

# Squeaky Wheel Workspace Residency Instructions

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## 1. Introduction

Workspace Residency is a project-based residency connects artists with resources, time, and studio space to encourage the creation of new work and progress on on-going projects. Selected artists will have tailored access to equipment, technical consultations, and facilities from Squeaky Wheel, Buffalo Game Space, Buffalo Lab, and Silo City. A \$750 honorarium will be awarded to each resident. Limited travel, housing, material and consultation funds will also be available on a competitive basis for select applicants. The facilities, gear, and expertise offered with this program lends itself to the creation of a wide variety of work including: film, video, virtual reality, game development, 3-D printing, sonic arts, and more. Participants can mix and match these benefits according to their needs.

Workspace Residency is funded by the Andy Warhol Foundation for the Arts, Erie County Cultural Arts Funding, the National Endowment of the Arts, and the New York State Council on the Arts with the support of Governor Andrew M. Cuomo and the New York State Legislature.

The Winter 2016 session will take place December 3<sup>rd</sup> – December 17<sup>th</sup>, 2016.

For any questions, email [ekrem@squeaky.org](mailto:ekrem@squeaky.org) with the subject “Workspace Residency”

## 2. Application and Eligibility

- Applications for the winter 2016 session are due by 11:59pm, on October 9<sup>th</sup>, 2016.
- To successfully apply, applicants must send a completed application form, a letter of interest detailing their proposed project, and a cv. The letter of interest and cv can be sent to [ekrem@squeaky.org](mailto:ekrem@squeaky.org) by the deadline with the subject “Workspace Residency”. The application form can be found at <http://bit.ly/squeakyworkspace>

- Full-time students are **ineligible** to apply.
- Applicants must be U.S. Citizens or Permanent Residents.
- Applications are judged by three jurors, based on the following criteria: **Artistic Merit**, **Achievability**, and **Potential**.

**Artistic Merit** covers the technical, artistic, and intellectual merits of the proposed project.

**Achievability** considers whether the proposed work can be accomplished with the time and resources offered by the residency.

**Potential** covers the possible life the work of art will have upon completion, through exhibits, presentations, festivals, and the like.

- Applicants will be notified no later than October 30<sup>th</sup>, 2016 of the status of their application.
- The Winter 2016 session will accept two residents: one LOCAL resident and one NATIONAL resident (from anywhere in the United States). NOTE: LOCAL resident will NOT receive travel and housing support.

### **3. Awards for Successful Applicants**

Successful applicants will be awarded:

- \$750 Honorarium upon completion of the residency. Material, travel and consultation funds will also be available on a competitive basis for select applicants.
- Off-hours access to Squeaky Wheel through their residency.
- Access to Squeaky Wheel's equipment and resources in-kind, pending availability.
- NATIONAL RESIDENTS will receive housing accommodations from Squeaky Wheel.

### **4. Expectations**

- RESIDENTS are expected to arrive in Buffalo on **December 3<sup>rd</sup>, 2016** and leave on **December 18<sup>th</sup>, 2016**.

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- RESIDENTS are expected to spend a minimum of 25-30 hours per week working on their projects through their residency. Squeaky Wheel will provide assistance where available during our regular business hours.
- RESIDENTS will teach a public workshop or master class (approx. 2 hours.) following the artist talk/screening.
- RESIDENTS will to present a public artist talk and/or screening of their work (approx. 45 min) following the workshop.
- RESIDENTS will participate in photo & video documentation along with an interview about their project (approx. 30 min). All will be archived and disseminated for Squeaky Wheel's promotional purposes.
- RESIDENTS will have the opportunity to take as many as 3 classes (min. 1) offered by Workspace partners to complement their strengths. Classes include, Introduction to Video Games (offered by Buffalo Game Space), Introduction to 3D printing (offered by Buffalo Lab), and Introduction to Moving Images (offered by Squeaky Wheel): 3 hours each.
- Squeaky Wheel's logo must be included in the credits, description, of the work, and/or on the wall texts of the work each time the work is exhibited, with the following text: "This project has been supported by Squeaky Wheel's Workspace Residency."
- Upon completion of their work, RESIDENTS agree to provide a copy and/or documentation Squeaky Wheel for use in any and all promotional activities related to the Workspace Residency.

### **5. Equipment**

#### **Buffalo Game Space facilities include**

HD projectors, green screen, markerless mocap, dedicated sound recording room, audio recording station for development or gameplay streaming, Virtual Reality Headsets, 3D printers, Kinect, various controllers and computer workstations with professional-grade software for game development.

#### **Buffalo Lab Maker Space Facilities include**

3 D Printers, PA Amp, Servers (Ready To Use For Projects), Access Points Router(S), Computer Workstations, Micro-Controller Interfaces/Programmers (Various), Electronic Component "Library", Circuitry & accessories, CCTV Gear, Small-form CNC, Temperature Controlled Soldering Gear/Soldering Station, Cell Phones (Smart & Dumb), Oscilloscopes, Signal/Audio Generators, Solar Panel, Vacuum Tube Tester, Toaster Oven For Electronics, Scale, Wacom Tablet, Key Cutter, Lock Picks, General Tools, Dremel

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Tools, Grinders, Welding Equipment, Drill Press, Projector, Various Art Materials, Heat Gun

**Squeaky Wheel Digital Lab includes**

7 iMac Computers (2.9 GHz quad-core Intel Core i5 processors, 21.5 LED-Backlit Display) w/ Adobe Creative Cloud Suite, Final Cut X, MAX/MSP/Jitter, Processing, Isadora, SuperCollider, Scratch, and other open source software. Mobile Media Lab includes (6) iPads and (7) 2.9 Ghz 13" MacBook Pro Laptops w/ an array of video, audio, programming and design software and can be combined w/ other equipment as needed.

**Squeaky Wheel Video Production Equipment includes**

(2) Canon 5D Mark III, (2) Canon 70D, (2) Canon T5i, (2) Canon 24-105mm f/4 IS EF USM lens, (4) Canon 18-135mm f/1:3.5-5.6 IS STM lens, Canon EF 50mm f/1.2 USM Lens, Canon EF 8-15mm f/4L Fisheye Lens, Canon EF 100mm f2.8L IS USM Macro Lens, Tamron 70- 200mm f/2.8 Lens, Sony Z5U w/ Memory Unit, Panasonic HVX200, Portable Projection Screen, Portable Fender Passport Pro 500, Beringer/Yamaha 500watt PA, (3) BenQ 1085ST HD Short Throw Projector, Panasonic PT-AR 100U HD Projector, Tascam DR-100 Audio Recording Units, (6) Tascam DR40 Recording Units, Rode NTG-2 Shotgun Mic, Sennheiser Wireless Lavalier Mics, AudioTechnica Lavalier Mics, Sony UWP- V1 Wireless Lavalier Mics, (2) Shure SM58 Cardioid Mic, (2) Rode M5 Omnidirectional Mic, Sennheiser e609 Cardioid Mic, Sennheiser e906 Cardioid Mic, Audix D4 Mic, Audix D6 Mic, Shure SM57 Mic, Focusrite Scarlett 18i20 Audio Interface, Cavision Boom Pole, (2) Bogen Fluid Head Tripods w/ bags, (2) Manfrotto 504HD Head w/536 3-Stage Carbon Fiber Tripod, Bogen Monopods, Varizoom Shoulder Mount, (2) Lowell Lighting Kits w/ Omni & Tota lights, LED 3 Light Blender Light Kit, Manfrotto Dolly Wheels, (6) Sennheiser HD 280 Pro Circumaural Closed- Back Monitor Headphones, Portable Green Screen System Squeaky Wheel Film Equipment includes 16mm projectors, 16mm Krasnagorsk / Zoom, Super 8 projectors and cameras, Super 8 Telecine for direct digital transfers, assorted lenses and light-meters Squeaky Wheel Micro-Cinema: 4 4-seat cinema w/ BluRay player, HD Projector and 5.1 surround sound, this space is capable of projecting multiple video/film formats and hosting expanded cinema and audio-visual performances.