Workspace Residency: Application Instructions

1. How are applications selected?
2. Application questions
3. Equipment list
4. Skill-share planning tool
5. Tips and Frequently Asked Questions

1. How are applications selected?

Panels are composed of three members drawn from the local and international Squeaky Wheel community and are facilitated by SW's curator. Each panelist 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:

- **Artistic Merit** covers the technical, artistic, and intellectual merits of the proposed project. This is assessed through both the project proposal and the submitted work samples.

- **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. This is primarily assessed by how the applicant plans to utilize their time during the residency and their equipment requests.

- **Potential** covers the possible life the work of art will have upon completion, through exhibitions, publications, presentations, festivals, and/or the applicants own goals for their work. This is assessed through both the project proposal and the submitted work samples.

- **Skill-share Proposal** covers the feasibility of their skill-share proposal and its value to the community.

Panelists spend a minimum of 20 minutes rating each project proposal, which includes viewing work samples. Panelists then convene to discuss applicants from their shortlist and make their final recommendations for the residency. SW's staff and residency partners review the recommended projects for feasibility before successful applicants are contacted.

Panelists agree to keep all applicant names and information confidential, and agree to notify the curator of any conflict of interest. Squeaky Wheel defines conflict of interest as: family members, current or past coworkers, and any applicant who lists you as a reference in their application. In the case of a conflict of interest, said panelist will recuse themselves from rating that applicant.

Common questions that panels have discussed include:

- How and will the project benefit from this residency?
- What is the relationship of the artist in regards to the communities or subject matter that is part of their work? What is their position and/or their stake?
- How strong is their skill-share proposal? This is common discussion when deciding between applicants, as many applicants do not sufficiently develop their skill-share proposal.

2. <u>Application questions</u>

The application form is a Google Form. We recommend applicants draft their responses in a separate document so they can easily input their answers without any work being lost.

Email address
Full name
Your pronouns
Phone number
Full Address
Address, City, State, Zipcode, Country if other than USA. Local applicants are those who live in the vicinity of SW in Buffalo, NY, and can comfortably travel here on a daily basis. Travel reimbursements and accommodations are not offered for local residents.

Do you request financial assistance for child care /dependent care and/or disability support?
Select one: Yes or No. This information is not shared with the panel and will not impact how your application is rated. Financial assistance of up to $1300 (Summer) or $900 (Spring) can go towards costs related to child care and/or disability support that will allow residents to dedicate their time to work on their projects. If your application is selected, we will contact you to inquire how you plan to utilize these funds, and how we can accommodate that process.

(Optional) If you have any accessibility needs, you may share them below.
This information is not shared with the panel, and will not impact how your application is rated. We encourage applicants to inquire with the curator regarding any accessibility needs for the residency, including a remote / virtual residency.

Which residency are you applying for?
Select one: Artist Residency, Researcher Residency, Silo City Residency (summer only)

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.
The residency supports artists who make challenging and critical inquiries to media art. Residents have worked on non-fiction films, video games, curatorial research, critical essays, experimental film, media art installations, performances, sound work, and much more.
For Artist residents: Include the technology that your work will utilize in its making and eventual presentation, what the work is about, how your project speaks to it, the histories and/or communities with which your work engages, and your goals for making it.
For Researcher residents: Introduce the topic which you are addressing, as well as in what form that research will culminate in (curatorial proposition, writing, archival work, etc.)
For Silo City residents (summer only): Artists are invited to submit proposals to create and present a public performance at Silo City's Marine A, which utilizes its unique sonic, visual qualities, and/or industrial history and legacy. The Silo City Resident will have access to Marine A for a performance that utilizes media, sound, and/or emergent technologies.Please note: The Silo City Resident is responsible for their own transportation to and from Silo City; Squeaky Wheel highly recommends the Silo City resident have access to a personal vehicle.

Please propose a skill-share, workshop, or seminar that you will present as part of the residency.
Approximately 300 words. The class cannot take longer than two hours. See the skill-share planning tool section of the Application Instructions for guidance.

How do you anticipate utilizing your time at Squeaky Wheel's residency?
Approximately 300 words. Please note how you tentatively plan to utilize your time. 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.

Provide links to portfolios, videos, or other online examples of your work. Provide passwords for password-protected sites.
Work samples should speak to your skill, artistic focus, and relevance to your proposed project as much as possible. Please double-check all your links in a private/incognito browser window to make sure they are accessible until the notification date. Direct us to specific examples of work you would like the panel to examine when possible.

Which Workspace facilities do you anticipate using? Check all that apply.
Multiple choice: Squeaky Wheel; Buffalo Game Space; The Foundry; Mirabo Press; Silo City: Habitat Supportive Arts Projects; Silo City: Marine A (summer sessions only). Residents are provided with access to our partners for facilities and equipment use based on their needs. The Silo City Residency at Marine A only takes place in the summer.

Referring to the equipment list in the application instructions, please list the equipment 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.

Note where the facilities and equipment you foresee using is located. Ex: "Squeaky Wheel: Canon 5D Mark III. The Foundry: 3D Printers", etc.). All listed equipment and facilities are subject to availability. Some facilities may require mandatory training or supervision.

Provide names, email addresses, and phone numbers of two (2) references OR a resumé/CV
These are not shared with the panel, and will not affect how your application is rated. References or your resumé/cv should be able to speak to your ability to finish work. References cannot be Squeaky Wheel staff or board members. If a reference poses a conflict of interest with a panelist, they will be recused.

3. Equipment list

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

Squeaky Wheel Digital Lab includes:
(2) Mac Studio Computers (M2 Max with 12-core CPU, 30-core GPU, 16-core Neural Engine, 64GB unified memory, 1TB SSD storage)
(2) Mac Mini Computers (M2 Pro with 10-core CPU, 16-core GPU, 16-core Neural Engine, 32GB unified memory, 1TB SSD storage, 10 Gigabit Ethernet)
Software: Adobe Creative Cloud Suite, Final Cut X, MAX/MSP/Jitter, Processing, Dragonframe with keypad, SuperCollider, Scratch, and other open source software.
(6) iPads and (6) 13″ 2.0 GHz quad-core Intel Core i5 16GB mem Macbook Pro laptop w/ an array of video, audio, programming and design software and can be combined w/ other equipment as needed.
Fiber internet (500mb/s)

Squeaky Wheel video production equipment includes:
Sony FX6 Camera
Rokinon 24, 35, 50, 85mm T1.5 Cine DS Lenses
DJI RS 3 Pro Gimbal
(2) Meta Quest 2
Canon EOSR
(2) Sony A7III
(2) Canon 5D Mark III
Canon 80D
Canon 24-105mm f/4 IS EF USM lens
Canon RF 24-105mm
Canon 18-135mm f/1:3.5-5.6 IS STM lens
Canon EF 50mm f/1.2 USM Lens
Canon EF 100mm f2.8L IS USM Macro Lens
Tamron 70- 200mm f/2.8 Lens
(2) Tamron 28-75mm Lens for Sony E-mount
Sigma 14-24mm Lens for Canon EF mount
(2) Metabones EF-E mount adaptors (for Canon lenses using Sony camera)
Panasonic HMC150
Portable Projection Screen
Portable Fender Passport Pro 500
Beringer/Yamaha 500watt PA
(3) BenQ 1085ST HD Short Throw Projector
BenQ TK800 Projector
Tascam DR-70D Audio Recording Unit
(2) Tascam DR40 Recording Units
(2) Zoom H4N Audio Recorders

Rode NTG-2 Shotgun Mic
(2) Sennheiser Wireless Lavalier Mics
AudioTechnica 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) Manfrotto 504HD Head w/536 3-Stage
Carbon Fiber Tripod
Bogen Monopods
(4) Revo shoulder mounts
Zhiyun Crane Plus gimbal for Sony cameras
(2) Lowell Lighting Kits w/ Omni & Tota
lights
LED 3 Light Blender Light Kit
Manfrotto Dolly Wheels
(6) Wacom Intuos Pro drawing tablet
Portable Green Screen System
16mm projectors
Super 8 projectors

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, GlowForge + other CO2 Lasers, 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 as well as 2 Cricut Makers.
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, Miscellaneous metal hand tools, desktop waterjet cutter Wazer

Woodshop: 12" jointer, SawStop Table saw – 3HP with 52″ T-Glide Fence System, plus 5HP Powermatic Table saw, JET 15" and portable Delta 13" planers, JET 22-44 Pro-3 Drum Sander, Oscillating/spindle sanders, CNC Shark 24×60″ (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 bit

Mirabo Press facilities include:
Takach Floor Model Etching Press & Hand Built Press for intaglio Monotype, Collograph, and Relief printing; Screenprinting One Arm Screen Printing Press; Printing Tables; Wash Out Unit; Paper and Textile Printing; X-Vactor XL UV Vacuum Exposure Unit with Digital Timer;

Storage; Darkroom/exposure unit rentable by the hour; large walk-in Spray Booth; medium walk-in Spray Booth; a kiln, that features Vcella Front Load Enameling, Solid State Electronic Temperature Control, and Opaque and transparent enamels for

copper, gold, and silver. PROGRAF iPF785
Printer; PROGRAF PRO-1000 Printer.

<u>Facilities at Silo City:</u>
For artists working in ecological and/or habitat supportive arts, the nonprofit work at Silo City includes progressive urban land management practices, ecological restoration, and features a native plant nursery, where they propagate local ecotype native plants as well as offering outreach, experiential education, and trainings in restoration and green infrastructure.
In the summer for the Silo City Resident, we work specifically in Marine A, a vertical grain silo that can seat nearly 50 people with significant audio resonance.

4. <u>Skill-share planning</u>

We are including this tool to help you propose your skill-share proposal. **It is not required for you to submit your proposal in this format, but it is recommended.** [You can also view previous skill-shares and workshops here](). Workshops should take no longer than 2 hours for you to prepare for, and no longer than 2 hours for you to present. Squeaky Wheel can provide available equipment and has general art materials such as paper, markers, etc. Modest material purchase requests are evaluated on a case by case basis.

Title: What is your skill-share called?
Format: Indicate whether this is a hands on workshop, a lecture, a combination, etc.
Goal: What do you want students to accomplish/learn/achieve today and who is it for (experience levels, age range, specific audiences)? You might have more than one goal, but make sure it's feasible in the time you have.
Outline: What will students actually do? Be very literal. Break down all of the elements of your workshop, estimating the amount of time each element will take. Consider including the amount of time each task will take, or writing your outline with time headings. The outline will guide you in writing a more detailed plan. For example: 6:00-6:15: Introductions and ice breaker 6:15-7:00: Presentation: What is VR? Short history and examples of work 7:00-7:10: Break 7:10-7:45: Intro to A-Frame: software tutorial 7:45-8:00: Questions
References: List artworks, artist projects, films, writings, articles, etc that you will share with students to give context to today's skill-share
Equipment needed - include an overall tech list. Computers, cameras, lights, etc.
Software needed - include an overall software/app list.

Materials needed - include an overall non-tech materials list here. Paper, paint, etc.

5. Tips and Frequently Asked Questions

- Be clear, don't assume. The residency can support a large range of media art practices, including documentary, performance, sound work, computer art, video games, and many others. Our panelists – who change every application period – are selected to address a range of practices, but it is always best to either refrain or explain jargon.

- Pay attention to your skill-share proposal. It is common for otherwise strong applicants to not rate highly due to weak skill-share proposals.

- Keep your links live through the notification date and do not change passwords. Remember to always check your links in a private browser window.

Frequently asked questions

Does it cost money to apply?
No.

How long does it take to apply?
According to previous applicants, the application can take approximately 3–4 hours to complete.

Can collectives or collaboratives apply?
Yes. However, please note that if accepted, the group would share the resources offered by Squeaky Wheel (stipend, artist fees, transportation refund, accommodations.)

Can I bring my child(ren)/dependents?
Yes. However, please note that if accepted, you and your dependent(s) such as children, would have to share the stipend, artist fees, transportation refund, and accommodations awarded by Squeaky Wheel. Since Spring 2021, SW offers limited financial support for dependent care.

Is there a map of Marine A at Silo City?
Currently there is no map of Silo City. We recommend researching past events at Silo City's Marine A, such as Zain Alam's *I am sounding a sacred space* and Rob Cosgrove's *Floaters*.

What public events can Squeaky Wheel produce for residents?
Squeaky Wheel will host one artist talk and one workshop with selected residents, and will also produce the culminating performance/work of the Silo City resident. We cannot produce or host additional events during the residency period.

What are the accommodations like?
The accommodations for non-local residents are not set, and change based on the season and availability. We aim to provide a private room to all non-local residents, which may have a shared bathroom. Local applicants do not receive accommodations or travel.

How is the COVID-19 pandemic affecting the residency?
Squeaky Wheel does not require masks from staff or visitors, but can require them for events and office if residents require them. If conditions are unsafe for an in-person residency, Squeaky Wheel would shift the residency to a remote and virtual format. Applicants can regardless request a remote and virtual residency option for accessibility purposes, with equipment access provided through mail.

How many applications do you receive and how many residents do you select?
Each session receives approximately 100 applications, and accepts between 2–4 applicants depending on the session and our capacity.

I've never written a residency application before. Can you help?
We highly recommend the guide "How to apply to things" by Rivet; you can watch a presentation by them here. For how to write accessibility requests, you can refer to "Guide to Making an Access Doc" by Access Docs for Artists in the UK. Squeaky Wheel's curator welcomes questions before submitting your application. Email Ekrem Serdar at ekrem@squeaky.org

Does the residency provide feedback to unsuccessful applications?
At this time Squeaky Wheel does not have the capacity to offer feedback for unsuccessful applications.

Do you have to be a US Citizen to apply?
No. We accept all applicants who have a US Social Security Number, including, but not limited to, permanent residents, OPT holders, refugees, Indigenous people born in Canada who can live and work in the United States. At the time, Squeaky Wheel cannot accept residents who do not have a social security number and does not assist with the process of obtaining a visa.

Can I be part of the panel?
If you are interested in being part of the panel, please contact the curator at ekrem@squeaky.org with the subject line "Workspace Panel", outlining why you would want to be on the panel, and what experience and interest you would bring to the process. We encourage young artists and researchers to contact us to be part of the panel. Panelists must reside in Buffalo. All invited panelists receive a modest honorarium for their work.