

Squeaky Wheel Film & Media Art Center

Workspace Residency | Overview for Applicants

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1. What is the Workspace Residency?

Squeaky Wheel Film & Media Arts Center seeks applications from artists and researchers to apply for a short-term residency exploring the moving image, time-based media, and emergent technologies. The Workspace Residency is a project-based residency for artists and researchers working in media arts run by Squeaky Wheel in Buffalo, NY. Open to applicants from Buffalo and across the U.S., the residency connects artists and researchers with resources, time, and studio space to support the creation of new work or to continue ongoing projects.

The residency is offered twice a year: A two-week session that takes place in the month of March, and a three-week session that takes place in August.

We encourage Indigenous people, Black people, people of color, women, queer, trans and gender non-conforming people to apply. The residency welcomes applications from emerging to established artists and researchers. Information about previous Workspace residents and their projects can be found [here](#).

Applicants must be U.S. Citizens, Permanent Residents, or have a valid U.S. work visa. You can see more information regarding this in the FAQ. Full-time students are not eligible to apply.

The application form and information specific to a residency session can be found [here](#).

Questions can be directed to Squeaky Wheel's curator Ekrem Serdar at ekrem@squeaky.org.

2. Types of Residencies Available

Squeaky Wheel accept applications in the following categories: Artist Residency Researcher Residency, and Silo City Residency (summer session only.)

Artist Residency: Artists are invited to propose the production of new or in-progress media artworks. Works can engage with film, video, virtual reality, game development, 3D printing,

sonic arts, or other forms, based on the technology and expertise offered by Squeaky Wheel and Workspace partners.

Researcher Residency: Artists, scholars, curators, writers, and theorists are invited to propose new or in-progress research in the area of emergent media arts practices towards the publication of critical texts, scholarly research, or production of curatorial projects.

Silo City Residency: (SUMMER SESSION ONLY.) SILO CITY RESIDENCY is open for proposals to create and present a public performance at Silo City's Marina A during the residency, utilizing its unique sonic, visual qualities, and/or industrial history and legacy. The SILO CITY RESIDENT will have access to the properties on Silo City for a performance that utilizes media, sound, and/or emergent technologies. Equipment from Squeaky Wheel will be available to the resident pending availability. The SILO CITY RESIDENT is responsible for their own travel to and from Silo City; *Squeaky Wheel highly recommends the resident to have access to car transportation for site visits.*

Please note: While the Silo City Residency is available during the summer session only, any resident can take advantage of Silo City as a production or research site during the Spring and Summer sessions.

3. Residency Details and Expectations

The Workspace Residency takes place twice a year.

Spring Session: A two-week residency that takes place in March.

Summer Session: A three-week residency that takes place in August.

All residents receive a stipend, in addition to presentation or workshop fees - please see the application page for amounts offered for the current session. National residents will also be offered housing, and are eligible to receive support to cover costs of travel to and from Buffalo, NY. Residents will have access to the facilities of Squeaky Wheel as well as of partner organizations that they select for the duration of the residency. The residents will also participate in various activities such as tours of Buffalo and one-on-one critique sessions.

During the residency, residents are expected to work between 25-30 hours per week on their projects. Residents are also expected to lead one 2-hour masterclass, workshop, or seminar tailored to youth or adults, and to present a public artist talk. Residents are asked to credit Squeaky Wheel on any finished projects made possible by through the support of the residency.

4. Jury Process and Selection Criteria

Our jury is composed of three members drawn from the local and regional art community and is facilitated by Squeaky Wheel's curator. Once the applicant pool is set, jurors are vetted and removed from judging applicants for which they have a conflict of interest. Each juror receives

pdfs of all applications, and rates applications on a 1-5 scale (1 being very weak and 5 being very strong) to what degree a given application meets each of the following criteria:

- A. Artistic Merit covers the technical, artistic, and intellectual merits of the proposed project.
- B. Achievability considers whether the proposed work can be accomplished within the time and resources offered by the residency.
- C. Potential covers the possible life the work of art will have upon completion, through exhibitions, publications, presentations, festivals, and the like.
- D. Workshop Proposal covers the feasibility of their workshop, and the value of their class to the community.

Jury members spend a minimum of 20 minutes with each project proposal, which includes viewing work samples. Once each judge has reviewed all applications, they convene in a discussion process to create a shortlist and deliberate on the final recommendation of applicants for the residency. Squeaky Wheel's staff and residency partners then review the recommended projects and workshop proposals for feasibility before successful applicants are contacted.

5. Application Form and Process

The application form for the Workspace Residency is a Google Form. The application form does not auto-save your responses; we recommend applicants draft their responses in a separate document so they can easily input their answers without any work being lost. The questions in the application are as follows:

Biographical Information

This information is not shared with the jury.

- Full Name
- Phone Number
- Full Address
- Preferred Pronoun
Select one: She/her, He/him, They/Them
- "I identify my ethnicity/race as..."
- How did you hear about this residency?

Project Information

- Which residency are you applying for?
Select one: Artist Residency, Researcher Residency, or Silo City Residency
- Are you a LOCAL or NATIONAL applicant?
Select one: LOCAL or NATIONAL
- Brief bio
Not to exceed 100 words. Your biography should speak to your work, interests, and previous accomplishments.

- Project Title
If your project is untitled, write N/A
- Project description
Not to exceed 300 words. Your project description should include the technology (media) that your work will utilize in its making and eventual presentation, what the work is about (content), how your project speaks to it (form), the histories and/or communities your work engages with, and why you are making it.
For Researcher residents, please note the topic which you are addressing, as well as in what form that research will culminate in (curatorial proposition, writing, and so on.)
For Silo City residents, please note how your project will utilize the uniqueness of the Silo City site. If this is the first time writing such a description about your project, we encourage you to treat this as a moment for you to learn about your own work. We recommend writing clearly, avoiding jargon when possible, and explaining ideas you are addressing.
- How do you anticipate utilizing your time at Squeaky Wheel's residency?
Not to exceed 100 words. The Spring Residency is a 2-week residency; the Summer session is a 3-week residency. We expect residents to work approximately 25-30 hours per week on their projects. Please note how you tentatively plan to utilize your time.
- What stage is your proposed project currently in?
Select one: Pre-production, Production, or Post-Production. For Researcher residents, you may approximate this language based on your work.
- Please provide a proposal describing the focus and goals of your workshop, master class, or seminar.
As part of the residency activities, residents will lead a workshop, seminar, or master class for youth or adults. Skill-based artistic workshops, seminars with a clear thesis, and proposals that speak to who the potential students are have seen the most immediate success with our juries.
- Why are you applying for this residency?
We recognize that time, support, and resources are of the essence for most applicants; however we encourage applicants to tell us what attracted you about Squeaky Wheel's facilities, resources, history and/or communities to apply to this residency, and how it may help facilitate your work and career. For NATIONAL applicants, you may also speak to the histories and communities in Buffalo specifically that are attracting you to apply to the residency.
- Provide links to portfolios, videos, or other online examples of your work. Provide passwords for password-protected sites.
Please double check your links in several browsers to make sure they work, and that they are accessible until the noted date in the application form. We recommend opening links in a private browser window to be certain. Please direct us or note specific examples of work you would like the jury to examine when possible (rather than full websites.) Work samples should speak to your skill, interests, and should be able to speak to the quality of your work in reference to your proposed project as much as possible.

- Which Workspace facilities do you realistically anticipate using? Check all that apply.
Multiple choice: Squeaky Wheel, Buffalo Game Space, The Foundry, Silo City.
Squeaky Wheel provides residents with memberships and/or resources from our partners. Applications recommended by the jury are shared with our partners for additional feedback regarding feasibility.
- Referring to the equipment list in the application instructions, please list the equipment available at Squeaky Wheel and our partners that you foresee using during your residency.
Please refer to section #6 of this document for an updated list. Note where the facilities and equipment you foresee using is located. Ex: “Squeaky Wheel: Canon 5D Mark III. Buffalo Game Space: Virtual Reality Headsets”, etc.)
- Provide names, email addresses, and phone numbers of two (2) references OR a resumé OR a CV
References should be able to speak to your ability to finish work in a timely manner. References cannot be Squeaky Wheel staff or board members. If a reference poses a conflict of interest with a jury member, that jury member will recuse themselves from the process. Alternately, you can provide a CV or resumé.

6. Equipment

All listed equipment and facilities are subject to availability. Please note that some facilities may require mandatory trainings.

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.

The Foundry facilities include:

Tech lab: M3D Micro Printers, Laser Engraver, GlowForge, Ultimaker III 3D Printer, Computers - can use for 3D and design work (SketchUp, VCarve Pro, etc), Soldering Stations; Textile lab: the Textile Lab contains eight sewing machines and material; Metalshop: Mig welders, Tig welder, Angle grinders, Horizontal band saw, Metal chop saw, Plasma cutters, Dwindraft tables and welding stations, Drill Press, Brake, Bead roller, Forge + Anvil, Miscellaneous metal hand tools. Woodshop: Berlin Machine Works 12” jointer with an 8’ bed, as well as a 6” jointer, SawStop Table saw - 3HP with 52” T-Glide Fence System, plus 5HP Powermatic Table saw, JET 15” and portable Delta 13” planers, Mortiser with multiple bits from ¼” to 1”, JET 1 ½ HP shaper, JET 22-44 Pro-3 Drum Sander, Oscillating/spindle sanders, Two Creation Station 24” x 24” CNCs (must be trained separately to use), 4’ x 8’ Veneer vacuum press, Steam bending equipment, Numerous other standard woodshop equipment, such as band saws, drill presses, air compressor and nail guns, hand tools, dozens of clamps, and over 100 router bits

Squeaky Wheel Digital Lab includes:

6 iMac Computers (3.6GHz quad-core Intel Core i7 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.

7. Frequently Asked Questions

Can collaboratives apply?

Yes. However, please note that if accepted, you would share the resources offered by Squeaky Wheel (stipend, transportation refund, accommodations.)

Can I bring my child/children?

We aim to make the residency as accommodating and accessible as possible for parents. Please direct any questions regarding bringing your children to Ekrem Serdar at ekrem@squeaky.org.

What are the accommodations like?

Accommodations are variable and based on availability. We aim to provide a private room to all National residents, which may have a shared bathroom. Previously, we have hosted residents at the Hostel Buffalo-Niagara, Richmond Place Inn, and private homes. If you have

any questions regarding accommodations for an upcoming session, please email ekrem@squeaky.org.

Can I travel elsewhere during the residency?

Yes; however, we do not recommend extensive travel that will take away from your participation in residency activities. We expect all residents to spend 25-30 hours per week working on their projects and participate in an additional 5-10 hours of residency program activities per week (tours, site visits, guest critiques, workshops, etc.) for a total of 40 hours per week.

How competitive is the residency?

The residency is becoming more competitive each year. The Summer sessions tend to be more competitive than the Spring. For example, we accepted 2 applicants from a pool of approximately 50–80 applications each in the first two years of the Spring residency. We accepted 3–5 applicants from a pool of approximately 100–150 applications from the past two Summer residencies. There tends to be a lower number of local applicants for both sessions, making that category less competitive overall.

My application was previously rejected, but I was encouraged to apply again. Does that mean I have a higher chance of being accepted into the next session?

No. If you are a previously shortlisted applicant, this fact will be highlighted for the jury. However jury panelists change with every new competition so there is no guarantee they will view your application in the same way as previous juries. Don't give up!

I've never written a residency application before. Can you help?

Squeaky Wheel's curator is happy to answer questions for clarification and provide technical assistance when possible. Email Ekrem Serdar at ekrem@squeaky.org with the subject "Workspace Questions"

Does the residency provide feedback to unsuccessful applicants?

We do not have the capacity to offer feedback for unsuccessful applicants at this time. We hope to be able to offer this in the future.

I was previously a resident at Squeaky Wheel. Can I apply again?

Yes, after a period of five years has passed since your residency.

Do you accept international applicants?

We accept applicants who have a valid US bank account, can provide a W9 tax form, and can reside in the United States for the duration of the residency.