

Wooden Cities and Starlight Studio Presents:

Graphic Sources

After a three week residency by Wooden Cities, Starlight Studio's artists have developed their own works of graphic music for the ensemble. Graphic scores are a visual representation of music. They consist of lines, shapes, and colors in various sizes and patterns. The gestures in the artwork are interpreted as sounds of varying pitch, timbre, rhythm, dynamic, and other musical components. The idea parallels traditional musical scoring and makes scoring accessible to the non-music reading person.

All program notes below are artists' response to the question, "What do you want to tell the audience about your piece?"

David Feickert

Dr. Suave:Surgery
Movement 1 *Trio*
Movement 2 *Tutti*

"I love the medical field." The title is a nod to the artist's nickname and the piece is meant to remind the listener of various medical machines.

Mary Schneider

World of Color

The artist was working to convey a quiet, slow piece.

Andy Calderon

Some Funky Kinda Noize

"I love what I do. I make art."

Paul Chandler

I. Mermaid Lagoon
II. Jedi Trials/Light Saber Battle

"*NEVER* underestimate a person with a disability. Nothing is what it seems."

Steven Robinson

Colors

The artist used everyday objects like a box and a shelf with bold colors for the musicians to interpret.

Larell Potter

Natural

“I listen to music while I paint.”

Eric Johnson

Space

“My piece has to do with outer space and nothingness. I learned to do shapes, color, and intensity.”

John “JB” Budney

Untitled

One of these pieces was inspired by Egyptian hieroglyphics, the other by animations of orchestral scores.

Alison Mantione

Hawaiian Wonderland

The artist describes her piece as fun and upbeat. “The sea turtle is laying eggs, it’s neat to see them scamper to the ocean.”

Kelly Evans

Body Confusion

“It’s hard to feel what you want to feel sometimes, but art helps me do that.”

Ron Steele

Going to the Lake

For this piece, the artist used gold, silver, white, and black model car paint. The piece was inspired by Lawrence Welk.

Shirley French

My Heart

The artist describes her piece as loud and soft, she has many repeating symbols and motives.

Dana Graap

Untitled

The artist describes her piece as busy and exciting, and has used every inch of her canvas. "My piece goes up, down, and across; high, middle, and low."

Lisa Van Hise

Untitled

The artist describes her piece as both flowing and quirky.

Sheila Bush

Quintet

The artist is working with contrasts. For instance, high versus low or light versus dark.

Jeremy Pratt

Sporadic Combustion

The artist is inspired by Electric Light Orchestra and by David Bowie's narration of Peter and the Wolf. He describes his piece as both boisterous and elegant, and with a symphonic sound.

Chace Lobleby

Frozen

"Singing through storm clouds." The artist has translated "Let it Go" from Frozen into visual form.

Debbie Bowers

Nighttime Lullaby

The artist describes music as soothing for her, and imagines her piece as a harmonious lullaby.

Mathew Sharp

mgOgm

The artist works in this piece with letters as visual objects as well as sound objects.

Rosita Scott

Sounds of Shapes

The artist hears sound when she sees objects, and experiences the world through sound. She describes the sensation of looking at a flower or watching the wind in a curtain, each of which creates a different sound in her mind's ear. She is also interested in the way instruments and voices can imitate each other's timbres.

Ebony Valentin

Nature Song

The artist is interested in expressing the world around her. She describes her piece as relating to nature, ambience, and feeling.

Wooden Cities would like to thank Starlight Studio, Carrie Marcotte, Judy Cloansmith, Jen Ryan, Arts Services Initiative of Western New York, Jen Swan, Tod Kniazuk, and all the staff at Starlight. We would also like to thank the tremendously creative, engaged, artists of Starlight for their adventurous creativity.

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Wooden Cities

Central to Wooden Cities' mission is a desire to introduce audiences and students to contemporary musical aesthetics and performance practice. Programs are often designed in an attempt to expose audiences to new musical experiences and ways of listening. The ensemble is also devoted to working with young musicians and encouraging them to explore new methods of creating, performing, and thinking about music. Through a variety of programs and workshops, Wooden Cities hopes to engage students in absorbing discussions and unique musical exercises aimed at increasing their awareness and experience of contemporary music.

The ensemble has done graphic music residencies at a variety of locations, including the WNY Book Arts Center, UB Speech-Language and Hearing Clinic, and at a variety of schools and community programs. The ensemble has frequently been invited to conduct student composer workshops at the University at Buffalo, and recently ran an improvisation/game piece residency at Rochester's Greece Olympia High School. In 2016, Wooden Cities received a DEC grant from Arts Services Initiative of WNY and the New York State Council on the Arts for a collaborative graphic music workshop at Starlight Studio & Art Gallery, a vibrant art studio located in downtown Buffalo that supports adults with disabilities in their artistic development. The 2016-17 season will see concert residencies at Houghton College and with the Youth Orchestra of Bucks County (Philadelphia).

Starlight Studio

Starlight Studio and Art Gallery is a cooperative environment that supports adults with disabilities in their artistic development. Through technical assistance by professional artists, on-site and off-site exhibitions and other opportunities for representation and sales, the Starlight artists hone their artistic interests, become stronger advocates and better integrated citizens.

Starlight Studio and Art Gallery opened as a day habilitation program by the Learning Disabilities Association of Western New York (LDA of WNY) in August 2005 with funds from the Office of People with Developmental Disabilities. Starlight is modeled after a dynamic art program in California that was observed by an LDA staff member when he lived and worked in that area. An art lover himself, Marc Hennig was determined to bring this effective model to the artistic people with disabilities in Western New York.