

# SCI-ARC

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## SCI-Arc Presents FEAR AND WONDER II: An Expedition through the Landscapes of Fiction



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Directed by Liam Young and featuring guests Ruth E. Carter, Andrew Thomas Huang, Marshmallow Laser Feast, Fatima Robinson, Cardboard Computer, Mike Hill, Chris Milk, Philippa Price, La Turbo Avedon, and Floria Sigismondi

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**Los Angeles, CA (May 15, 2019)** – On Friday, June 7th, the second installment of SCI-Arc's Fear and Wonder Symposium will be held on campus in Keck Auditorium.

That our perception of the world is largely shaped through mediums of fiction is the conceit central to Fear and Wonder II: An Expedition through the Landscapes of Fiction. Organized by SCI-Arc EDGE Fiction and Entertainment Coordinator and Design Faculty Liam Young, the symposium will join an ensemble of directors, concept artists, video game designers, and storytellers for an expedition through an atlas of imaginary worlds, fictional cities, and speculative geographies.

SCI-Arc is thrilled to welcome the following artists, designers, directors, and storytellers for the upcoming Fear and Wonder II Symposium:

### **Ruth E. Carter**

Ruth E. Carter won an Academy Award (Oscar) for “Best Costume Design” for *Black Panther* (2018 Dir. Ryan Cooglar) and has garnered two nominations for Spike Lee’s *Malcolm X* (1993) and Steven Spielberg’s *Amistad* (1998). Carter received an Emmy nomination in 2016 for the reboot of *Roots*. She has worked in the industry for over three decades and has been credited with over forty films and counting. Carter and Lee have worked on over 10 films together beginning with *School Daze*, and including *Do the Right Thing*, *Malcolm X*, and *Old Boy*. Carter is known for her research and diligence to the craft, and specifically for her outstanding work for period ensemble films like the highly praised Lee Daniels’ *The Butler* and Ava Duvernay’s *Selma*.

### **Andrew Thomas Huang**

With a background in fine art and visual effects, Huang's work bridges the gap between video art and film, expanding beyond into alternative modes of storytelling. His film and video work has exhibited at The Museum of Modern Art, NYC; MoMA PS1; The Barbican Centre, London; and the Museum of Contemporary Art, Los Angeles. Having developed a strong reputation for his collaborative practice, Huang has worked extensively with Icelandic artist Bjork, among others including FKA Twigs, Thom Yorke and British director Joe Wright. Huang served as creative director for Bjork's VR exhibition Bjork Digital, creating multiple immersive experiences within the pioneering traveling installation. With his strength in world-building, Huang carries on his visual aesthetic as he continues his foray into narrative feature film. Huang is a Cinereach Fellow, a recent fellow in Film Independent's Directors Lab, and a recipient of the K Period Media Fellowship grant.

### **Marshmallow Laser Feast**

Marshmallow Laser Feast is a creative studio exploring the line between virtual and real-world experiences. Their award winning projects include music videos for U2, light-painting machines for McLaren, and *In the Eyes of the Animal*, which won the Audi Innovation Award. Most recently, McLaren and the team at MLF won the Tribeca Storyscapes Award for Innovation in Storytelling for *Treehugger: Wawona*. MLF's work contemplates virtual reality as a window to the world beyond our senses and an alternative means of reconnecting with nature.

### **Fatima Robinson**

According to the New York Times, Fatima Robinson is “one of the most sought-after hip-hop and popular music choreographers in the world.” Renowned for her ability to blend classic dance styles with her distinct hip-hop flavor, Fatima has choreographed spots for notable companies including Target, Chanel, H&M, Burberry, Pepsi, Gap, iPod, Nissan, Verizon, Motorola, and Heineken. Through her work with artists such as Britney Spears, Meghan Trainor, Pharrell Williams, Black Eyed Peas, Fergie, Gwen Stefani, Lana Del Rey, Usher, Sade, Prince, Rihanna, Major Lazer, Kendrick Lamar, Mary J Blige, and more, Robinson has been the choreographer behind many of the most memorable moments in dance entertainment. Her choreography has been featured on such popular television shows as the Voice, Dancing With the Stars, So You Think You Can Dance, and American Idol. She also notably choreographed the 2011 Super Bowl Halftime show with the Black Eyed Peas, 2012 Coachella Tupac Hologram, as well as the 2007 and 2009 Academy Awards, making her the second African American woman in history to do so. Robinson's film credits include critically acclaimed *Dreamgirls*, *Charlie Wilson's War*, *American Gangster*, *Public Enemy*, *Ali*, *Confessions of a Shopaholic*, and has worked with actors Will Smith, Halle Berry, Isla Fisher, Eddie Murphy, Colin Farrell, John Travolta, Uma Thurman, The Rock, Sandra Bullock, Thandie Newton, Gong

Li, Queen Latifah, and Academy Award winning directors such as Michael Mann, Mike Nichols and Ridley Scott.

### **Cardboard Computer, Game Creators**

Cardboard Computer is a games studio founded by Jake Elliott, Tamas Kemenczy, and Ben Babbitt. They developed the award winning game Kentucky Route Zero, a magical realist adventure game about a secret highway in the caves beneath Kentucky, and the mysterious folks who travel it. Gameplay is inspired by point-and-click adventure games but is focused on characterization, atmosphere, and storytelling rather than clever puzzles or challenges of skill.

### **Mike Hill**

Mike Hill has been working in the film and games industry for ten years as a concept artist, level designer, creative director, and IP consultant. He is co-founder and ex-Managing Director of **Karakter Design Studio**, a multi-Emmy Award-winning design studio. Hill has worked on some of the world's biggest titles, from *Blade Runner 2049* and *Game of Thrones* to games such as *Call of Duty: Infinite Warfare*, *Killzone*, and *Horizon Zero Dawn*, among others. He has created several educational seminars for Industry Workshops and **Trojan Horse was a Unicorn (THU)** that have been covered by websites such as GQ Magazine, How Stuff Works, Adam Savage's Tested, HeyUGuys, and Aintitcool news. In recent years Hill has created concept designs for *Blade Runner 2049* and *Fractured Space* – as well as other undisclosed projects for Tim Miller's Blur Studios.

### **Chris Milk**

Chris Milk is an American entrepreneur, director, photographer and immersive artist. He is co-founder and CEO of Within, a VR/AR entertainment and technology company. Milk is known for producing challenging and unique works of art by applying technical innovations to his creative process. Milk's acclaimed interactive projects include 'Life of Us,' 'Lambchild Superstar' (with OK Go frontman Damian Kulash), 'The Wilderness Downtown' (with Arcade Fire), 'The Johnny Cash Project' and 'The Treachery of Sanctuary.' He is also behind Wonderscope, Within's revolutionary AR app for kids. His interactive installation artwork has been showcased around the world, including at MoMA and Tate Modern. Milk has presented at two TED conferences, once about the power of virtual reality to advance humanity, and later on virtual reality as the last medium of storytelling.

### **Philippa Price**

Philippa Price is a multi-media artist and director, and has recently been announced as the new creative director of Rhianna's Savage x Fenty. Price first caught the world's attention as the brains behind Rihanna's electrifying performance at the BRIT Awards, and has directed videos for artists such as St. Vincent, Banks, and Pharrell, and helmed short film *The Uncanny Valley* for Stella McCartney. Based in Los Angeles, the Price channels her love of science, mythology, and technology into her creative output.

### **La Turbo Avedon**

LaTurbo Avedon is an avatar and artist originating in virtual space. Their work emphasizes the practice of nonphysical identity and authorship. Many of the works can be described as research into dimensions, deconstructions, and the explosion of forms, exploring topics of virtual authorship and the physicality of the Internet. They curate and design Panther Modern, a file-based exhibition space that encourages artists to create site-specific installations for the internet. LaTurbo's process of character creation continues through gaming, performance, and exhibitions. Their work has appeared internationally, including TRANSFER Gallery (New York), Transmediale (Berlin), Haus der elektronischen Künste (Basel), The Whitney Museum (New York), HMVK (Dortmund), Barbican Center (London), and Galeries Lafayette (Paris).

### **Floria Sigismondi**

Floria Sigismondi is a world-renowned creator of film, music video, branded content, photographs, art, and experience. Her coveted eye incorporates the ethereal and the mysterious, the whimsical and the grotesque, always commanding profound aesthetic elements to illuminate story. With notable work in nearly every field of visual ephemera, Sigismondi's directing ranges the gamut from iconic music videos for Justin Timberlake, David Bowie, Katy Perry, P!nk, and The White Stripes, to her feature debut *The Runaways* starring Kristen Stewart and Dakota Fanning. When coupled with global brands, Sigismondi has helmed campaigns for Samsung, Thierry Mugler, Motorola, among others. Sigismondi's photography, sculpture installations, and paintings have been exhibited all over the globe, in Germany, Italy, Sweden, and the UK. Sigismondi's work is defined by enigmatic visual narratives, whether it be a short film for Sigur Ros or published monographs of her photography ("Redemption," "Immune"). She has received honors at the MTV VMAs, World Luxury Awards, International Cristal Festival, and more.

### **Liam Young**

Liam Young is an Australian born architect who operates in the spaces between design, fiction and futures. He is founder of the think tank Tomorrows Thoughts Today, a group whose work explores the possibilities of fantastic, speculative and imaginary urbanisms. Building his design fictions from the realities of present, Young also co-runs the Unknown Fields Division, a nomadic research studio that travels on location shoots and expeditions to the ends of the earth to document emerging trends and uncover the weak signals of possible futures. He has been acclaimed in both mainstream and architectural media, including the *BBC*, *NBC*, *Wired*, *Guardian*, *Time Magazine*, and *Dazed and Confused* and his work has been collected by institutions such as the Metropolitan Museum of Art and the Victoria and Albert Museum. He has taught internationally including the Architectural Association and Princeton University and now runs an M.A. in Fiction and Entertainment at SCI-Arc. Young manages his time between exploring distant landscapes and visualizing the fictional worlds he extrapolates from them.

### **Fear and Wonder II: An Expedition through the Landscapes of Fiction**

**June 7, 2019 6-11pm**

**W.M. Keck Lecture Hall**

**SCI-Arc**

**960 East 3<sup>rd</sup> Street, DTLA**

*This symposium is being presented by SCI-Arc's 2018-19 Fiction and Entertainment program, which is generously supported by the Alfred P. Sloan Foundation.*

### **About SCI-Arc**

Southern California Institute of Architecture (SCI-Arc) is dedicated to educating architects who will imagine and shape the future. It is an independent, accredited degree-granting institution offering undergraduate and graduate programs in architecture. Located in a quarter-mile-long former freight depot in the Arts District in Downtown Los Angeles, the school is distinguished by its vibrant studio culture and emphasis on process. SCI-Arc's approximately 500 students and 80 faculty members, most of whom are practicing architects, work together to re-examine assumptions, create, explore and test the limits of architecture. SCI-Arc faculty and leadership have garnered more than 500 national and international design awards and recognitions, including Progressive Architecture awards, American Institute of Architects (AIA) awards, and the prestigious Jencks and Pritzker architecture prizes. U.S. DesignIntelligence recently ranked SCI-Arc #4 in Graduate Programs Most Admired by Deans and Chairs in its *2018 America's Best Architecture Schools* survey. SCI-Arc's Undergraduate program ranked #8 in the *DesignIntelligence* 2018 survey. SCI-Arc is located at 960 E. 3rd Street, Los Angeles, CA 90013. [www.sciarc.edu](http://www.sciarc.edu)