



INSTALLATION STATEMENTS and BIOS OF SELECTED ARTISTS

KELLEY ANDERSON – “Moss Wall”

<https://KelleyBotanica.com>

Inspired by the Japanese tradition of *Tanzaku*, or traditional wishing tree, “Moss Wall” brings together lush and vibrant live moss with the opportunity for visitors to write their wishes for the world on small pieces of color paper and hang them as part of a collective wishing tree.

Los Angeles artist Kelley Anderson has been working with plants and natural materials since childhood. Drawing on her meditative practice and the woods of her native Connecticut, her work is intended to inspire and connect people with nature. Kelley’s work has been featured by West Elm and in large-scale architectural installations on both coasts.

TODD BANK – “The Waste Parade” presented by CTRL Collective

<https://www.waste-art.org>

Blending an homage to the Tournament of Roses Parade with a message that sustainability can be fun, “The Waste Parade” is a zero-waste art installation that uses mostly found-free post-consumer waste materials.

Native Los Angelino Todd Bank is the founder of WASTE ART, the forward-thinking sustainable art studio that created the enormous 40-foot-long “Great Wall of Waste” exhibited at the Night on Broadway Art and Music Festival in DTLA in January, 2017. His most recent commission of converting two LA County jail beds into public art pieces was for JUSTICE LA, the human rights organization co-founded by Patrice Cullors of Black Lives Matter.

ASH CANO – “Underneath”

<http://www.ashcano.com>

“Underneath” is an interactive installation that encourages viewers to temporarily break free from technology and just play. Participants can interact with black boxes that are waiting to show their true colors, creating their own art within the artist’s installation.

Ash Cano straddles the world of installation, performance, experience, and toy design, using the street as their stage and the public as their audience. Working with building materials, found objects, and technology, Cano reshapes the familiar by transforming site-specific spaces and objects into their own playful playground or play object.

LEAH CLANCY – “Haiku Garden” presented by Friendship Pasadena Church

<http://potluckmag.com>

Filled with visual references to nature, “Haiku Garden” is an interactive pathway in which visitors encounter poets who compose customized poetry on biodegradable paper - haiku will literally and figuratively blossom throughout event day. Plant your poem in garden containers, hang it on the trellises, or pluck an existing haiku to take home; by encouraging visitors “to stop and smell the roses,” the experience of reading poetry becomes an active, organic, and engaging process.

Leah Clancy is poet and visual artist and a co-founding editor of Potluck Mag. After graduating from the Creative Writing MFA at California Institute of the Arts in 2016, she joined Pasadena Museum of California Art as the Education and Engagement Coordinator. Her multimedia practice embraces imperfection and uses illustration, craft, and poetry to participate in conversations surrounding feminism, accessibility, health, and performance of the self.

MAX COPPOLA – “Fur Figures”

<http://www.maxwellcoppola.com>

“Fur Figures” features six pieces of varying heights (2' to 8') covered in touchable synthetic fur in different colors, textures, and pile. Follow the “trail” on the ground to weave in and around the sculptures – find the sculpture that doubles as a chair!

Max Coppola graduated from Northeastern University in Boston in 2011 with a degree in mathematics, art, and design. His artwork embraces bright colors and focuses on pattern, nostalgia, imperfection, and creating an environment – always with the intention of being fun.

HANNAH HILER – “Recycled Reading”

“Recycled Reading” encourages Old Pasadena pedestrians to stop and linger at a “give a book, take a book” library created entirely out of cardboard. In a challenge to traditional libraries where the bookcase and seating are separated, and bookcases are rectilinear, this library is a seamless transition from bookcase to seating – one that seems to defy gravity.

Hannah Hiler, a senior design major at the University of Southern California, is passionate about marrying simple design with playful and gestural energy. She focuses her work on redefining often-ignored spaces and unspoken expectations such as the functionality of a bookcase or the artistic real estate of a classroom door. While her work centers on altering perspectives, Hannah also believes that the best design is also joyful.

PHILLIP MEACHAM – “Projecting Emotions”

Instagram: [@PhillipMeacham](https://www.instagram.com/PhillipMeacham)

Thanks to the artist's intrigue with personal portraits and the human emotions they showcase, “Projecting Emotions” was created to make emotions “breathe” and come to life. With a combination of welding and painting, the artwork speaks to the power of a person. The colors can be vibrant like emotions, capturing their feelings and essence at that given moment in time.

Born and raised in Pasadena, Phillip Meacham's life has been saturated with art, both his own and that of family members. He has known from a young age that he wanted to be an artist. His fusion of styles produces unique three-dimensional pieces of art made of welded metal, carved wood, paint and spray.

REBEKAH NEEL AND MEAGAN VANDEVENTER – “Interactive Circles”

Interactive Circles is a large and ever-changing sculpture that takes its form and beauty when many small parts contribute to the overall piece. Visitors can select from different sizes of colorful cardboard circles and to help fashion and re-fashion a colorful, communal work.

Meagan VanDeventer is an artist and art educator based in Pasadena. She earned her B.S. in Art Education from Roberts Wesleyan College in Rochester, New York. Her mixed media work is often intentionally executed by detaching from perfectionism and control to allow the art-making process to inform the next step. She is inspired by landscapes and maps, as well as the colors, shapes, and lines that compose those spaces.

Rebekah Neel is an artist, art educator, and massage therapist. Raised in China, Hong Kong, and Thailand, she now calls Southern California her home; she works as an education specialist at the Pasadena Museum of California Art. She is deeply fascinated by the individuality found in our vast humanity and is currently producing a body of visual art that is informed by the nine archetypes of personality found in the Enneagram.

NATHANIEL OSOLLO – “The Red Door”

<http://eyedraugh.com>

“The Red Door” is a Bermuda Triangle, a gateway to other worlds, inviting a gaze on another dimension from a safe distance. Its structure creates curiosity and invites engagement, appearing as if protecting something at the center. With no doorknobs, there is no access – the only entry point is a traditional peephole, which rewards passersby with a glimpse into an alternate reality.

Nathaniel Osollo fuses an interactive agenda with pop culture mediums and public art installations. Inspired by comic books, the Internet, and conceptual artists, his work engages viewers on multiple levels. In 2014, he created interactive talking statues for the Riverside Art Museum’s Art Make project, with a focus on engaging the public.

KEITH PATTERSON AND VIVIANA PALACIO – “A Puzzle for Pasadena”

<http://keithpattersondesigns.tumblr.com>

<http://cargocollective.com/vivianapalacio>

“A Puzzle for Pasadena” is an installation that brings together a ludic learning tool invented in the 1960s with the history behind the origin of Pasadena’s name. The large-scale puzzle will be solved throughout event day as the public uses printed instructions and considers color and pattern to rearrange and lay down squares of colored tiles inside a series of grid boxes. The grid will constantly change and shift, and the answers form different geometric patterns throughout the duration of the installation.

Born in Colombia to Chilean parents, Viviana Palacio is a multidisciplinary artist and researcher known for both her projects in visual studies that use and reinterpret archival photographs and her site-specific installations that delve into the history of place. California artist Keith Patterson is a designer and fabricator with a BA in Physics from UC Berkeley. Interested in the intersection between art, design, and science, his work explores the relationship between technology and the history of objects. He has taught science, math, set design, and woodworking to children and young adults.

Together, the two artists work as the Cloud Formation Laboratory. Their collaborative projects play with the sense of place by reflecting upon the history or experience of a site and inviting viewers to re-imagine their experiences in relation to one another and their surroundings.

ROBYN SANFORD – “*HUGS*”

<https://www.robysinford.com>

With enormous, colorful, soft letters that invite viewers to interact, touch, and hug the work, *HUGS* calls attention to the nature of people interacting in the real world vs. the virtual world and how those two worlds overlap with each other. How does the increased use of online communication affect our relationships, for better or worse?

Robyn Sanford creates artwork based on her life-long fascination with the complexities of verbal/non-verbal communication; she explores the human condition, relationships, and the effects that the digital world has on our physical world. Her work includes site-specific installation, interactive work, contemporary sculpture, painting, and photography, much of it created with non-traditional materials and objects that are used in and reflect today’s technology-dominated world.

AMY VAN GILDER – “Old Pasadena Postcards”

“Old Pasadena Postcards” – Vintage Pasadena and its floral tradition are called to mind with two large-scale “postcards” that appear like old-time carnival cutouts, complete with face holes to stand behind and mug for the camera.

Puppet-maker and designer Amy Van Gilder’s career spans five decades. She was one of the earliest designers in the New York Muppet Workshop and worked alongside Jim Henson in Elstree Studios, England, heading up the Muppet Workshop during the filming of “The Muppet Show.” Her work was nominated, alongside other members of the team, for two Emmy Awards; she won a Peabody Award. She also worked as a puppet maker and designer on The Dark Crystal, The Muppet Movie, The Labyrinth, and others. She currently lives in Pasadena.

RACHEL VISALDA – “Meet Me at the Crossroads”

<http://www.rachelvisalda.com>

“Meet Me at the Crossroads” – a shimmering skyscape created with air bags and iridescent cellophane – takes inspiration from the name of the alley over which it hangs, Big Bang Theory Way. Evoking colorful waves, cloudy masses seen in space, the Northern Lights, and colorful galaxy gasses, it’s a “crossroads” between this reality and the next, between life and death, between consciousness and dreaming.

Rachel Christine Visalda is a multi-disciplinary artist making work that is rooted in storytelling and shared experiences. Born in the Philippines and raised in the Bay Area, she earned degrees in art, film, and media from UC Santa Barbara. Her work spans immersive art and large-scale installations to video work and paintings; it has been featured in various galleries and exhibitions, including Betti Ono Gallery, RUSH Philanthropic Arts Foundation series, and Omi Gallery, among others.

LIVE PAINTERS

ALLISON BAMCAT

<http://www.bamcatart.com>

Allison Bamcat is a contemporary illustrator living in Los Angeles. Through her use of lumpy props and characters suspended in a candy-coated landscape, speckled with botanicals, Bamcat's works transport the viewer to a friendly, nostalgic, yet unsettling terre noire. The fine craft of her paintings collide with her background in commercial print and pattern design, resulting in her creation of a wide array of bouncing conversational and floral prints for companies that include Converse, Chiefton Supply, Jade Clark UK, and Bern Unlimited. She recently relocated to sunny LA from Boston, where she enjoys exploring, eating at ramen bars, and daydreaming in her home studio.

LUKE CHUEH

<http://www.lukechueh.com>

Born in Philadelphia and raised in Fresno, Luke Chueh (pronounced CHU) attended California Polytechnic State University San Luis Obispo, where he earned a BS in Art & Design (Graphic Design concentration). In 2003, Luke moved to Los Angeles, where he started pursuing a career as a studio artist, quickly working his way up the ranks of the "Pop Surrealist / Low Brow" art scene, establishing himself as an artist not to be ignored. Employing minimal color schemes, simple animal characters, and a seemingly endless list of ill-fated situations, Chueh stylistically balances cute with brute, walking the fine line between comedy and tragedy.

VALERIE POBJOY

<https://www.valeriepobjoy.com>

Valerie Pobjoy was born and raised in Los Angeles. After receiving her education from Art Center College of Design, she continued to live and work out of Pasadena. Her work is rooted in history; she draws inspiration from Dutch masters like Vermeer and French modernists like Degas. Down-to-earth portrayals of everyday life is something Valerie finds beautiful and aims to express with her own work. With traditional oil techniques, working in the style of impressionism, she creates portraits of people, animals, and landscapes.