

# Spring 2025 VSW Calendar



## SEQUENCEBREAK//

March 20 - June 28, 2025 | visual studies workshop

experimental arcade

featuring

STEPHEN  
-thecatamites-  
GILLMURPHY

CASSIE  
MCQUATER

HEART  
STREET

PHILIP  
MALLORY  
JONES

NATHALIE  
LAWHEAD



THURS. APRIL 10, 6-9pm

6-7pm: Open Studios with VSW Project Space Resident Sydney Mieko King

7-9pm: Sourcebooks by Peggy Ahwesh

In-Person (artist in attendance)

Join us as we celebrate our latest VSW Press/Film Art Book publication, *Sourcebooks* by Peggy Ahwesh. This unique artist book is a comprehensive collection of articles, letters, images, notations and drawings collected throughout the production of five of Ahwesh's most iconic films: *Martina's Playhouse* (1989), *The Deadman* (1990), *She Puppet* (2001), *Ape of Nature* (2009), and *OR119* (2022). This event will include a screening of films featured in the book, and a discussion between Ahwesh and VSW Curator Tara Merenda Nelson.

THURS. APRIL 17, 7-9pm

*Serendipity: Super 8 films* by Helga Fanderl

In-Person (artist in attendance)

Since 1986, German artist Helga Fanderl has created hundreds of Super 8 films, many of which are less than three minutes long, shot in one-take and edited entirely in-camera. Her films are spontaneous and intimate, fluently communicating in the silent visual language of Super 8 film. For each screening, Fanderl selects the program herself and creates site-specific projection pedestals in response to the physical and energetic qualities of the room and the audience. For this screening, Fanderl has selected a program she calls "Serendipity." Join us for a unique experience of Super 8 films shared by one of the most prolific film poets of our time, Helga Fanderl. All films will be shown in Super 8, followed by a discussion with the artist.

THURS. APRIL 24, 7-9pm

Tetsuya Maruyama presents: *Experimental Films from Brazil*

In-Person (artist in attendance)

Brought to Rochester by VSW Project Space resident Tetsuya Maruyama, this program features recent films born from the vast and diverse geopolitical territories of Brazil. Many of the works featured in this program were produced in the past 5 years in different artist-run film labs scattered throughout the country, and include "handmade" Super 8 and 16mm films by five Brazil-based artists as well as a projection performance by Maruyama.

THURS. MAY 1, 7-9pm

*Speaking in Tongues: In Dialogue* with Christopher Harris

In-Person (artist in attendance)

Christopher Harris's films are visually musical compositions that use experimental techniques to call attention to the political aesthetics of racism, capitalism and African American culture. Influenced by avant-garde cinema, jazz music, and archival media, Harris's body of work includes 16mm film, HD video and multimedia installation. Harris' films fluidly engage elements of duration, absence and silence to bring viewer's attention to the experience of film as a temporal and spatial medium, while also celebrating the poetic, sensorial experience of the moving image and its associations. As part of our *In Dialogue* series, Harris has selected a program that includes films from the VSW archive along with his own works, including his most recent film, *Speaking in Tongues: Take One*. Christopher Harris will be in person for a Q&A following the screening.

SAT. & SUN. MAY 3 & 4

*Japanese Matchbox Pinhole Camera* Workshop

with VSW Project Space resident Tetsuya Maruyama

In-Person

\$150/\$125 for members  
Limited to 10 students

In this workshop, we will experiment with some of the earliest photographic techniques to create a pinhole camera out of vintage Japanese matchboxes. Using 16mm film, we will shoot a sequence of single frames using the matchbox pinhole camera, process the film in the darkroom, and use the negative to create images that can be enlarged, printed, and projected. This workshop will be taught by VSW Project Space resident Tetsuya Maruyama.

THURS. MAY 22, 7-9pm

*SLUDGE III: Return of SLUDGE*

In-Person

The VSW Film Archive holds over 5000 16mm films from public and university libraries. Ranging from educational to entertaining, these well-loved films are sometimes antiquated, often relevant, and always resonant. The *SLUDGE* project puts this unique 16mm collection to wild use, projecting and overlapping multiple films simultaneously. Shown in their entirety, the films featured in *SLUDGE* are treasured as whole media objects and enriched through fresh relationships with each other. The surprising combinations that emerge in a *SLUDGE* performance create expansive meanings, often becoming sublime or disturbing, absurd or humorous, hypnotic and scrambling. Now in its third iteration, this unique 16mm projection performance debuts in VSW's new cinema space. You've got to see it to believe it - come experience the sensational *SLUDGE* for yourself!

Salon events take place on Thursday evenings unless otherwise noted. Screenings: \$10 suggested/free for members

## In the Project Space 2024-2025



In order, top left to bottom right:

- Melissa Ferrari (CA) December
- Myah Asha Jeffers (UK) January/February
- Zhao Yanbin (CA) Rescheduled to 2026
- Sydney Mieko King (CT) March/April
- Tetsuya Maruyama (Brazil) April/May
- Jessica Chappe (NY) May/June
- Allie Tsubota (NY) June/July
- William D. Caballero (CA) July/August
- Carmen Lizardo (NY) August/September
- Valentina Alvarado Matos (Spain) Sept./Oct.
- Jamie Ho (TX) October/November
- Jackie Liu (NY) November/December

Rooted in VSW's mission to provide support to experimental photo, film and media art artists, the goal of the **Project Space Residency** is to provide time, space, and resources to artists so they can create.



Visual Studies Workshop programs are supported by the New York State Council on the Arts with the support of the New York State Legislature, the National Endowment for the Arts, Monroe County, Joy of Giving Something, the Phillip and Edith Leonian Foundation, and all our members and individual supporters.

The VSW Salon opens March 2025 in our new space at 36 King Street, Rochester, NY. Salon events will take place in our newly designed gallery as well as our 80 seat theater equipped with 16mm, Super 8 and digital video projection. Artist talks, panel discussions and studio visits will be both in-person and streamed online. Mark your calendars and stay tuned for more! Please email accommodations@vsw.org with any accommodation requests or accessibility inquiries. Learn more at vsw.org.



## //events//

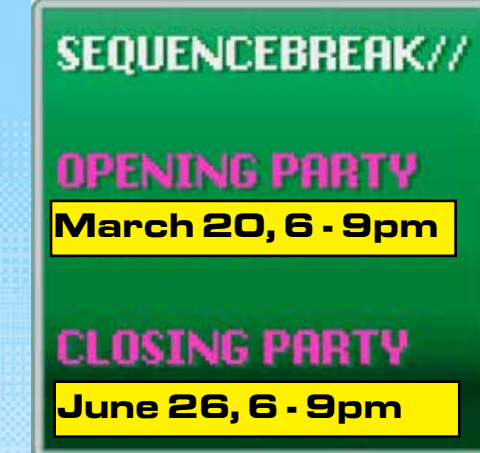
SAT. MARCH 8, 1-3pm

*Playable Documentaries: In Conversation with Heart Street*

Online

Heart Street (Yuxin Gao, Lillyan Ling, Gus Boehling, John Bruneau) is a loosely structured collective created by indie game artists in New York City. On Saturday March 8, VSW will host an artist talk/panel discussion with members of Heart Street. Joining us online, the artists will speak about the inspiration that sparked *Out for Delivery*, and how the game blends various genres to create a wholly original experience.

*Out For Delivery* is a 42 minute interactive documentary shot with a 360-degree camera. The slice-of-life experience follows a food delivery courier in Beijing on January 23, 2020, the day before Lunar New Year's Eve, and the day Wuhan shut down due to COVID-19.



*SEQUENCEBREAK//* is an exhibition taking place in Spring 2025 at VSW. This dynamic, multimedia exhibition features works by artists who challenge mainstream commercial video game culture through genre-expanding experimental play, radical aesthetics, and the use of DIY, counter-capitalist methodologies. The exhibition offers an in-person opportunity that is unique to the contemporary experience of playing digital games, while opening a broader dialogue with a virtual audience through streaming artist talks, workshops, and gallery tours.

The artists featured in *SEQUENCEBREAK//* are Stephen Gillmurphy (thecatamites), Nathalie Lawhead, Philip Mallory Jones, Cassie McQuater, and Heart Street (Yuxin Gao, Lillyan Ling, Gus Boehling, and John Bruneau). This exhibition is curated by Nilson Carroll, VSW Assistant Curator.

THURS. MARCH 27, 7-9pm

*Archival Authenticity: In Conversation with Philip Mallory Jones*

In-Person/Online

Philip Mallory Jones is internationally recognized as an innovator and educator in the media arts, with a career spanning more than half a century. On March 27, Jones will speak about his work on *Time Machine Bronzeville*, featured in the exhibition *SEQUENCEBREAK//*, a narrative-driven video game that "explores the stories, cityscape, and legend and lore of Chicago's South Side circa 1940." Jones will discuss how his work is influenced and fueled by research, the "archival authenticity" of *Time Machine Bronzeville*, and the importance of the everyday stories told through historical African-American newspapers like *The Chicago Defender*.

THURS. MAY 8, 6-9pm

6-7pm: Open Studios with VSW Project Space Resident Tetsuya Maruyama

7-9pm: Live Walkthroughs: Nathalie Lawhead

In-Person/Online

Nathalie Lawhead is a net-artist and game designer that has been creating experimental digital art since the late 1990s. Lawhead's recent project, *BlueSuburbia*, a haunted, interactive poem, is featured in *SEQUENCEBREAK//*. Join us May 8 for an experimental "let's play" of Lawhead's artists' games with the artist and VSW Assistant Curator Nilson Carroll. Serving as a hybrid "artist talk," game walkthrough, and Twitch stream, this online and in-person hybrid event will be an opportunity for exploration, sharing insight, and community connection. The opposite of a "speedrun" (a competitive, efficient way of playing a video game), this walkthrough encourages dialogue between artist and audience.

THURS. JUNE 12, 6-10pm

6-7pm: Open Studios with VSW Project Space Resident Jessica Chappe

7-10pm: Let's Play Collectively: Tips + Tricks for SEQUENCEBREAK//

In-Person/Online

Join us for a hybrid curator talk + live walkthrough of work featured in the exhibition *SEQUENCEBREAK//*, both in-person at VSW and streamed online. Led by Rochester-based game artists and curators, this event invites the audience to play, experiment, and have an open dialogue on artists' games. Participation highly encouraged but not necessary! Snacks will be provided. Attendees may come and go throughout the length of the event.

SAT. JUNE 14, 12-4pm

*Coding in the Park (workshop)*

In-Person  
Free to attend but please RSVP

Are you interested in making small games or web art? Or handcrafting your own DIY website? Don't know where to begin? Coding in the Park is a free, accessible, community-oriented gathering for artists of all skill levels to learn about approachable workflows to making game art. Informed by a "beginner's guide to game-making" toolkit and led by VSW Assistant Curator and video game artist Nilson Carroll, this event will feature brief demonstrations and exercises in the first hour, with the afternoon left for creating, sharing, and question-asking. Collaboration is encouraged! No prior experience necessary, and folks of all skill levels are encouraged to participate.



## VSW Salon Calendar Spring 2025





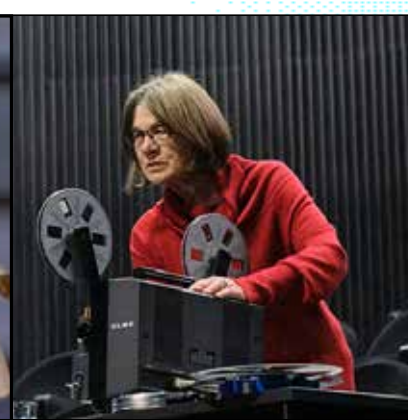



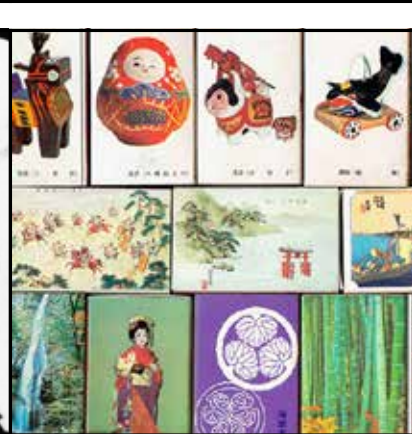


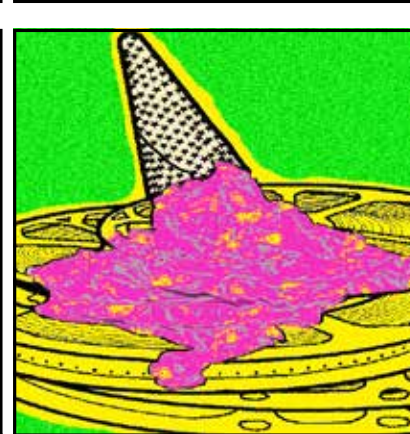
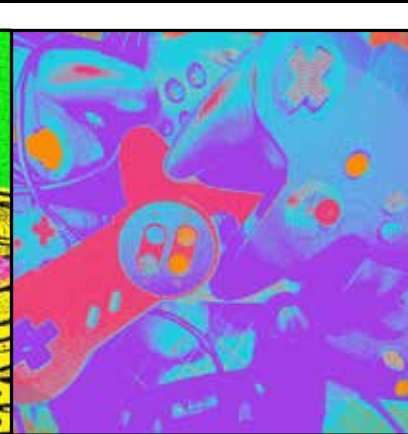
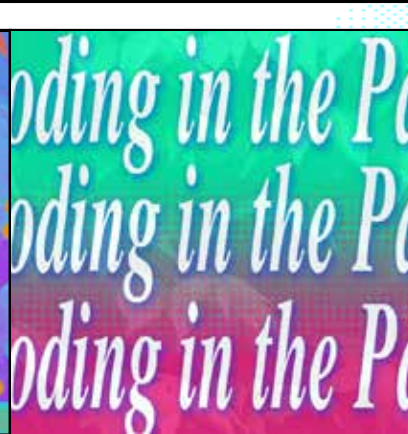
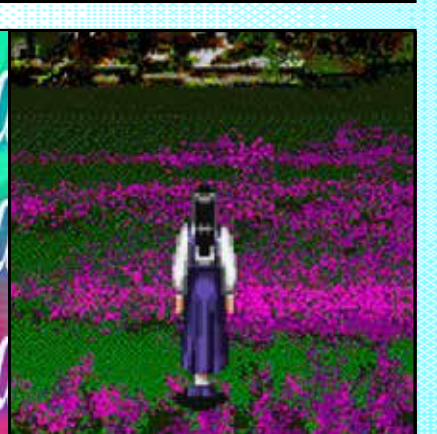


Visual Studies Workshop  
36 King Street  
Rochester, New York 14608  
vsw.org



# VSW SALON SPRING 2025

## Spring 2025 VSW Calendar

							
<p><b>New Date: March 20</b></p> <p><b>SEQUENCEBREAK// Experimental Arcade Opening Party</b></p>		<p><b>March 8</b> <b>Playable Documentaries: In Conversation with Heart Street</b></p>	<p><b>March 27</b> <b>Archival Authenticity: In Conversation with Philip Mallory Jones</b></p>	<p><b>April 10</b> <b>Sourcebooks by Peggy Ahwesh</b></p> <p>+ Open Studios with Project Space Resident Sydney Mieko King</p>	<p><b>April 17</b> <b>Serendipity: Super 8 Films by Helga Fanderl</b></p>		<p><b>April 24</b> <b>Tetsuya Maruyama presents: Experimental Films from Brazil</b></p>
							
<p><b>May 1</b> <b>Speaking in Tongues: In Dialogue with Christopher Harris</b></p>	<p><b>May 3 &amp; 4</b> <b>Japanese Matchbox Pinhole Camera Workshop</b></p>		<p><b>May 8</b> <b>Live Walkthroughs: Nathalie Lawhead</b></p> <p>+ Open Studios with Project Space Resident Tetsuya Maruyama</p>	<p><b>May 22</b> <b>SLUDGE III: Return of Sludge</b></p>	<p><b>June 12</b> <b>Let's Play Collectively: Tips + Tricks for SEQUENCEBREAK//</b></p> <p>+ Open Studios with Project Space Resident Jessica Chappe</p>	<p><b>June 14</b> <b>Coding in the Park (workshop)</b></p>	<p><b>June 26</b> <b>SEQUENCEBREAK// Closing Party</b></p>



Scan to  
learn more

Visual Studies Workshop nurtures experimental and expansive approaches to photography and media arts, and builds community among artists and the public through exhibitions, publications and residencies. VSW envisions a society that values the human need to create and share ideas.

VISUAL STUDIES  
**WORKSHOP**