

Discussion of most significant Commissions/exhibitions

Of the work created while in rank, the following exemplify the scale and scope of my artistic practice as well as my efforts to engage the widest possible range of publics. Additional examples of my work can be seen in the 2nd appendix, *research and creative works*.

Bridge Project **Indiana University Neuroscience Center (IUNC), Indianapolis, IN**

Dates 2015 - Present

Funding \$100,000 Funded through the support of a Transformational Impact Fellowship from the Arts Council of Indianapolis and matching (in-kind) contributions from IUNC

Role Artist/Collaborator - with Assistant Professor Juliet King, director of Art Therapy, Herron, and Dr. Robert Pascuzzi, chair of the Department of Neurology at IUSM

Scope Regional, IU Neuroscience Center, ALS Study – IRB protocol # 1606309546

Impact Creating and developing interfaces that extend the ability of patients diagnosed with ALS and other progressively debilitating diseases in support of creating new therapeutics and other interventions that have direct and lasting positive impact upon the lives of these patients and their caregivers. These advances can be extended into work that addresses other populations within the health community and can be utilized as a vehicle for advancing interactive and immersive artwork when working with other audiences and populations. NOTE: The portion of this project that involves direct interaction with human subjects is discussed in the Service section of the dossier.



Sculptural version of interactive interface

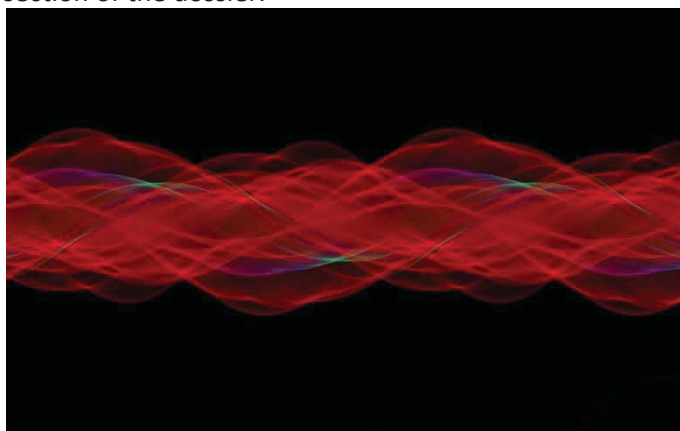


Image created using data from Galvanic Skin Sensor and pulse

https://apps.iu.edu/edo-prd/EdoDownloadFile.do?itemID=94035&nid=Research-Creative-Activity_0_197

https://apps.iu.edu/edo-prd/EdoDownloadFile.do?itemID=94037&nid=Research-Creative-Activity_0_197

Mediated Terrain **Installation / Group Exhibition – *TURF* - Indianapolis Arts Pavilion**

Dates 2012

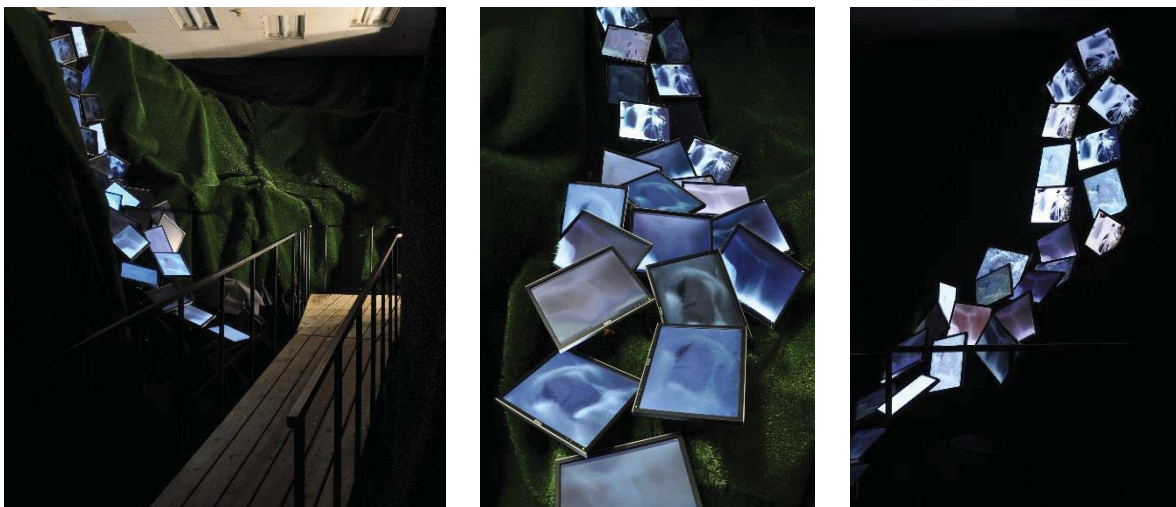
Funding \$2000

Role Artist

Scope Temporary Installation/Group exhibition, National

Impact Mediated Terrain was one of a series of immersive installations, exhibited in the former Indianapolis City Building, a site transformed into “the Arts Pavilion”, a venue used to showcase the work of Installation artists from around the Midwest for the national audience that converged upon the city during the Super bowl. “TURF” was unique because of its central role in placing installation-based work at the forefront of the city’s many cultural offerings.

<http://www.davidhoppewriter.com/turf.html>



A cascade of 40 monitors display video & audio samples collected from locations around the world creating a new waterfall

Time Landscape New Wishard Hospital (Eskenazi Health), Indianapolis, IN

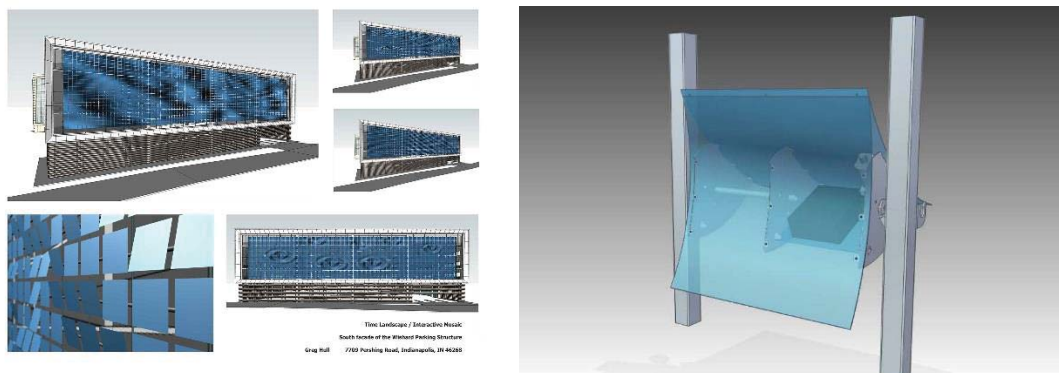
Dates 2010 – 2013

Funding \$79,000

Role Artist

Scope National, Commissioned to create proposal, completed design development stage. Work was not fabricated, but extensive research was completed. Selected to participate in this commission, juried from more than 400 artists from around the world.

Impact While the project was not ultimately fabricated and installed, the research that this project funded advanced my knowledge and understanding of electronics and basic computer programming. I was able to develop a team that included a mechanical, electrical, and software engineer that I continue to resource in other works. The primary goal of this project was to create an interactive interface that allowed patients to manipulate a large scale, kinetic mural on the face of the parking structure, giving them control of the hospital’s façade. A perceived loss of autonomy is common for patients entering health care institutions. Combatting that could be a key in reducing stress and could contribute in positive ways to healing. This area of research is a primary focus of my current work with ALS patients.



1900 motorized pixels would create images generated by patients in their bed, giving the patients control of the hospital’s facade

Video animation of proposed work - <https://www.youtube.com/watch?v=KahzmiEADrw>

https://apps.iu.edu/edo-prd/EdoDownloadFile.do?itemID=94038&nid=Research-Creative-Activity_0_197

Breath	Indianapolis International Airport, Indianapolis, IN	
Dates	2006 – 2009	https://www.youtube.com/watch?v=YjPrVOzoKG4
Funding	\$160,000	
Role	Artist	
Scope	Permanent Commission, International - The Indianapolis International Airport was the first airport built post September 11 th and was supported by one of most significant commitments to public art of any airport at that time. More than 500 artists from around the world competed for the opportunity to create proposals for the site and less than 20 were ultimately commissioned to advance and build their ideas.	

http://www.huffingtonpost.com/necee-regis/airport-art-8-awesome-projects_b_2441596.html?slideshow=true#gallery/273790/2



The forms draw viewers up into the atrium while the slow, rhythmic motion of the work provide travelers a calming experience

Impact The 3-year project spanned design and integration work with the airport’s architects and engineers, fabrication, installation, and a one year period during which I was required to fully maintain the sculpture prior to the airport taking full ownership of the work. The scale and complexity of this sculpture has helped to establish my reputation nationally and has opened doors to numerous other opportunities. At the time of completion, this work marked the most advanced kinetic work I’d created (opening and closing more than one million times per year) and most complex computer control system.

● Image Request - Breath (3) ★

● [Elijah Goodwell <images@forecastpublicart.org>](mailto:images@forecastpublicart.org) 10/05/10 at 8:20 PM ★
To gghull@sbcglobal.net

Hello Greg

I am writing on behalf of Forecast Public Art, publishers of *Public Art Review*, the leading journal covering contemporary public art in the United States. We are highlighting a conference report from the American Association of Airport Executive's *Art's in the Airport Workshop*, which took place in Indianapolis last April. I would like to request high resolution (min 1200x1800 pixels) images of your work *Breath* which we are considering publishing along side the report. My deadline is next week (Monday, Oct 11th), would you be able to email me images in time? Thank you for consideration of this request.

Best Regards,
Elijah Goodwell

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Link to [Public Art Review Magazine](#)

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Links provided in blue ink are links to the internet
Links provided in green ink are links to specific pages in the appendix of the dossier