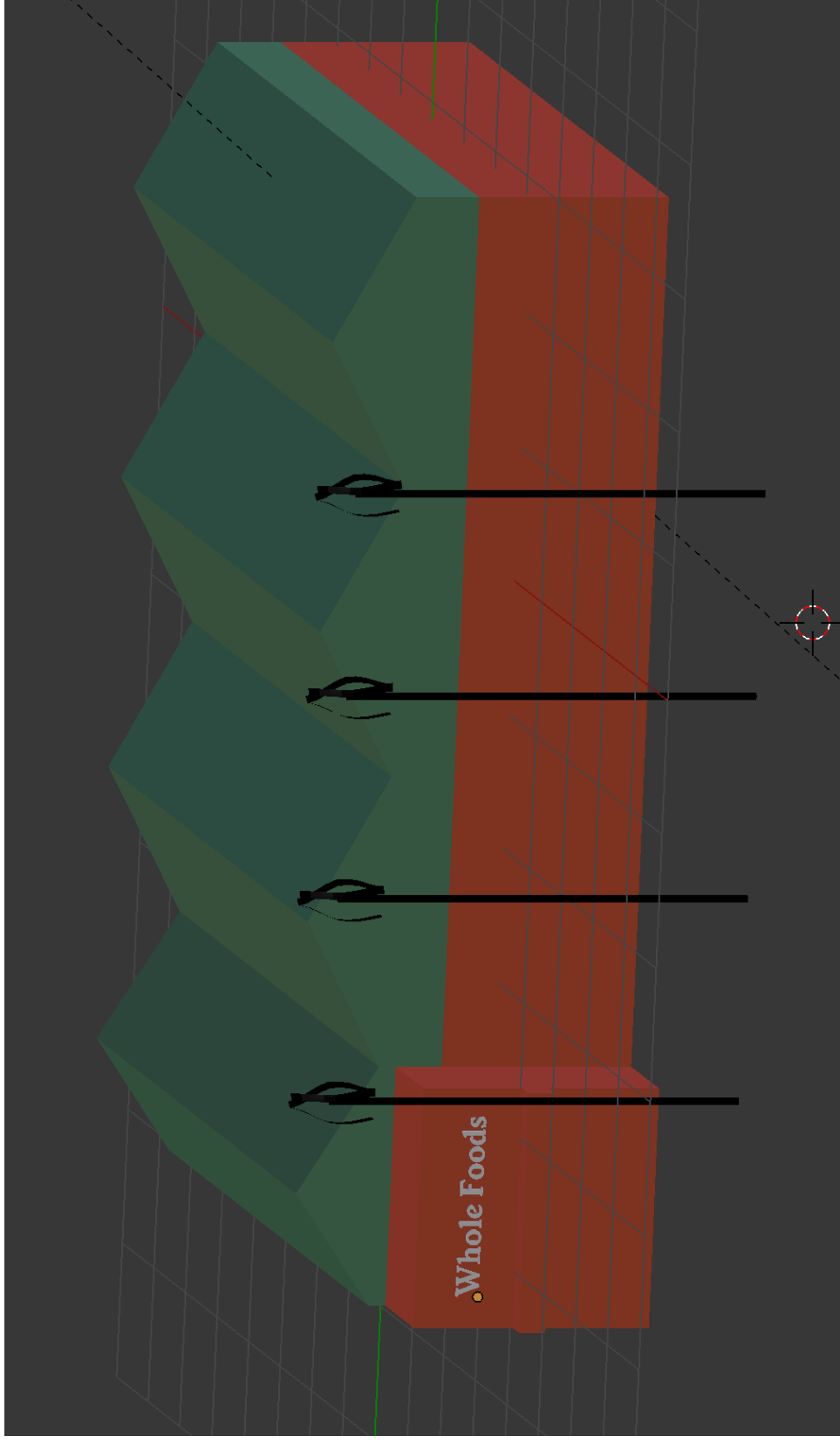
Commissioned for Dance with flARmingos.



6. Brenna Murphy,
Domain Vessel, 2015,
detail: screenshot of
completed work

Murphy's piece was a
maze-like structure that
the viewer could walk
through. The surface of the
virtual sculpture had
animated textures.

Commissioned for Dance
with fIARmingos.



7. Ben Coonley, *Whole*, 2015, detail: proposed work, commissioned for Dance with flARmingos

In 2013, the Gowanus Canal superfund site in Brooklyn was augmented by a 56,000 square-foot LEED Platinum Certified Whole Foods Market with a rooftop greenhouse. This work is a care package from a kindred toxic waste dump/artist community/zone of impossibly fast development.



8. Ben Coonley, *Whole*, 2015,
detail: screenshot of
completed work

Coonley's *Whole* responds to
the proximity of the gallery
grounds to a designated
SuperFund site. *Whole* was
installed in the sky above
the grounds and was
designed with animated
spinning wind turbines.

Commissioned for *Dance*
with *flARmingos*.



9. Giselle Zatonyl, *Swamp Spirit Swarm*, 2015, detail: mock up of proposed work

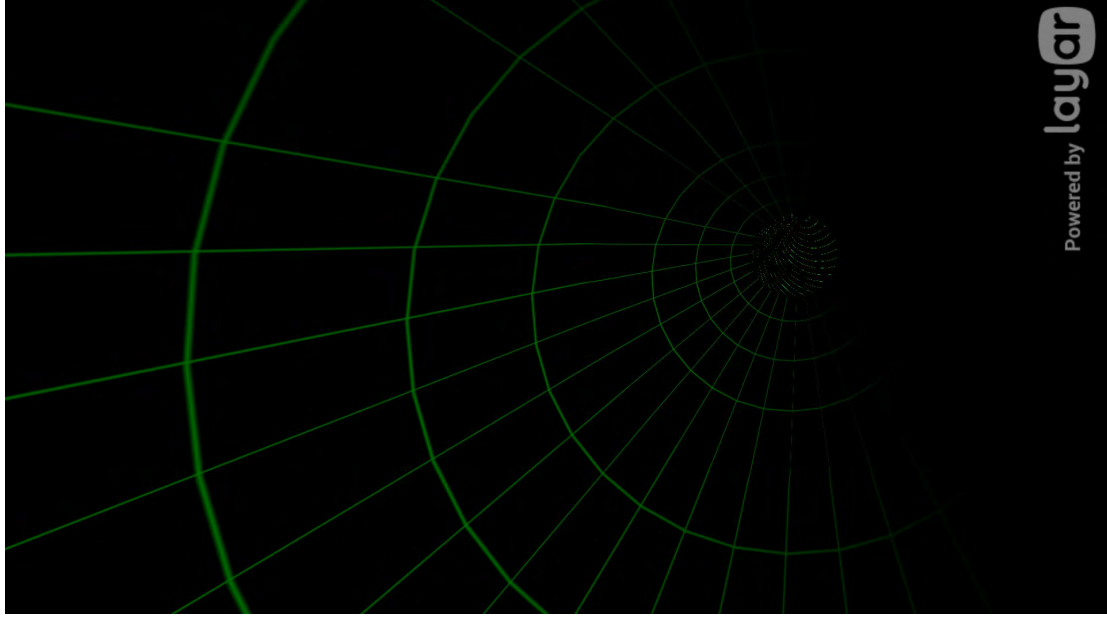
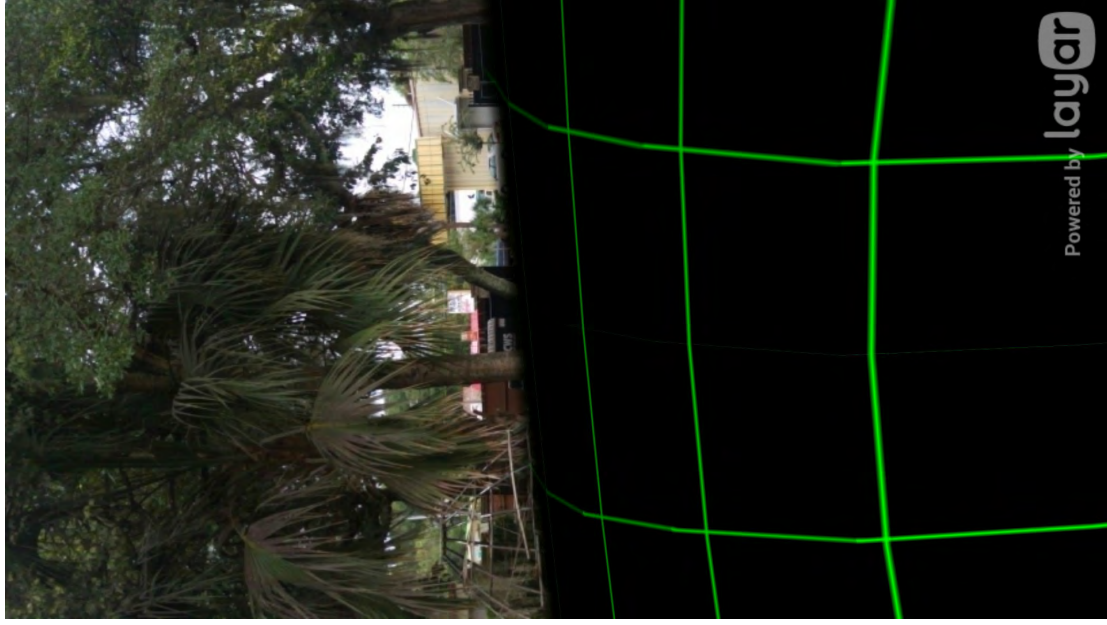
Zatonyl's sculpture, six feet wide, spun slowly and continuously over the viewers head.



10-11. Giselle Zatonyl, Swamp Spirit Swarm, 2015, details: photo of postcard garden stake; screenshot of completed work

Viewers scanned a flamingo postcard to load Zatonyl's virtual sculpture on their device's screen. The sculpture appeared over the viewer's head, hovering over the pre-existing kiva landscape feature on the grounds.

Commissioned for Dance with flARmingos.



12-13. Mark Skwarek,
Digital Pit, 2015, detail:
two screenshots of
completed work

Artist description:

Since the dawn of man,
countless attempts have
been made to dig a hole to
the other side of the earth.
Many have tried often
leading in disaster and
costly rescue attempts.
Mark Skwarek has done
what was once said to be
impossible and
constructed a tunnel to the
other side of the earth!
The construction of the
hole has only just become
possible thanks to
recent advances in augme
nted reality technology,
making space
age materials and
construction
methods available.

Commissioned for *Dance*
with *fARmingos*.



14. Jack Stenner, *Atlas Misunderstood*, 2015, detail: screenshot of completed work

Artist description:
algal muscle bloom
randian perfume
myth conflation balloon
heroes breath disaster

Commissioned for *Dance with flARmingos*.



15. Peter Baldes, *Future Warning Signifier*, 2015, detail: screenshot of completed work

An airborne beacon designed for the near future when the sky will be congested with drones and flying cars. The sculpture features blinking leds and rotates its position continuously.

Commissioned for *Dance with flARmingos*.



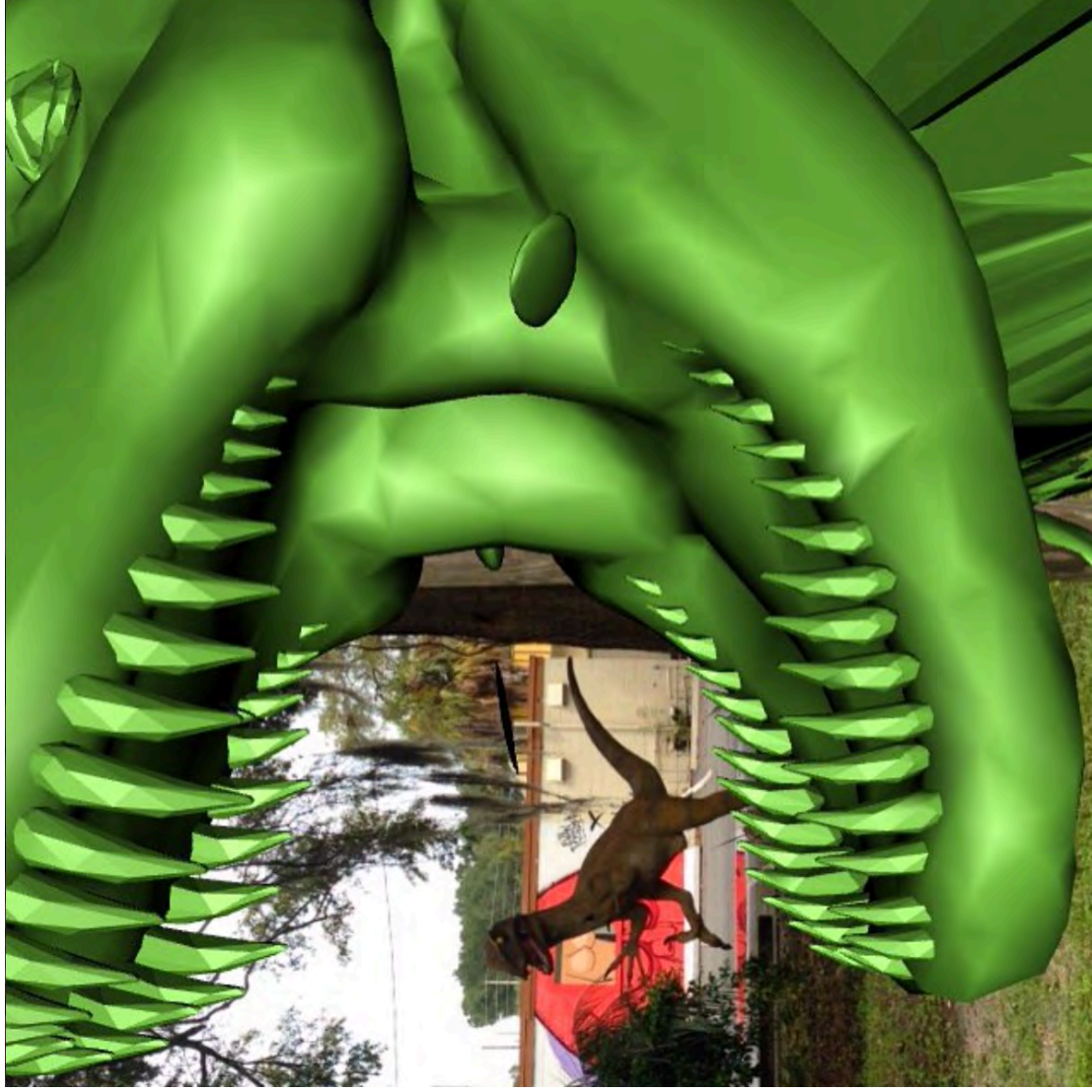
16. Eteam, *Petrified Rock*, 2015, detail: screenshot of proposed work

Eteam's sculpture was positioned hovering over a tree stump.

Note: This image was found on social media with the hashtag #flarmingos. It is not the best representation of the placement of the work, rather how viewers interact with the work by taking performative screenshots.

Artists' description: "Dead carbon collector seeing its petrified ancestor as a future solidified form of itself."

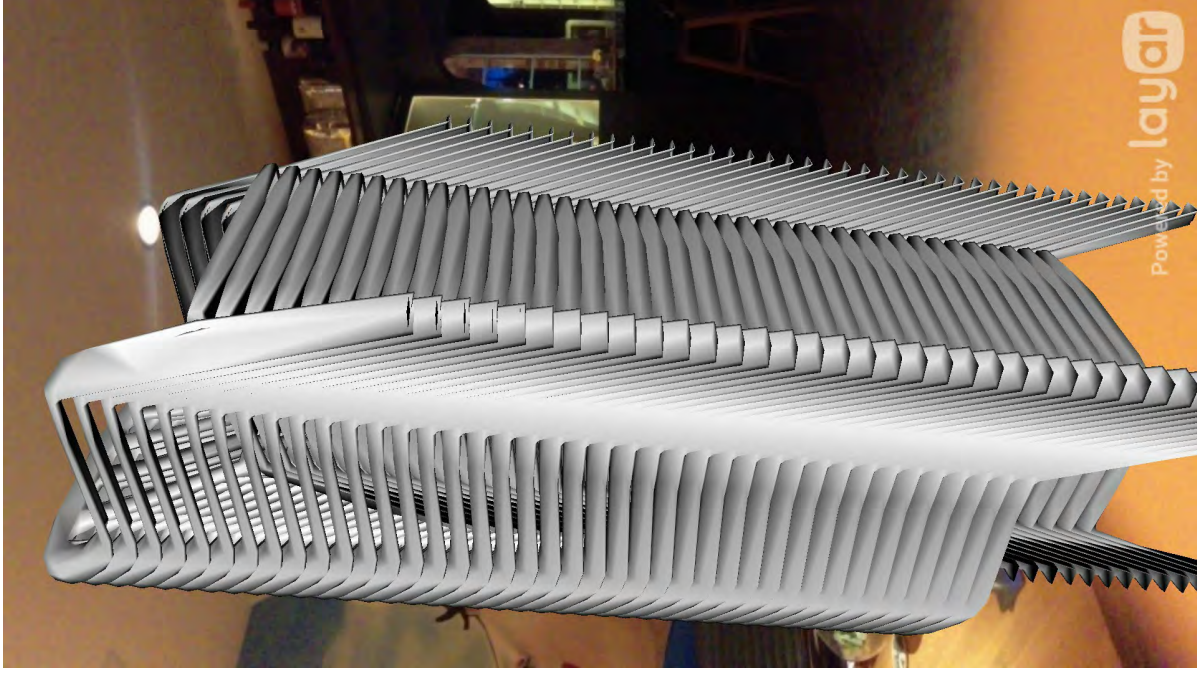
Commissioned for *Dance with flARmingos*.



17. Eva Papamargariti,
DI-WAVE, 2015, detail:
screenshot of proposed
work

Papamargariti made her
sculpture in response to
a pre-existing sculpture
on the property.

Commissioned for *Dance*
with *flARmingos*.



18. Shamus Clisset, *Patio Serpent*, 2015, detail: screenshot of proposed work

A serpent-like figure constructed of patio chairs.

Due to seasonal rain showers at the time of installation, I was unable to complete documentation of all of the works at their locations. This is a screenshot I took indoors while testing the model.

I will return to Gainesville to document all of the works in Dance with flARmingos in video and photographically at the close of the exhibition in late October.

Commissioned for *Dance with flARmingos*.