Art-Science & YOU



Beneath-the-SEE

A Global Public Awareness Campaign To Help Save Our Planet's Oceans

[Photo:courtesy NOAA Image Library]

Project Overview

Beneath the surface of our oceans, out of sight of most humans, there is an environmental crisis of global proportions silently taking place. Our marine ecosystem, the most fundamental fabric of life on this planet and key to the survival of all future generations, is failing.

Here are some of the facts:

- 25% of our ocean reefs are dead, 65% severely at risk.
- 75% of our atmosphere's oxygen comes from the oceans.
- Ocean life may be the source of a cure for cancer.
- Only 1% of all environmental funding in the United States goes to ocean conservation projects.

Beneath-the-SEE is a unique, global art-science project. Its mission is to confront the "out-of-sight=out-of-mind" conundrum that is the documented obstacle preventing public action on behalf of our seas*. [*The Ocean Project's 1999 Public Poll.]

Its key objectives are to:

- Visualize, personalize, and increase public education and awareness about the seriousness of this crisis.
- Provide a non-competitive focus for global cooperation among the various interests involved ocean conservation, eco-tourism, fishing industries, and governments.
- Illuminate and stress the direct connection between the ocean's health and local economy and quality of life.
- Express an urgent need for immediate action.
- Present "ocean heroes" as inspiring models of how individuals can make a difference.
- Raise/donate money to ocean conservation programs.

Beneath-the-SEE is designed to lead with the heart, capture the imagination, and use art to deliver science in dramatically expressive ways. The geographic scope of this ocean crisis public awareness campaign will be unprecedented.



[Photo courtesy of Wolcott Henry]

Beneath-the-SEE consists of 7 component projects that will travel together to host cities for one-month:

- 1. a performance/media event,
- 2. a fashion show/benefit auction,
- 3. a traveling textile exhibition,
- 4. a multimedia performance,
- 5. an animated film.
- 6. a reef fountain light sculpture,
- 7. a photography exhibition,
- 8. a computer game [via internet]

A new website will showcase:

Project components, network partners, venues, sponsors, and donors; educational information, links, Ocean Heroes stories, and ways the public can get involved.

Promotional Strategy: Making a Grand Splash!

Aquaria around the world will be invited to become "anchor" cultural institutions in a collaborative, citywide program and media campaign in each host city. This artistic programming will stir additional local events and create new audiences for aquaria and science institutions. *Beneath-the-SEE* will launch in New York City [June 2007], the media capital of the world, thus ensuring optimal media exposure for the beginning of its national and then global tour.

More Details

Who?

SCIENCE ADVISORS [to-date]:

Dr. James Baker- recently retired as U.S. Under Secretary of Commerce for Oceans & Atmosphere and NOAA Administrator; currently, Pres/CEO, Academy of Natural Sciences, Philadelphia, PA.

Dr. Sylvia Earle- marine biologist, renown ocean explorer, and author

Dr. William Fenical- Director, Center for Marine Biotechnology and Biomedicine, Scripps Institution of Oceanography

Margaret Davidson- Director, the NOAA Coastal Services Center; Charleston, SC

Paula Apsell- Senior Executive Producer, NOVA Science Series, WGBH-Boston Leonard Sonnenschein- President, The

World Aquarium, St. Louis, MO

Marcia Rudy- Director of Public Programs

Marcia Rudy- Director of Public Programs, New York Hall of Science

Ruth Welters- Public Outreach, The Natural Environment Research Council [UK] Daniel K. Odell- manatee author/ Senior Researcher, Hubbs-SeaWorld Research Institute, FL

ART, DESIGN, HUMANITIES [to-date]:

Elizabeth Thompson- Director, The Buckminister Fuller Institute, NYC Tony Giovannetti- Director of Lighting & Special Effects, The Met Opera, NYC Dave Rejeski- Woodrow Wilson Center for International Scholars, Washington, DC/ cofounder of the Serious Games initiative. Natalie Fobes- award-winning photographer and co-founder of Blue Earth Alliance

Christopher Janney- PhenomenArts, Inc, interactive public art projects, MA
Allan Bechman- Director, The Culture
Project, Obie Award-winning NYC theatre
Maida Withers- Director, Mida Withers
Dance Construction Company, D.C.
Jason Pollen- designer and President of
Surface Design Association
Anais Missakian- Head of Textile Design
Department, Rhode Island School of Design
Jim McCampbell- Dept. Head of Computer
Animation, Ringling School of Art & Design

Beneath-the-SEE is the brainchild of Cynthia Pannucci, Artistic Director of Art & Science Collaborations, Inc. (ASCI), a 17-year old nonprofit organization based in New York City. [ASCI details p.11]

ASCI will produce *Beneath-the-SEE* and provide overall direction. A Project Coordinator will facilitate each component.

Where?

Beneath-the-SEE will be launched as a citywide event in each host city that has an aquarium, thus becoming the "anchor" cultural institution in that city.

Potential host cities in United States:

New York, Boston, Baltimore, Washington, D.C., Charleston, Miami, Tampa, New Orleans, St. Louis, Chicago, San Diego, Los Angeles, San Francisco, Seattle, Honolulu, and Seward, Alaska. **Potential host cities abroad:** Barcelona, Monaco, Amsterdam, London, Paris, Venice, Hong Kong, Tokyo, and Sidney, among others.

When?

Jan. 1, 2005 – Dec. 31, 2005

Phase I: Planning and Development

ASCI and Project Directors will: select the art-science production teams for each project, create implementation plans, timelines, and detailed project budgets for each of the seven components, plus grantwriting and fundraising for production funds.

January 1, 2006 - May 2007 Phase II: Production

Production will begin on each project and will include: scriptwriting, design, prototyping, testing, and production. As well, pre-launch promotional materials and advertising will be developed to launch one month prior to the public opening date.

June 8, 2007 - Public Launch

The *Beneath-the-SEE* public awareness campaign will launch throughout New York City* during Ocean Month, followed by travel to national and international venues.

*A Special Reception will take place at the United Nations to celebrate World Ocean Day, and to invite UN dignitaries to our Grand Splash Media Launch event for Beneath-the-SEE that will be held at The Lightship Frying-Pan that evening. [See next page for details.]



[Photo: Southport Maritime Museum, Southport, N.C. courtesy of The Frying-Pan]

Venues: An unusual seaside venue in each host city will be the location for the Grand Splash media launch. In New York City, it will be held at the atmospheric Lightship Frying-Pan (above) docked at the new Chelsea Waterside Park.

Audience: Members of the news media [print, TV, radio, web]; funders and Advisory Group members, including ocean conservation organizations; participating artists and scientists; local and national government, and United Nations dignitaries.

Grand Splash Media Event

"What is needed to solve our ocean crisis is inspiration and listening to the heart, which motivates action." - Jacques Cousteau

A *Grand Splash Media Event* will be held one month prior to the physical opening of *Beneath-the-SEE*'s eight component projects in each host city. It will be as inspired as are each of the separate projects and has been devised to capture the attention of New York's major news media. To ensure this capability, our promotional strategy is to create citywide, collaborative programming that unfolds throughout the launch month.

The media event evening will begin with an informal catered reception. During this time, members of the news media and other invited guests will view a CD-Rom presentation that will provide more facts about the crisis of our oceans, plus an overview of each *Beneath-the-SEE* component project. This is also an opportunity for media representatives to meet the individuals who made it all happen, and to enjoy a surprise performance.

Capping-off the evening, our guests will be treated to *Grand Splash*, a specially commissioned dance performance that takes its historical context from Jules Verne's classic novel, "Twenty Thousand Leagues Under The Sea." Here, science fiction past meets today's reality -- the most surreal sea creatures ever-to-be-seen, those that live near deep-sea volcanic vents. The dancers will evoke these sea creatures through movement and by wearing unique costumes with battery-powered lighting to simulate bioluminescence and other strange visual effects.

Objectives:

- Utilize a multidisciplinary art-science marketing strategy to optimize public exposure.
- Achieve maximum media saturation through a collaboration of citywide programming.
- Set the tone of *Beneath-the-SEE* with an imaginative and scintillating dance performance.

Art-Science Talent Involved:

- Maida Withers- dancer/choreographer/festival performance [Advisor]
- Elise Bernhardt- NYC public art events producer [Advisor]
- Michelle Moskowitz- producer: NYC waterfront festivals & events [Project Coordinator]
- John Powell- lighting designer of outdoor public environments, Boston, MA
- Jim Nollman- audio artist; 20-years recording sounds of whales, dolphins, even shrimp!
- Free Range Graphics- creation project promotional CD-ROM and project website
- Headlines Communications- Press Kit materials and NYC events promotion



Fashion is an art form and industry that has a long history of drawing its inspiration from nature.

Top fashion designers will be invited to help us raise the public's awareness about the plight of our oceans.

They will contribute by creating and donating unique evening dresses inspired by the movement, color, shape and patterns of life beneath the sea.

[Image above, Siphonophorae, from the drawings of biologist/aritst Ernst Haeckel in public domain.]

[Photo at right – digital composite of imaginary sea-inspired dresses by Cynthia Pannucci/ASCI.]

Ocean World: A Fashion Show & Benefit

Ocean-life inspired dresses designed by international haute-couture designers will be showcased in *Ocean World*, a phantasmagoric runway fashion show. While a stage or screen celebrity reads from an undersea adventure script, runway models will emerge from the front of a huge screen that has been transformed by projected video images into a mysterious undersea waterscape. At the end of the evening, these one-of-a-kind ocean fashions will be auctioned-off, with a percentage donated to ocean conservation projects around the world. Program notes will include educational information about the crisis of our oceans and how people can help turn the tide.

Objectives:

- Create the most breathtakingly beautiful collections of ocean inspired evening dresses ever seen.
- Provide humanitarian kudos and visibility for our designers.
- Reach new audiences with information about the urgency of our current ocean crisis and encourage individual stewardship.
- Raise money for international ocean conservation programs.

Art-Science Talent Involved:

- Sass Brown- designer/professor, The Fashion Institute of Technology, NYC [Advisor & Project Coordinator]
- Paula Apsell- Senior Executive Producer, NOVA Science Series, WGBH-Boston [Advisor & video footage]
- Famous international fashion designers [Carlos Miele is first!]
- Charles Cameron- Luce Group, NYC [audio/visual production]
- Script: "popular science" writer and fashion writer [to be selected], and Ellen Freed [integrator]
- Media celebrities [to be invited as host and auctioneer]

Audience/Venues: The international fashion elite, celebrities, fashion photographers, fashion magazine editors, and philanthropic community. Potentially launched in the Ocean Hall at the American Museum of Natural History, NYC; and appropriate sites in the "fashion capitals" where this component will travel.

Fashion Capitals only: This component will be organized for and held in the world's top fashion centers: New York, Miami, Los Angeles, Milan, Paris, London, Amsterdam, Rome, Sao Paulo, Barcelona, Sidney, and Tokyo.



The Fabric Of Life: A Textile Exhibition

















[Electron micrographs above courtesy, Dee Breger]

Anchoring *Beneath-the-SEE* will be *The Fabric of Life*, an exhibition of wall-hung textile panels, displayed in the manner of Japanese scrolls.

- Marine research scientists, especially those working in biomedicine, from around the world will be invited to provide electron micrographs of the ocean's flora and fauna. These exotic structures that began and sustain the fabric of life on our planet, will be the inspirational visual source materials for the exhibition.
- Invited textile designers will bridge art and science by colorizing and putting the micrographs into repeat patterns, thus creating the surface designs for 20-24 unique, digitally-printed, fabric panels.
- Each fabric panel will be accompanied by highly accessible educational wall signage about the potential human benefits of the ocean's flora and fauna.
- To create an undersea feeling and enhance the dramatic beauty of these sea-inspired creations, the exhibition space will be totally dark, except for lighting on the textile panels, signage, and walking pathway.

For sale to the Public: Our ultimate goal is to collaborate with a textile manufacturer who will mass-produce a selection of the textile designs as a *Save the Oceans* line for the home furnishings industry. It will also be available for sale at aquaria, science, art, and design museum shops.

A percentage of all sales will be donated to research and ocean conservation projects around the world.

Objectives:

- Create an awe of the exquisite design found in the micro world of our planet's ocean flora and fauna.
- Use beauty to pique the imagination and deliver information about our ecological interdependency with the marine world.
- Highlight the biomedical benefits currently being derived from and the promise of future research of marine organisms.
- Provide a direct way for the public to help save our oceans by purchasing the ocean textiles.
- Transform home furnishings into conversation pieces that help spread the ocean message for years to come.

Art-Science Talent Involved:

- William Fenical- Director, Center for Marine Biotechnology
 & Biomedicine, Scripps Institution of Oceanography [Advisor]
- Jason Pollen- designer & President of the Surface Design Association [Advisor]
- Dee Breger- Director of Microscopy, Drexel University, PA [Advisor & Collaborator]
- Anais Missakian- Department Head, Textile Design Dept, Rhode Island School of Design [Advisor]
- Sara Petitt- Department Head, Fabric Styling Dept, The Fashion Institute of Technology, NYC [Project Coordinator]
- Marine science and biomedical researchers from around the world
- Artists & textile designers selected from a global competition
- The Luce Group, NYC [lighting and exhibit design]

Audience/Venues:

Art, fashion, architecture, design, and textile industries; university galleries, science and cultural centers.

Ocean Heroes: A Multimedia Performance

Ocean Heroes is a one-person, multimedia play featuring a Buckminster Fuller character promoting the concept of "everyman" becoming a "steward of the planet".

In his typically impassioned and mesmerizing monologue style, "Bucky" will share the startling research statistics about the crisis of our oceans and explain the complexity of the problem in simple and direct terms.

Jumping back and forth in time and content [his original thoughts about the plight of "spaceship Earth"], he will introduce short multimedia vignettes about inspiring, historical and recent *Ocean Heroes*. Recommendations for our *Ocean Heroes* will come from an online "Open Call" and direct solicitations to ocean science and conservation communities. An Advisory Group led by Margaret Davidson [Director, NOAA Coastal Services Center; Charleston, SC] will make the final selections.

The ocean hero vignettes will take place against a backdrop of NOVA/ National Geographic-quality video clips of locales appropriate for each hero.

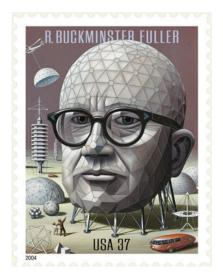
Objectives:

- Inform the general public about the plight of our oceans.
- Provide inspiring, humble, and courageous examples of individuals who have made unique contributions to advancing marine science, conservation, education, and exploration.
- Stimulate the pursuit of marine science careers by a wider spectrum of college and university students, and instill a sense of individual stewardship.
- Use theatre to create a heightened awareness of how the health of our marine ecosystems affects all humans.

Art-Science Talent Involved:

- Elizabeth Thompson- Director, Buckminster Fuller Institute, NYC [Advisor]
- Kim Heisman- Director, Pop Sustainability, NYC [Advisor]
- Margaret Davidson- Director, NOAA Coastal Services Ctr; Charleston, SC [Advisor]
- Allan Bechman- Director, The Culture Project, award-winning NYC theater [Advisor]
- Patrick Milligan- multimedia developer "extraordinaire" [Advisor/Collaborator]
- The Luce Group, NYC- [lighting; and Obie winning set-designer, Lauren Helpern]
- To be selected yet [director, playwright, actor, video editor, sound designer]

Audience/Venues: College students, university theatres and general public in all host cities; Association of University Leaders for a Sustainable Future (ULSF). Will be a wonderful tool for encouraging careers in marine science and environmental policy.



[Postage stamp image, courtesy of The Buckminster Fuller Institute, New York, NY]

There could not be a more provocative character to present this material than a 21st century Bucky Fuller, as the urgency about the state of our planet's environment that he predicted 50 years ago, is now upon us.

Hu-Manatee: An Animated Film



Hu-Manatee is a specially commissioned animated film for children and families about an enchanting endangered aquatic species, the "Gentle Giant" manatees of tropical coastal waters around the world. Indeed, as the title implies, this is really about reflecting upon our own humanity with regard to all endangered creatures, using the manatee as a poignant symbol. The manatee was selected because, although it normally grows to about six times the size of most humans and has the appearance of a "sea cow," it is an endearing marine mammal with some astonishingly humanlike qualities. Also, because eminent extinction threatens this gentle species, it is urgent that we become its stewards now!

These playful Sirenians, whose ancestors date back 55 million years ago, are semi-social creatures that live for 40-70 years. Mothers keep their young close for the first 2-3 years; they enjoy body surfing, and are gentle vegetarians with no natural defenses of their own.



[Both details of photo courtesy of Fred Bavendam/Peter Arnold, Inc.]

As currently envisioned, *Hu-Manatee* will be the story of a mother and baby manatee as they meet the daily challenges of surviving and nurturing. This poetic and soulful story's ending will purposely remain a poignant question mark. At the close of the film, an actor dressed in a baby manatee costume, will come on-stage for an informal Q/A period. This 3-dimensional baby manatee portrayal will enhance the magical "bonding" experience for children.

Objectives:

- Create awareness about and an emotional attachment to manatees.
- Inspire the ideals of stewardship of our planet's creatures and their natural habitat.
- Encourage next-steps via info brochures [with resource links] placed on resource tables in theater lobby.
- Generate revenue for manatee protection by increasing visibility of the Save The Manatee Club's website.

Art-Science Talent Involved:

- Daniel K. O'Dell- manatee author; Senior Researcher, Hubbs-SeaWorld Research Institute, FL [Advisor]
- Randy McCormick- Edu Coordinator, Rookery Bay National Estuarine Research Reserve, Naples, FL. [Advisor]
- Judith Vallee- Executive Director, Save the Manatee Club /20-yrs. manatee advocate [Advisor]
- Jim McCampbell- Head of Animation Department, Ringling School of Art and Design [Advisor/Project Coordinator]
- Christopher Eaves- dramaturge/playwright/children's theatre workshop producer, NYC
- Marcella Beckwith- Director of Costume Department, Florida Studio Theater [baby manatee costume]

Audience/Venues: Children's museums and theatres, public theatres, aquaria, and science museums.



[Photo: The Revson Fountain courtesy of Lincoln Center, NYC]

Reef Fountain: A Public Light Sculpture

Light is a very powerful artistic medium, especially at night, and a frothing urban water fountain seems a natural set on which to stage the drama of the survival or loss of our ocean's living reefs.

Reef Fountain will initially simulate the awesome beauty of a living reef teeming with exotic flora and fauna. But then, dramatically, at the end of a 5-minute

lightshow, eerie gray light will pervade the reef, signaling its near-death, and presenting an ashen gray lifeless mass.

Few people know that scientists predict we will lose 90% of our ocean reefs within 30-40 years if there is no change. *Reef Fountain* is a dramatic way to visualize this tragedy in a very pubic locale.

Public Education: Adjacent to the fountain, several LED-lit podiums will hold educational text panels about the key role ocean reefs play in our planet's marine ecosystems and how humans are dependent on their health in order to survive. Also names of the project talent, partners, contributors, and reef conservation organizations will be listed.



[Photo detail courtesy of Fred Bavendam/Peter Arnold, Inc]

Objectives:

- Create a temporary public artwork, in a highly trafficked, urban fountain plaza, that metaphorically enacts the sad drama of the near-death of our ocean reefs.
- Provoke a visceral reaction to this travesty.
- Capture the public's attention and deliver scientific and resource information.

A two-year study by TheOceanProject.org [completed in 1999], revealed that the biggest hindrance to saving our oceans is the lack of public support because of the "out-of-sight=out-of-mind" conundrum.

Art-Science Talent Involved:

- Christopher Janney- PhenomenArts, Inc. [Advisor]
- Dr. Richard Langton- Director, Buccoo Reef Trust; Professor Marine Sciences, University of Maine, USA [Advisor]
- Xenia Diente- NYC Percent for Art Program, Department of Design and Construction [Project Coordinator]
- Tony Giovannetti- Director of Lighting/Special Effects, Metropolitan Opera, NYC [electric & fiberoptics]
- Mara Haseltine- [international public art sculpture projects & series of marine creatures]

Audience/Venues: Urban water fountains [at cultural or university centers, hotel or office plazas] in host cities where the project travels.

Photography For The Seas: An Exhibition

No one who has ever snorkeled or scuba dived around a live ocean reef or visited one of today's modern aquariums can fail to feel the thrill of seeing what life looks like under the surface of the ocean. It is a world as unseen and uncharted as that of outer space. For artists and scientists, it provides an especially rich experience in terms of material for a lifetime of discovery and visualization.

Photography is another artistic tool that can provide a powerful voice for our oceans. Some people credit a few poignant photographs as critical to stopping the US involvement in the Viet Nam war.

Photography For The Seas will be a group exhibition featuring photographs from our world's most renown marine photographers. This work will visualize the exquisite beauty of life beneath the sea, but also its destruction, providing a reality-check for those that still doubt there is a crisis. Also

documented will be the types of human behavior that are causing the alarming loss of marine life and habitat, as well as capturing the triumphs of those discovering, recording, and conserving it.

A color catalogue will be produced and be for sale at exhibition venues. Contributors and sponsors will be prominently recognized in the catalogue and on the exhibition wall signage.

Objectives:

- Visualize the awesome beauty of live ocean reef ecosystems, the harmful impacts of humans, and what is being done to protect our marine environment.
- Promote marine photographers as "ocean stewards."
- Provide educational text on wall signage and in catalogue.

Audience/Venues: art, photography, science, students, public; cultural/photography centers, science institutions and universities.

Art-Science Talent Involved:

- Dr. Sylvia Earle- marine biologist, renown ocean explorer, author [Advisor & catalog Intro]
- Natalie Fobes- award-winning photographer & co-founder Blue Earth Alliance [Advisor]
- Leonard Sonnenschein- President of the World Aquarium, St. Louis, MO [Advisor]
- Dr. Linda Tway- marine life ecologist, author, public outreach specialist [Project Coordinator]
- Renown marine photographers to be invited from around the world.



[Photo: Caribbean reef clam worm, courtesy of NOAA Image Library]



[Photo: spotlight parrotfish supermale, courtesy of NOAA Image Library]

[Photo at right: Caribbean reef sea lilly; courtesy of NOAA Image Library]



About ASCI



Art & Science Collaborations, Inc. (ASCI), a 17-year old, nonprofit organization based in New York City, produces international public symposia, exhibitions, and information tools that nurture the intersection of art and science.

ASCI's history of seminal projects [1993-2000] was instrumental in re-invigorating the Art-Sci-Tech field in the United States. And, through its four ArtSci symposia on collaboration [1998, 1999, 2001, 2002] held in New York City, it helped coalesce and define the international art-science field of today.

Support for ASCI's work has been received from foundations, corporate sponsors, individual donors, and ASCI members, including: The Rockefeller Foundation, AT&T, Nippon Tel&Tel, Intel, Lucent Technologies, SONY Corporation, National Endowment for the Arts, The David Bermant Foundation, among others.

With *Beneath-the-SEE*, ASCI turns its art-science focus towards humanitarian purposes. At the same time, these efforts will help to expand the role of the arts in our society. For more information, visit ASCI's website to view their extensive project archive, details about its history, funders/sponsors/ partners, members, and the art-science field-at-large. http://www.asci.org

References:

ASCI has partnered with the following institutions:

- American Museum of Natural History; Elaine Charnov, Director of Public Programs, NYC (212) 769-5173
- **The New York Hall of Science**; Marcia Rudy, Director of Public Programs (718) 699-0005 (ext. 312)
- The CUNY Graduate Center, NYC; David Levine, Director of Public Programs (212) 817-7292
- The CUNY Graduate Center, NYC; Brian Schwartz, VP for Research & Sponsored Programs (212) 817-7521
- Liberty Science Center, Jersey City, NJ; Ellen Lynch, Director of Exhibit Development (201) 451-0006 (ext. 245)

About ASCI's Artistic Director

Cynthia Pannucci, ASCI's Artistic Director since its founding in 1988, has developed the organization's pioneering programming.

Cynthia's 27-year career as a professional fine artist has influenced the spirit and direction of ASCI. Her work has embraced many media including: one-of-a-kind textiles, clothing, mixed-media, and interactive sculpture. It has been commissioned by: The Hilton Hotels; Citicorp Headquarters in Delaware; The Metropolitan Transportation Authority, NYC; The Discovery Museum, Bridgeport, CT; and the Children's Museum, Staten Island, NY; among others. In



1981, she received a fellowship from the National Endowment for the Arts, her work has been included in exhibitions at the American Crafts Museum and Cooper-Hewitt Museum in NYC and toured the USA. Her last artwork before committing full-time to ASCI, was "Water-Strider," an aquatic sculpture with a fiber optic/strobe light-system powered by a solar battery. Art + technology has long been an abiding interest.

Highlights of Pannucci's programming for ASCI have included - Exhibitions: "The Pull of Kinetics" [1993] and "Lightforms'98," both at The New York Hall of Science; "Lumen-Essence 2," Westbeth, NYC [1996]; "Womentek," The Peninsula Fine Arts Center, Newport News, VA [1998]; "SolarScapes," commissioned by Liberty Science Center, Jersey City, NJ [2000]; Digital Print exhibitions [1998-2004].

Public Panels & Symposia:

Monthly Art & Technology Speaker Series [1993-95]; first CyberFair for Artists [1995]; ArtSci'98 & ArtSci'99 symposia; Collectibility & The Digital Print panel [1998]; and Cyberart'99 symposia; Bell Labs & The Origins of the Multimedia Artist, all held at The Cooper Union, NYC; ArtSci'2000-2001, The CUNY Graduate Center, NYC;

Information Tools For The Art-Sci field:

ASCI began producing the *ASCI Bulletin* in 1992, which, in 1998, became the *ASCI eBulletin*, a monthly hyperlinked listing of news and opportunities in the field; The *ArtSci INDEX* [2002] is an online matchmaking tool for assisting with locating collaborators for artsci projects.