

DAVID STONE

Sacramento CA 95811

916.794.2769 | <http://www.dns-tone.com> | wovenbone@gmail.com | @_11001011

Selected Exhibitions:

2019 *Dandelion*. Capital Dance Project's Behind the Barre 2019, Crest Theater, Sacramento. Interactive fluid simulation projection. Collaboration with choreographer and Sacramento Ballet company member Stefan Calka.

2019 *Verizon Presents: Artists and Engineers*. Hacker Lab, Sacramento CA. Interactive projection on commercial door. Rear projection film, TouchDesigner, door, laptop, Microsoft Kinect.

2018 *QC*. Arts Benicia, Benicia CA. Raspberry pi and camera, acrylic, found objects from building demolition, Russian birch, wire, copper.

2018 *Atlas Iris*. Verge Center for the Arts, Sacramento. Sacramento Zine Fest. Deconstructed 3d scene and projector.

2018 *Breathing*. 530 Q Street, Sacramento. Projection on oil painting. Collaboration w/ artist Lin Fei Fei.

2018 *Untitled*. 530 Q Street, Sacramento. GPU fluid simulation projection on cylinder in conjunction with performance by Estonian performance group Non Grata.

2018 *έντός όπτικός α*. The Red Museum, Sacramento. Event production, media collage, projection, performance.

2018 *Gentleman Surfer, Hard Pass*. Sacramento. Album artwork.

2018 *Noon Year's Eve Family Festival*. Crocker Art Museum, Sacramento. New year's eve ball. Collaboration with artist Lin Fei Fei and fabricator Bob Briscoe.

2018 *Verizon Presents Engineers and Artists: Sacramento*. Hacker Lab, Sacramento. CQ. Door, rear projection film, projector, laptop.

2017 *Art Street*. Sacramento. Installation using projector, found objects and acrylic.

2017 *Capital Dance Project's Behind the Barre*. Crest Theater, Sacramento. Wifi-controlled RGB LED orb. Collaboration with choreographer Christopher Nachtrab and artist Kevin Zee.

2017 *Palinopsia I*. Panama Art Factory, Sacramento. Found objects, dichroic film, light, magnifying glass, flashlights, sound, Internet.

2017 *Retrograde Salon*. The Red Museum, Sacramento. Kinect- and Processing-based algorithmic sound performance. Collaboration with Seumas R. Coutts, PhD.

2016 *Art Hotel*, Sacramento. MIDI-controlled solenoid drum machine.

2016 *Exorcising the Shadow of an Absolute*. Panama Art Factory, Sacramento. Synthesizer and visuals built with Processing and controlled with Kinect. Multi-artist collaboration and performance.

2016 *Grey Zone*. The Red Museum, Sacramento. Synthesizer, drum machine, SpeakJet sampler, solenoid-fitted desktop computer and steel pipe.

Technical:

Experimentation and creation with code, generally, and Processing, TouchDesigner, MAX/MSP, the 'net, Pure Data, Iannix, Atari MIDI and other experimental programs and computer methods; LEDs, Arduino, motors, solenoids, ICs; drum machines, synthesis, guitar, Monome, MIDI, OSC, etc.

Inspiration:

Dada, Ginsberg, Patchen, Vogel, Miller, Rilke, Kuti, Dass, Tovey, etc.

Artist Statement:

Using found objects, accidents, microcontrollers, forgotten software, manipulated and destroyed media, archaic equipment and tools, microchips, noise, data, projection techniques, pieces of abandoned buildings, performance, synthesis, sound, paint, light, words, and anything else that strikes me, and with a fascination for invisible messages and processes, I create work with the intent to provide space for synchronicity – to allow the spirits in both human and non-human machines to interface and speak, and to explore subjects such as control, power and empowerment, poverty and wealth, connection and deconstruction.