

## Workspace Residency | Overview and Instructions

1. What is the Workspace Residency?
2. Residency details and expectations
3. Jury process and selection criteria
4. Application form and process
5. Equipment list
6. Frequently asked questions

### 1. What is the Workspace Residency?

Squeaky Wheel's Workspace Residency is a project-based residency for artists and researchers working in media arts. Offered twice per year, the residency is open to applicants from Buffalo and across the United States who are seeking resources, time, and studio space to support ongoing projects or the creation of new work.

Residents receive a stipend and artist fees, and non-local 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—Buffalo Game Space, The Foundry, and Silo City— that they select for the duration of the residency upon request. The residents will also participate in various activities such as one-on-one critique sessions and tours of Buffalo's unique communities and histories.

You can see a list of previous residents and their projects [here](#).

Squeaky Wheel offers the residency twice a year. Please note that amounts listed below are subject to change:

- **Spring session, two-weeks:**  
Applications open in early September for residency in March. Selected applicants receive \$950 in artist fees and stipends. Non-local residents receive funds toward their round trip travel to Buffalo and a place to stay.
- **Summer session, three-weeks:**  
Applications open for a month-long period in early February, and the residency takes place in August. Selected applicants receive \$1250 in artist fees and stipends. Non-local residents also receive funds toward their round trip travel to Buffalo and a place to stay. The Silo City resident will receive an additional \$300 for a public performance at the end of their residency.

You can apply under three distinct categories:

- **Artists:** the residency program lends itself to the creation of a wide variety of work including film, video, virtual reality, game development, textile, metal, woodwork, 3D printing, sonic arts, installation, performance, and more, with access to wide range of equipment, tools, and technologies. Participants can mix and match these benefits according to their needs.
- **Researchers:** 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. For researchers, the residency can provide institutional library access, Squeaky Wheel's microcinema for private viewings, among other benefits according to their needs.
- **Silo City (Summer session only):** artists are invited to submit proposals to create and present a public performance at Silo City's Marina A, that utilizes 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. Please note: The Silo City Resident is responsible for their own transportation to and from Silo City for site visits; Squeaky Wheel highly recommends the resident have access to a car.

#### Eligibility

- Applicants must have a social security number in order to receive payment by filling out a W9 form. All payments are made via check.
- Full-time students are not eligible to apply.
- Applicants from Buffalo who have received a residency or solo exhibition at Squeaky Wheel must wait a period of two years before applying (again) to the residency. Non-local applicants (from outside of Buffalo) must wait a period of five years.

Disabled artists and researchers can find Squeaky Wheel's accessibility information [here](#). As the residency can have several off-site components, we encourage applicants to inquire with the curator regarding any accessibility needs for the residency, including assistance with filling out the application.

Indigenous people, people of color, women, and 2SLGBQIA individuals are encouraged to apply.

Please see the instructions below and the Frequently Asked Questions section for more information. Further questions can be directed to Squeaky Wheel's curator Ekrem Serdar at [ekrem@squeaky.org](mailto:ekrem@squeaky.org).

## 2. Residency Details and Expectations

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. Residents will also be asked to present a 20–30 minute public artist talk.

Squeaky Wheel will provide the resident with: stipends and artist fees, paid in two installments; access to the equipment available at Squeaky Wheel; memberships to partner organizations such as Buffalo Game Space, The Foundry, and Silo City; limited travel costs to and from Buffalo, NY, reimbursed approximately two weeks upon submission of receipts; suitable accommodation for non-local residents for the duration of their residency; keys and a security-code for entrance to SW building at 617 Main Street during off-hours; organize supplementary activities for the residents, not to exceed 10 hours per week.

## 3. 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. At least one jury member is an executive level staff member of Squeaky Wheel, excluding the curator who facilitates the process. Once the applicant pool is set, jurors are vetted and removed from judging applicants for which they have a conflict of interest. Each juror rates applications on a 1-5 scale (1 being very weak and 5 being very strong) to the 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. Projects, except for the Silo City residency, do not have to be completed during 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 its value 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 submit their rating sheet to the curator, who assembles a shortlist from their collated ratings. Jury members then convene in person to discuss applicants from the shortlist and deliberate on the final recommendation of applicants for the residency. Squeaky Wheel’s staff and residency partners review the recommended projects and workshop proposals for feasibility before successful applicants are contacted.

## 4. 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. Please find below the text based version of the application for preparing your submission.

- **Full Name**
- **Phone Number**
- **Full Address**  
Street, City, State/Region, ZipCode
- **Preferred Pronoun**
- **Which residency are you applying for?**  
Select one: Artist Residency, Researcher Residency, or Silo City Residency
- **Are you a local applicant?**  
Yes or No. Local applicants are those who live in the vicinity of Squeaky Wheel, and can comfortably come here on a daily basis when needed. We highly encourage applicants from our approximate region, and aim to select at least one local applicant once per session.
- **Brief bio**  
Approximately 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**  
Approximately 500 words. For *Artist residents*: 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 with which your work engages, and why you are making it.  
For *Researcher residents*, please introduce the topic which you are addressing, as well as in what form that research will culminate (curatorial proposition, writing, archival work and so on.)  
For *Silo City residents*, please describe how your project will utilize the uniqueness of the Silo City site.
- **How do you anticipate utilizing your time at Squeaky Wheel's residency?**  
Approximately 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.
- **Please provide a proposal describing the focus and goals of your workshop, master class, or seminar.**  
Approximately 300 words. 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, have seen the most immediate success with our juries. Adult classes are often public; youth classes are usually presented as part of one of our

youth programs. You can see a list of previous adult classes [here](#), and more information about our youth programs [here](#).

- **Why are you applying for this residency?**

We encourage applicants to tell us what attracted you about Squeaky Wheel, our facilities, resources, history and/or communities, and how it may help facilitate your work and career. For non-local 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 all your links in a private/incognito browser window to make sure they are accessible, until the date noted in the application form. Please direct us or cite specific examples of work you would like the jury to examine when possible (rather than full websites.) Work samples should speak to your skill, artistic focus, and relevance to your proposed project as much as possible.

- **Which Workspace facilities do you 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, prior to acceptance.

- **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. If you are applying as a researcher, please let us know what resources you would need to conduct your work.**

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/CV**

While, the residency does not require works to be completed within the residency time-frame, 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 copy and paste a CV or resumé that speaks to your continued work as an artist or researcher. We accept both emerging and established applicants.

- **Please note any accessibility needs you may have:**

Disabled artists and researchers can find accessibility information regarding Squeaky Wheel [here](#). We encourage you to inquire with the curator ahead of the deadline regarding any accessibility needs for the residency. We also recommend the resource [Access Docs for Artists](#) by Leah Clements, Alice Hattrick and Lizzy Rose in filling out this section.

## 5. 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, Downdraft 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.

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