

Mary Franck (415) 601-3183  
maryfranck.net 2509 Bryant St. SF, CA 94110  
mary@maryfranck.net

### **Artist Statement**

As a new media artist my works articulate the beautiful and unsettling potential of digital technology. Usually shrouded in innocuous applications, I expose these technologies to be fantastic and bizarre extensions of human desire and power by embedding them in art pieces. These pieces anthropomorphize the machine and explore the ways in which technology augments human experience and perception. Inspired by organic patterns and systems, artificial intelligence and symbolism, my works are responsive and aware.

### **Recent Works**

Permutae – performance: dance, video projection, abstract audio. 25 minutes.

Permutae examines the impact of a shifting technological-biological horizon on both the individual and the larger social body, and how it allows us to change our bodies as it also works to control and classify our bodies. In collaboration with Finley Coyl.

Performed at CounterPULSE August 2011.

Gaze - installation: video projection, surveillance camera.

Video projection of an eye follows movement and finds faces: a juxtaposition of intimacy and surveillance that evokes a specter of technological consciousness.

Exhibited at ATA Film Festival, Television of Tomorrow Show 2010

Everyone Intimate Alone Visibly – performance: dance, text, video and interactive programming. intelligent video to reinforce the work's alternating themes of digital alienation and intimacy

A collaboration with LEVYdance, with Lucy Corin.

Performed at DancePlace, Joyce Soho, Z-Space. 2009-10

Anomaly – installation: 7-foot steel bicycle-tree sculpture, the wheels of which control sound.

A hybrid of rusting recycled metal and digital instrument, Anomaly catalyzes interactive public space.

Contributing artists: Jason Araujo, Kurt Thorn, Yosh!. Exhibited at Mission Arts and Performance Project, Climate Theater "Chance Operations", Park(ing) Day. 2008

### **Residencies**

- Million Fishes Art Collective

Teaching:

- Intro to TouchDesigner for Projection Mapping, The Gray Area - Oct 1 & 2, 2011
- Intro to Max/Jitter for Interactivity and Computer Vision, SFSU Oct 8 & 13, 2009

### **Education**

- BA, Studio Art: Conceptual and Information Arts. San Francisco State University

### **Employment**

- Currently employed as an Interactive Art Engineer at Obscura Digital. <http://obscuradigital.com/>  
Lead developer of large-scale interactive projection shows. Projects include projection on the Sydney Opera House, Australia; Coca-Cola Headquarters, Atlanta, GA; Sheik Zayed Grand Mosque, Abu Dhabi, United Arab Emirates.