

Arts House presents



Zoe Scoglio

# Shifting Ground

## ARTS HOUSE

ARTS HOUSE,  
MEAT MARKET  
THU 19 – SUN 22 JUL 2012

DURATION: 45 minutes

### CAST/CREATIVE

Concept/Performer/Videographer:  
**Zoe Scoglio**

Sound Designer: **Nigel Brown**

Set and Prop Designer: **Zoe Stuart**

Interaction Designer: **Chris Heywood**

Consultant: **Human Ecologist, Asha Bee Abraham**

Producer: **Briony Galligan**

Outside Eye: **Helen Herbertson**

Project Management: **Moriarty's Project**  
[www.zoescoglio.com](http://www.zoescoglio.com)

### ARTISTIC NOTE

Welcome to **Shifting Ground**, a new work born from my curiosity about the ever-changing relationship humans have with the earth we live on. Created specifically for Studio B, this work aims to illuminate how the materials we glean from the earth permeate our everyday life, through the structures we create, the objects we use and the minerals we consume. In a society that is defined by its seemingly solid and indestructible cities, I am drawn to the impermanent and fleeting nature of our time on earth and the symbiotic relationship we have with the elements that form it.

*Zoe Scoglio*

**Shifting Ground** has been supported by JUMP, the National Mentoring Program for Young and Emerging Artists, the Australian Government through the Australia Council, its arts funding and advisory body, and the City of Melbourne through Arts House

Image: **Zoe Scoglio**

**“Most arcane is the relational world created by Zoe Scoglio and Cait Foran... suggesting unseen energies brought to light... the work is both playful and finely wrought”**

*RealTime* (on Zoe Scoglio and Cait Foran's *Inter-radiessence*)

## BIOGRAPHIES

**Zoe Scoglio****Concept/Performer/Videographer**

Cross-disciplinary artist Zoe Scoglio works in performance, video, sound, installation and participatory experimentation. Her current projects reflect an interest in the ever-changing relationship between humans and the geological world, and the transformative potentials of ritual and ceremony. Since completing her BA (Hons) at RMIT (2008) she has created solo, collaborative and commissioned work for galleries, public spaces, science centres, theatres and idiosyncratic sites, locally, interstate and abroad. Related works include *The Human Sundial Project* (West Space, Arts House and Blindside Gallery, 2012), an ongoing investigation into travelling through time and space while standing still; *Inter-radience* (Anna Pappas Gallery, 2012), an interactive installation presented with Cait Foran and Chris Heywood; a Tanja Liedtke Residency (2011) exploring the projected image and the human form with Fellow Katarzyna Sitarz; *Inanimate* (2010), a participatory video installation with Benjamin Ducroz involving audience circumambulation and tea ceremony; and *Rock Bodies* (2009), a site-specific video commission for Next Wave inspired by the rocks in and under Federation Square. Zoe is also a curator and collaborator with artists' collective Tape Projects.

**Nigel Brown****Sound Designer**

Sound artist Nigel Brown works in performance, installation and sound design, facilitating exchange through sound and redefining aural spaces to be inhabited and explored. He has performed in Europe, Asia and Australia at festivals including Liquid Architecture, Santander Sonoro (Spain), Elsie Else Festival (Paris), Breathing Sounds at the National Taiwan Museum of Fine Art, tranSonic (Taipei), and 2pi (Hangzhou, China). He has recorded for labels Trente Oiseaux (Germany), EcoSono (USA) and Mind Twisting Records (Poland). He is a founding member of voice/new media group Mimic Mass, whose performances, recordings and screen works have been presented by New Weird Australia, Conical Inc., Melbourne International Arts Festival, Next Wave Festival and Antimatter Festival (Canada). Recent

projects include a Binaural Nodar residency in rural Portugal, supported by Arts Victoria; and sound design for the City of Melbourne's Arts and Participation Program project, *League of Resonance*.

**Zoe Stuart****Set and Prop Designer**

Zoe Stuart is a costume and prop maker with a special interest in designing sculptural costume and props. In *Shifting Ground* she expands her practice, also creating objects that have other unusual functions, as instruments and light sources. She has previously worked on a project involving fire (*The Human Layer*, Skite Vikingr, 2005), miniature puppets for close-up filming and projection (*Operation*, Blood Policy, Full Tilt Black Box, 2007), and inflatable latex costumes and sets (*Morbid Porn*, Skite Vikingr, Hot House development, 2009). She holds a Bachelor of Dramatic Art (Theatre Production) from the VCA School of Production (2005).

**Chris Heywood****Interaction Designer**

Chris Heywood trained as a software engineer at RMIT and has nine years commercial experience as well as a burgeoning interest in interaction design for artistic productions. Current areas of focus include utilising augmented reality toolkits to provide live real-time projection mapping via open-source software libraries OpenCV and openFrameworks; interaction elements using electronics prototyping platform Arduino; and Android mobile platform development in languages Java and C++.

**Briony Galligan****Producer**

Briony Galligan is an independent producer working in cross-artform practice, festivals, design and heritage projects. She was an Associate Producer at Next Wave in 2011-12, where she produced the Opening Night House Party and worked on nine projects with a focus on works in public spaces. At Melbourne Fringe (2008, 2010) she coordinated studio residencies, produced exhibitions and administered mentorship programs. She has also worked at Melbourne Museum and the Immigration Museum, curating and facilitating a variety of exhibitions and oral history projects with communities.

**Moriarty's Project****Project Management**

Moriarty's Project Inc. (MPI) is a not-for-profit organisation providing financial management, administration, auspice, advice and general project management support for independent artists. MPI is committed to appropriate, adaptive, responsive, supportive assistance and to alternative, cost-effective approaches to the life cycle of creative endeavour including conception, development, presentation and touring. MPI's aim is to be truly collaborative, sharing knowledge and resources whilst creating meaningful partnerships and networks.

**ARTS HOUSE**

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Arts House presents contemporary arts in programs encompassing performance, exhibitions, live art, residencies and other activities that nurture, support and stimulate cultural engagement. We value work in which artists at different stages of their careers, as well as our diverse audiences and communities, are actively involved in creating an imaginative, just and environmentally sustainable global society.

Arts House's programs include two curated public seasons of multidisciplinary work each year. From 2013, approximately half of this work will be selected through a new Expression of Interest process. We seek artists who are responding to the urgent issues of our time in imaginative and surprising ways, taking artistic risks and offering multiple ways for audiences to engage with or co-author their work. For more information, please contact us on (03) 9322 3720 or visit artshouse.com.au.

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Arts House is a City of Melbourne contemporary arts initiative