A Guide For Artists Participating in Collision at the MIT Museum and/or Compton Gallery

What is Collision?

Come celebrate the collision of art and technology! Collision is designed to highlight artists moonlighting as engineers and engineers moonlighting as artists. Collision is a regular event sponsored by ATat (Arts and Technology at tech), a student art group at MIT, and the Collision Collective, a group of Boston area artists specializing in technology art. There will be several installation areas around the museum with all forms of technology art including kinetic sculpture, computer graphics, games, light sculpture, and robotic sculpture. Special performances by MIT and Boston area electronic music artists will be arranged for select times on this weekend as well. If you have not attended a Collision event before, you can check the Atat and Collision Collective web pages for examples of previous works. http://web.mit.edu/at/www http://www.collisioncollective.org

Where is the Museum?

Check out the website at http://web.mit.edu/museum. All background and location information is there. Please note that certain installations must be staffed at all times. Since the role of the Museum is not to interpret, we are unable to do so successfully without the artist available to the visitors.

The Compton Gallery

The Compton Gallery is a gallery on the MIT campus away from the MIT Museum. The Compton Gallery is located at 77 Massachusetts Avenue, building 10, 1st floor. If you are interested in participating in the Compton Gallery show you will need to volunteer some of your time to help staff the gallery. The Spring 2003 show will run for a month and takes place during the Boston Cyberarts Festival which should bring many visitors to the event.

About this document

The MIT museum, ATat and the Collision Collective are small groups with limited staffing powers. In order for our events to go well(and they have in the past), a certain amount of work needs to be done by the artists. We cannot cater to and be on hand at all times to setup your work or watch it or take it down. We are excited to show your work but we need your help too. Please read this document and understand what will be expected of you if you have some artwork to share with us. Thanks!

What Should I Do First?

* Previsit

Participating artists must make it a point to visit the Museum considerably in advance of Collision events. This will familiarize you with the venue. It will also bring to light issues you may not have anticipated, such as proximity to exhibits, lighting, sound, special needs, etc. In fact, it may help with your concept design. It will also help if you see what visitor traffic is like. Please remember that we are an active, open museum. Call the Museum to make arrangements for this visit. If you are an out of town artist and cannot possibly make a previsit, contact at-officers@mit.edu and we will consider your case.

We will schedule a second event with our Exhibits Manager 2-3 weeks prior to the event to conduct a walk-through to address the following:

- * A guide to suitable hanging walls
- * Load bearing information
- * Loading dock information
- * Guides to size of holes in walls
- * Care around exhibits and objects in our care
- * Electrical needs/questions
- * Lighting issues

* Get it Together!

Anticipate your needs regarding tools, placement, etc. This is an important area. Artists must bring their own supplies. We can provide ladders, but cannot serve as an open workshop. Economy hardware is just down the street from the Museum if you need it.

* Help

A Museum staff member will be made available during installation. Please direct all questions to that individual so that the rest of the Museum staff can continue to serve our visitors.

Press information

Press contact will be coordinated with the Museum's Public Relations and Marketing Manager for consistency. ATat is responsible for printing and mailing invitations. If you have a website you should link to the museum and ATat websites. By filling out the form at the end of this document you will be providing us with the necessary information to include in our press releases. Press materials will go out 4-8 weeks prior to the event. If we do not have your information by then, you will not be included in the press information. The front street-level Museum window is available for a large poster and installation for the event.

Food

ATat and the Collision Collective will be providing food for the event. It will not be a lavish catering spread but there will be small snacks and drinks. Due to the nature of the event host (MIT), alcohol is not allowed at the event. Please note that during installation, no food is allowed in the galleries, our visitors may unintentionally get the

message that they can eat in the galleries during their visit.

Clean up

As we are open to the public, it is important that the Museum be left as you found it. Please arrange for all artwork to be removed from the building at the end of the event. Please make sure that all holes in walls are spackled and repainted, all trash is removed, and all tables are folded up and put away. No materials should be left around in closets, under exhibits, etc. There is no custodial service at the Museum on Friday and Saturday nights, so we try to be extra careful (and the way it is left on Friday is the way it will look for your installations on Saturday and Sunday!)

General Courtesy - Please Be Considerate Of Museum Staff/Stuff

We want Collision to be as successful as possible. Please be aware that Collision is just one of several events and activities going on at the Museum, and our very small staff must handle several at the same time. Therefore we ask your patience and cooperation.

- * Museum staff, especially those at the front desk
 The Museum is an open public venue, and must continue our daily
 business. Desk staff cannot be expected to track down tools and/or
 museum staff, their primary job is to assist visitors. A staff member
 will be designated to help you in these areas and assure that staff can
 continue their work with the public.
- * Museum exhibits, casework, lights, audio components, seating, barriers, etc.

 Please do not adjust any of these items. Arrangements for soun

Please do not adjust any of these items. Arrangements for sound/light control should be made beforehand and Museum staff will handle it if it is appropriate. Also, please do not place any food or tools on exhibit casework.

* Please do not eat or drink the museum food. While this may seem ridiculous, supplies for an event were assumed to be up for grabs by artists in the past. We are not a free cafeteria.

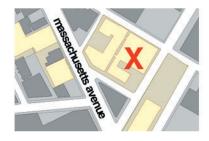
Artist Information and Contract

	002) Located in the MIT Museum
Collision 5, the next dimens	ion (April 24-May 15,2003) Located in th
Name (please print):	
Artist Name(if different):	
Address:	
Phone: Ema	il address:
Affiliation (if appropriate)	:
Name of piece:	
Medium:	
Description:	
Dimensions:Pr	refered Locations:
Ability to run autonomously(reboots, etc):
Special needs (ie: hanging, computer issues incl. netdro	tables, barriers, lighting, safety, ps, etc.:
Tool Suggestion List - Pleas Hammer Nails/screws Screwdrivers Duct tape Electrical tape Masking/Scotch Tape Extension cords	Table/chairs(we supply, tell us #s) Cables Sheets Cable ties Pliers Drill/bits Other
I have read and understand t responsibilities.	his document and understand my

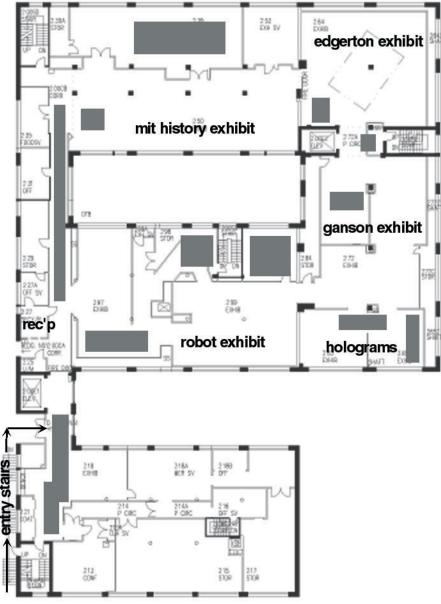
Deadlines: hyperCOLLISION: Oct 1, 2002 Collision 5: Feb 1, 2003

MIT Museum

265 Mass Ave



http://web.mit.edu/museum http://web.mit.edu/at/www/ http://collisioncollective.org/



Massachusetts Ave front window

Front Street

Grey areas indicate possible locations for Collision pieces. Any other suitable location is possible as well. Just ask.

Please visit the museum before the show to confirm the space fits your needs.