

NIGHT FORMS

dreamloop

BY KLIP COLLECTIVE

Artist Statement and Artist's Program Guide:

dreamloop pulls you to an edge somewhere between the subconscious, space and the hyperreal; an unknown plane manifested by the flux of order and chaos. Time shifts, patterns emerge, mutations spawn, and your perception evolves.

dreamloop by Klip Collective is a visual and sonic reinterpretation of our consciousness catalyzed by the forms and spaces of these grounds. A simulation, a vibe, dreamloop is shaped by the strange beauty in the scenery of sculptures. It exists in our sensorial perceptions, validated by our shared human experience. Yet, in the paradox of reality, what is real, if it is only what we think it is? How do uncanny imperfections, distorted memories, processing errors form this persistent representation we call reality?

We present to you a portal into an abstract cinematic landscape of light and sound: a dreamloop. an illusion. our alternate reality.

1: Edge Run

Chasing down the path, a passageway in, past the guards of birch trees. Ordered movement guides us forward as we cross the fold, lights tumble and twist and refract along multi-dimensional lines.

Music written and produced by Dan Deacon

Lighting Design: Julian Grefe
Justin Geller
Syd Miller

Lighting Program Editor: Nina Isaacson

Sculpture: Bruce Beasley, *Torqueri XIII*, 2018, stainless steel, 270 x 137 x 141 inches, Courtesy of the Artist

Garden feature: River Birch Allée

2: Three Phased Monster

Reflected in the looking glass, the self-other boundaries blur. When the self we perceive is in harmony with the world around us, our experience becomes out-of-body – a union of the individual with the universal.

Music written and produced by Julian Grefe

Animator: Jason Harmon

Sculpture: Elizabeth Strong-Cuevas, *Arch II, Set II*, 1995, aluminum, 144 x 132 x 156 inches, Grounds For Sculpture, Gift of The Seward Johnson Atelier

3: Reed Pattern Y

A moment of meditative reflection immersed in the layered euphoric echoes of the harp and vocals.

Music written and produced by Mary Lattimore and Julianna Barwick

Lighting Design: Julian Grefe
 Justin Geller
 Syd Miller
Lighting Program Editor: Nina Isaacson

4: Forest of the Subconscious

Float around the immersion of the illuminated forest. Catch the computational whispers of Baudrillard's "Simulacra and Simulation" through hyper-directional laser speakers. The audio is perceived inside your head while exploring the simulated brain.

Music written and produced by Julian Grefe

Garden feature: Forest of the Subconscious

5: Frog Head Rainbow

Through the door and landing on stage. The audience cheers and with a nonsensical levity, regurgitates its colorful feedback of visualized music and pixelated rainbows. The frog sounds you hear are field recordings from Grounds For Sculpture.

Music written and produced by Julian Grefe

Animators: Jason Harmon
 Matt Hall

Sculpture: Michelle Post, *The Oligarchs*, 2014, cast aluminum, 76 inches x 40 feet x 6 feet, Grounds For Sculpture, Gift of The Seward Johnson Atelier

Garden feature: Amphitheater

6: Sacred Sum

Do our eyes deceive us? This glowing animated light sculpture uses forced perspective illusion to align in a sacred form. This "architecture of the universe" unifies all things through balance.

Music written and produced by Julian Grefe

Sculpture Design: Ricardo Rivera
Julian Grefe
Design Drawing: Justyn Myers
Lighting Design: Justin Geller
Syd Miller
Lighting Program Editor: Ricardo Rivera
Fabrication: The Seward Johnson Atelier

7: Singularity Ring

There is beauty in math and magic through ritual. Enter the mysterious ring of trees, for a hypnotic spell and meditative enchantment.

Music written and produced by Jeff Zeigler

Lighting Design: Julian Grefe
Justin Geller
Syd Miller
Lighting Program Editor: Nina Isaacson
Animator: Matt Hall

Sculpture: Michele Oka Doner, *Radiant Disk*, 1999, cast bronze, 2/2, 33 1/2 x 75 1/2 x 75 1/2 inches, and *Ice Ring*, 1992, cast bronze, 3/3, 18 inches x 120 inches diameter, Grounds For Sculpture, Gift of The Seward Johnson Atelier

8: Drips & Blips

In the unyielding mystical forces, a fissure in this realm is creeping in a distorted noise on the fibers of reality.

Music written and produced by Julian Grefe

Animator: Matt Hall

Garden feature: Weeping Blue Atlas Cedars

9: Visceral Memory

Deep in the dream, a neural form of high-dimensional memory cascades through transformations, from perception to retrieval.

Music written and produced by Julian Grefe

Animator: Jason Harmon

Sculpture: Masayuki Koorida, *Memory*, 2011, granite, 88.58 x 49.21 x 49.21 inches, Courtesy of the Artist

10: The Motherboard

Welcome to the Motherboard, the main circuitry of the simulation, connecting all components together in an elaborate show of sound and motion.

Music written and produced by Julian Grefe

Animator: Jason Harmon

Sculpture: Carlos Dorrien, *The Nine Muses*, 1990-1997, granite, 132 x 240 x 360 inches, Grounds For Sculpture, Gift of The Seward Johnson Atelier

11: *The Glitch*

Like a beacon, the signal calls, drawing us to it. It's the source of the glitch and the glitch will not be tamed. This is no minor malfunction.

Music written and produced by Julian Grefe

Animator: Matt Hall

Sculpture: Bruce Beasley, *Dorion*, 1986, stainless steel, 1/2, 240 x 360 x 120 inches, Grounds For Sculpture, Gift of The Seward Johnson Atelier

12: *Be Seeing You...*

Chasing back down the path, a portal out, through the colonnade of maple trees. In this meditative return, what will be the same? What residues of this dream reside in the cortex of our minds?

Music written and produced by Julian Grefe

Lighting Design: Justin Geller
Syd Miller

Lighting Program Editor: Nina Isaacson

Garden feature: Maple Allée