

VSW Spring 2026 Calendar

Thursday, January 22, 6-8 pm

Jasna Bogdanovska: Project Space Resident Artist Talk (talk at 7 pm)

Project Space Resident Jasna Bogdanovska is a multimedia artist who explores issues of femininity, culture, migration, identity and duality using various media such as photography, installation and video. Her photographic practice blends analog, digital and alternative processes. Bogdanovska's project, *Between Near and Far*, explores migration and duality following the Mid Atlantic Ridge. As a part of her Open Studio, Bogdanovska will present an Artist Talk about her practice and her current works in progress.

Friday, February 6, 6-9 pm

Exhibition Opening: Peer Bode: *Signal into Memory*

In a career spanning over five decades, video artist Peer Bode has created an extensive body of work that investigates electronic media events, active perception systems and the cultural impact of media tools and technologies. Our spring exhibition, *Signal into Memory*, includes projections and installations of recently digitized videotapes from Bode's archive which have never been shown publicly, as well as prints that reflect his work with video in material form. *Signal into Memory* is curated by Tara Nelson and Nilson Carroll of Visual Studies Workshop, where Bode's tapes have been preserved.

Thursday, February 12, 7-9 pm

SLUDGE // Love Sludge

Perhaps our most unique cinematic series, SLUDGE combines multiple 16mm films from the deepest corners of the VSW film archive and projects them simultaneously, creating critical collisions, jovial juxtapositions and exhilarating experiments. This early February SLUDGE presents the perfect moment for series curator and projectionist, Mary Lewandowski, to mine the VSW collection in search of as many expressions and interpretations of romance and heartache (Kissing and Missing) that can fit on the screen at one time. Come indulge in an extra gooey Love SLUDGE with a growing community of offbeat film appreciators, and experience a sensational experiment in pop maximalism for yourself!

Saturday, Feb 21, 1-5 pm

Game Jam 1: Flickgame

A game jam is an event in which artists, makers, poets, and storytellers make a video game entirely from scratch, in one sitting. The game jam series will culminate in an in-person pop-up arcade of games made during the series, which will take place at VSW in May. The first tool featured in the series is *Flickgame*, an easy-to-use, intuitive game engine for making small, doodle-based narratives, designed by London-based freeware games artist Increpare. *Flickgame* is the perfect way to get started making games and digital art. Recommended Experience Level: No experience needed, suggested \$10

Thursday, February 26, 7-9 pm

Electronic Echoes: Video Art from the 1970s and 80s

When video became a commercially available medium in the 1970s, artists quickly began to explore it as a form for creative expression. To celebrate the launch of VSW's current exhibition, *Signal into Memory*, this program highlights a range of approaches from abstract imagery to street documentary, made by artists over a two decade period when moving image tools, aesthetics and audiences expanded rapidly into the electronic realm.

Friday, March 6, First Friday, 6-8 pm

rebekkah palov: The Plane(s) Extended

The Plane(s) is a weekly livestream show featuring original sound and video recordings combined and composed in real-time using original computer programs, created by artist rebekkah palov. For First Friday, *The Plane(s) Extended* will perform the second iteration of "The Leaf" (a column) - an enchanting two-hour light, sound and video event intended for in-person audiences.

Open Studios with Project Space Resident Yanbin Zhao

Yanbin Zhao is a multidisciplinary artist, working with 16mm experimental film, video installation, performance, photography, and mixed media. Zhao examines the ruptures and entanglements that distance creates—across histories, geographies, and subjectivities. His work engages themes of labor, memory, language, and diaspora, often navigating the liminal space between the visible and the ineffable, the translated and the untranslatable.

Thursday, March 12, 7-9 pm

Signal Culture presents: FLUX

Debora and Jason Bernagozzi are media artists working with realtime analog and digital image processing equipment, custom made hardware and software, a variety of interactive interfaces and alternative imaging devices in a modular format. They are also co-founders (with Hank Rudof) of Signal Culture, an experimental media art environment located in Binghamton, NY. For the VSW Salon, the Bernagozzi's will present FLUX, a live audio visual performance using vintage video hardware and state-of-the-art digital tools. Using live image processing and remixing granulated arrangements of sonic transmissions, this work serves both as a love letter and a critical examination of the wonderful and problematic experience of living in Colorado before proceeding to the next horizon.

Saturday, March 21, 1-5 pm

Gamejam 2: Ren'Py

A game jam is an event in which artists, makers, poets, and storytellers make a video game entirely from scratch, in one sitting. The second tool featured in the Gamejam series is *Ren'Py*, an open source, beginner-friendly game engine for making narrative games using text, images, and sound. Through a simple scripting language, artists and storytellers can create both small and complex interactive narratives, poems, or worlds.

Recommended Experience Level: Beginner (basic computer skills), suggested \$10

Friday, March 27th, 7-9 pm

In Dialogue: Collaborations with Charles Gaines

Charles Gaines is a renowned conceptual artist whose practice spans five decades. Gaines is known for using systematic approaches to his work as a way of visualizing underlying social constructs in language, history and race. He is the subject of an exhibition at RIT, curated by Ellen Tani, who is an Assistant Professor of Art and is currently developing a book about Gaines. This program will feature works by and in collaboration with Charles Gaines alongside films and videos that Tani has selected from the VSW collections.

Friday, April 3, 6-8 pm

First Friday - Open Studios with Preston Gannaway

Preston Gannaway is a documentary photographer and queer artist whose work centers around intimate narratives of American communities and landscapes. Her project, *Remember Me*, was awarded the 2008 Pulitzer Prize for feature photography. Her first book, *Between the Devil and the Deep Blue Sea* (2014), explored a seaside neighborhood in Virginia. During her residency, Gannaway will be working on a new series of work about growing up gay in the 1990s - exploring her own disappearing queer history through personal archival material and contemporary landscape photographs.

Tuesdays in April, 6-8pm (April 7, 14, 21, 28)

Handmade Film Workshop

Create a 16mm film without using a camera! Participants will create a unique visual experience to be seen at 24 frames per second. Work directly on film with drawing, painting, scratching and dyeing techniques, and experiment with incorporating found footage to create a true collage of sound, image and texture. We will focus on producing film loops and collaged 35mm slides towards a public projection event on Friday, May 1st. Materials provided. \$100/ members \$80

Thursday, April 9, 7-9 pm

Image Processing: Video Works by Matthew Schlanger

Matthew Schlanger's image processed video works are serial constructions created with custom-built analog and digital processors. Each video is a real-time synthesized recording in which sound and image are parallel structures, often using periodic waveforms as image and sound source material. Schlanger is both an artist and a tool maker. He has been working with analog synthesizers since the 1980's, and continues to create video in his home studio in Nyack, NY. Following the screening, Schlanger will discuss his practice and how tool making has fed his image making process.

Saturday, April 18, 1-5 pm

Gamejam 3: Bitsy

A game jam is an event in which artists, makers, poets, and storytellers make a video game entirely from scratch, in one sitting. The final tool featured in this series is *Bitsy*, an approachable, DIY tool for making small, lo-fi, 2D worlds to explore and interact with, designed by artist Adam le Doux. Bitsy

is perfect for makers who want to further experiment with text, image, and interaction. Recommended Experience Level: Beginner (Basic computer skills), suggested \$10

Thursday, April 23, 7-9 pm

Lingua Lucem: The Language of Light

Lingua Lucem is a live audio visual performance duo (Joel Dow and Ava Monske). Through meditative electronic tones and interactive video feedback, Lingua Lucem builds electro acoustic soundscapes and conjures visual fields in a resonant ritual of sound and image. For each performance, Lingua Lucem creates an altar of instruments, including vintage video cameras, tv monitors and handmade synthesizers, as well as botanical elements such as stones, sticks and flowers to be blended into the visual system throughout the ceremony. Each performance is a unique response to the energy of the environment and the electronic signal that flows through it, speaking in a language of light and sound.

Friday, May 1, 6-9 pm

Game Jam and Handmade Film Workshop Showcase

Throughout the spring, VSW hosted a Handmade Film workshop as well as three in-person game jams centered around various free and accessible game-making tools (Flickgame, RenPy, and Bitsy). The jams were an inclusive way for local and regional game makers, artists, storytellers, and hobbyists of all ages and skill levels to meet up, support each other, and encourage the creative process. This pop-up arcade is a showcase of artists' games made during these meet-ups for the public to play and engage with. Along with the arcade, we will project the 16mm films and 35mm slides made by students in the Handmade Film workshop.

Friday, May 8, 6-8 pm

Open Studios with Wayne Liu

Wayne Liu engages with the complexities of identity shaped by his life between Taiwan, his birthplace, and the United States. This continual movement informs both his sense of belonging and his artistic practice. Wayne's practice excavates ancestral memory. During his residency, Wayne will be focusing on his current series, *Times Past & Times Present*, where he is approaching his personal history as an archaeological site through experimentation in the darkroom. Through installations that scatter photographs like words forming fragmented sentences, he examines and unsettles fixed notions of memory, history, and the photographic medium itself.

Thursday, May 14, 7-9 pm

Book Launch, Peer Bode: Open Fields

Join us for the launch of our most recent VSW Press book, *Peer Bode: Open Fields*, which expands upon Bode's five decade career working with electronic media as an interactive system. To celebrate the publication, we will host a conversation between Bode and artist Sherry Miller Hocking, who have been close friends and collaborators since meeting at the Experimental Television Center in the 1970s. Their conversation will be moderated by Mona Jimenez, who, with Sherry Miller Hocking and Kathy High, co-edited the two volume series *The Emergence of Video Processing Tools* (Intellect, 2014). This event will feature selections from the VSW Press book, a short series of video works, and engaging conversation on Bode's extensive work as an electronic media artist.

Friday - Sunday, May 29 - May 31

VSW Alumni Reunion

Join us Friday, May 29 to Sunday May 31, 2026 for a VSW Alumni Celebration! Join fellow students, teachers and VSW friends in Rochester to reconnect and celebrate 57 years of Visual Studies Workshop. Schedule and registration information on vsw.org.

Saturday, May 30, 2-3 pm

Curator Talk with Tara Nelson and Nilson Carroll

Co-curators Tara Nelson and Nilson Carroll will give a brief tour and share their insights on the work selected for the *Peer Bode: Signal into Memory* exhibition.

June 5 - First Friday, 6-9 pm

Closing Event: Peer Bode: Signal into Memory

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

Welcome the Spring - Summer 2026 Project Space Residents



Pictured left to right:

Jasna Bogdanovska January – February

Yanbin Zhao February – March

Preston Gannaway March – April

Wayne Liu April – May

Cecile Emeke May – June

Carolyn Gennari and Kitty Hubbard June – July

Larry Cook August

PEER BODE SIGNAL INTO MEMORY

February 6 – June 6, 2026

In a career spanning over five decades, video artist Peer Bode has created an extensive body of work that investigates electronic media events, active perception systems and the cultural impact of media tools and technologies. This exhibition will feature an extended selection of Bode's "Process Tapes", many of which were recorded as real time events at the Experimental Television Center between 1975-83. Throughout the exhibition there will be a series of events featuring video artists and toolmakers as part of the VSW Salon.

Opening Reception: Friday February 6, 6-9pm

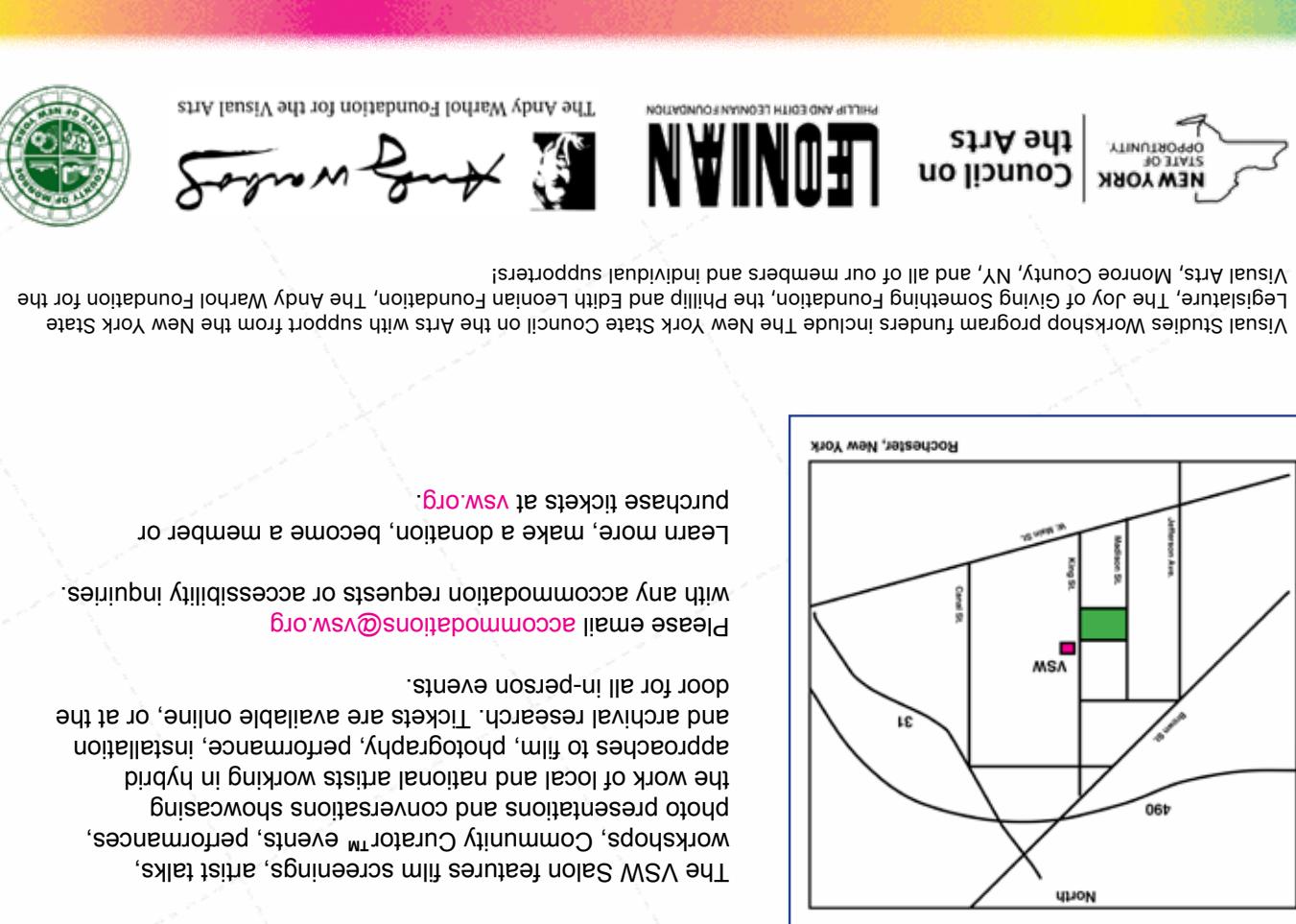
Curator Walkthrough: Saturday May 30, 2-3pm

Closing Party: Friday June 5, 6-9pm



Spring 2026 Calendar

WORKSHOPS
VISUAL STUDIES



PEER BODE SIGNAL INTO MEMORY

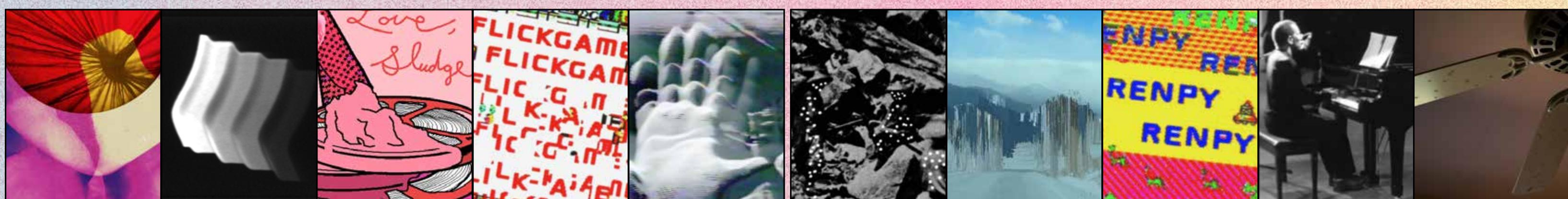
VIDEO
FEB 6

ART
— JUN 6

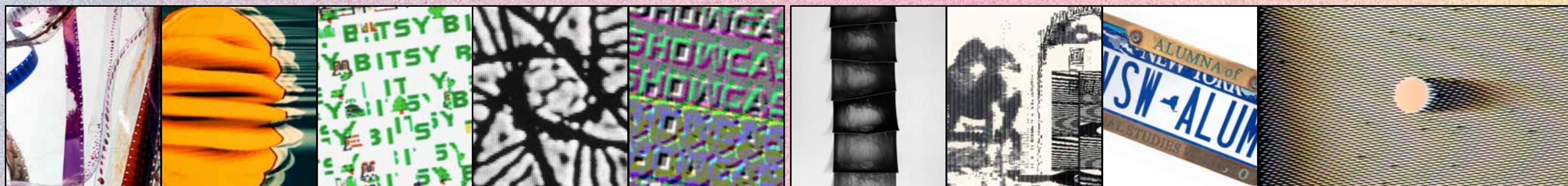
EXHIBITION
2026

Stills from "Rutt Etra (June 24)" by Peer Bode

VSW Spring 2026 Calendar



January 29	February 6	February 12	February 21	February 26	March 6	March 12	March 21	March 27	April 3
Project Space Resident Artist Talk with Jasna Bogdanovska	Peer Bode: Signal into Memory Opening Reception	SLUDGE Film Screening ♥ LOVE SLUDGE ♥	Game Jam Flickgame	Electronic Echoes Video Art from the 1970s & 80s	rebekkah palov: The Planets) Extended & Open Studio with Yanbin Zhao	Signal Culture presents FLUX	Game Jam Ren'Py	In Dialogue: Collaborations with Charles Gaines	Open Studios with Preston Gannaway



April 7 - 28	April 9	April 18	April 23	May 1	May 8	May 14	May 29 - 31	May 30	June 5
Handmade Film Workshop (Tuesdays in April)	Image Processing Video Works by Matthew Schlanger	Game Jam Bitsy	Lingua Lucem The Language of Light	Game Jam & Film Workshop Public Showcase	Open Studios with Wayne Liu	Book Launch Peer Bode: Open Fields	VSW Alumni Reunion	Signal into Memory Curator Talk	Signal into Memory Closing Party