

Bumpkin Island Art Encampment

*Interactive installations utilizing island
resources for creating and exhibiting art*



Saturday August 30

Works in Progress Preview

Sunday, August 31 & Monday September 1

Art Encampment Viewing Days

11am to 5:30pm

Exhibits Free & Open to the Public

Ten groups of artist "homesteaders" create interactive installations and performance, using materials found on the island, in addition to the limited materials they can carry onto the island.

Experience scientific discovery, breakthrough communications techniques, sculpture, performance, sound art, creative foraging, historical interpretations, and exploration of island living!

Boats to Bumpkin Island:

Boston Long Wharf (by The Marriott and Christopher Columbus Park): 9:30 or 11:30 Harbor Islands Express to Georges Island, then transfer to the inter-island shuttle at 10:10 or 1:10.

Quincy Fore River Shipyard: 9:20, 9:50, 11:00, or 11:30 to Georges Island, then transfer to the inter-island shuttle at 10:10 or 1:10

From Hingham Shipyard: 9:00am, 11:40am, 2:20pm, no transfer

From Hull, Pemberton Point: 9:55am, 12:35pm, no transfer

For prices and a more detailed schedule visit harborexpress.com

Presented by: The Boston Harbor Island Alliance, the Berwick Research Institute, Studio Soto, & the Massachusetts Department of Conservation and Recreation.



STUDIO soto
a space for ideas



BOSTON HARBOR ISLAND ALLIANCE
Bringing the Islands to Life

Bumpkin Island Art Encampment

Artists and projects include:

Astrodime Transit Authority - *Bebe Beard, John Gayle, Ali Horeanopoulos, Mary Ann Kearns and Sam Smiley*

ATA will reprise and expand upon its successful 2007 Tin Can Communications Co. strategies and celebrate the 150th year of the first attempt to lay the Transatlantic Cable.

The Camoufleurs - *Hanna Rose Shell and Dan Hisel*

Drawing on artisenal weaving techniques, military concealment strategies, and bird nesting practices, *the camoufleurs* will transform their land, and its particular human and natural ecology, into a camouflaged homestead environment. Then creating mixed-media concealment cloaks, they will navigate the island, seen and unseen.

Leave one for your ancestors, one for your children, and take one - *Tiffany Dumont, Else Eaton, Raymond Garrett, Rory Jackson*

Artists forage island materials to create three interactive, multimedia installations based on past, present and future. Artists will encourage visitors to add to the pieces, forage responsibly, and participate in performance.

New England Expeditionary Alliance - *Dedalus Wainwright, Bryan Long, Michael D. Andelman and Jeff Cleary* -

Through a scientific mission that will map Bumpkin's metaphorical, literal, and sensual parameters, Alliance members will lead expeditions, generate hypotheses, establish a classification system, create analysis, and give lectures on their findings.

Shore Wind Organ - *Jason Sanford*

Using handmade wooden organ pipes and whistles, the artist will create a responsive musical instrument activated by island winds and visitor interaction.

The Honorable Bumpkin Island Company - *Jack McGrath & Jane Van Cleef*

Armed with a charter granting them the right to establish a trading post on Bumpkin, HBIC will purvey vital, excellent goods to homesteaders and visitors, bolstering the new island economy and exploring the practice of shopping.

Survival Kit - *Gabe Moylan & Rachel Roberts*

Using the Federal Emergency Management Association survival kit provided to disaster victims, artists will supplement food rations with wild edibles, create a shelter, and explore spiritual recovery.

Spirits in the House: Then & Now - *Sharon Haggins Dunn*

Using natural materials such as sand and mud, the artist will create a pinhole camera. Captured images will illustrate change and continuity of natural and human forces over time.

Stone House, Urban City - *Wenxiong Lin, Lynn Lee, Jens Stenger, Annie Wilker* - Juxtaposing two themes of time (history and modernity; reality and romanticism), the artists will create a model urban city in the stone farmhouse ruins, and frame windows of the naval mess hall ruins with brightly colored curtains.

Tactilist Theatre - *Erik Conrad*

Arranging island objects arranged according to tactile values and narratives, this participatory installation/performance concludes with a magical ribbon that visitors manipulate to activate small fans, sounds and rhythms that will change based on those present.