

Streetcar Art Proposal

Latent Encounters

It is with great enthusiasm that I submit this proposal for *Latent Encounters* a time-based, interdisciplinary art project incorporating sound, story-telling, site-specific installation art and street car rider participation. For this project, I plan to develop a series of 10 science fiction short stories that directly relate to the 10 individual stops of the street car and the visible surroundings at each stop. This bi-monthly series will be shared with street car riders via free podcast and will contain participatory components for the listeners as they wait at each stop. The duration of each story will be between 10-20 minutes per podcast and available to listeners on the 1st and 15th of every month from March- July 2016. They will be released in order of the streetcar line stops beginning at Union Station and ending at the final stop in River Market. The stories will incorporate interesting components of Kansas City history related to the specific sites of each streetcar stop. Each story will be created and produced as an individual but connected work of art. Sound will be carefully recorded and mixed into the podcasts. I will invite local voice talent to read for these and musicians to compose scores and sound effects enabling collaboration among 10-12 artists over the duration of the project. Each podcast will offer an immersive experience for streetcar riders and perhaps give them new insight on history of Kansas City and an appreciation for dreaming about what is possible through the vehicle of science fiction.

As another layer of the project, I'd like to create a site-specific installation connected to the final story at the last stop in River Market on Third and Delaware. For this installation, small areas of the streetcar shelter will host small, 3 dimensional artificial life forms. The organization of these subtle artificial life forms will reference historical cabinets of curiosities, but appear otherworldly in their contents and aesthetic. The sculptures may contain Arduinos so that they can respond to viewers. I will carefully construct these 3D items based on the science fiction life forms described in the podcasts and will be mindful of their placement within the streetcar shelter. Lighting will be used to emphasize the sculptures appearing to grow in place. In July, corresponding with the final podcast release and completion of the installation, I will host a public tour of the sites via streetcar and invite the public to experience the installation at River Market. At that time, small illustrated books featuring the collection of short stories will be available for purchase. This will offer participants yet another form connection between the stories told, the sites they take place and overall project vision.

Working titles & release dates for Latent Encounters are:

1. *Progress?* 3/1/16
2. *Below the Surface* 3/15/16
3. *A Story of Survival* 4/1/16
4. *Mutations Abound* 4/15/16
5. *Unsettled* 5/1/16
6. *Life as We Know it* 5/15/16
7. *Co-Habitat or...* 6/1/16
8. *A Difference Among Us* 6/15/16
9. *Not From Here, But Where?* 7/1/16
10. *The Ability to Thrive* 7/15/16

The following components are necessary to make the project a success. This will engage as many riders and listeners as possible over the 5-month period.

- Financial Support of \$6,000. This budget will: provide stipends for 10-12 artists, cover the costs of producing the podcasts, cover supplies & materials to create the site specific installation & cover the printing cost of producing the illustrated books.
- Digital advertising for the podcast on all kiosks available at each streetcar stop
- This could be in the form of a QR code or a sound sample, etc. I'd like to encourage as many riders as possible to access the project
- Interior advertising on the streetcars with the podcast release dates for *Latent Encounters* and the final unveiling of the site-specific installation.

Materials to be used: vinyl, ink, 3D printing services & fabrication, silicone, living plants, Arduino kits responsive to light and motion, printed advertising (business cards, post cards, posters for the project)