

## **The Grant for Faculty Research and Creative Development**

Spring 2021

The Grant for Faculty Research and Creative Development provides funding up to \$5,000 to support larger-scale artistic and scholarly projects, research travel and stay for academic or creative work, and bodies of work with significant material expenses. Additionally, this grant can help faculty initiate projects with significant time requirements through a course substitution. There were 17 applications this Spring, 6 of which were able to be supported.

### **New Works by Lauren Frances Adams at the Baltimore Museum of Art**

Lauren Frances Adams

*Painting*

Lauren Frances Adams will debut new work in an upcoming 2021 exhibition at the Baltimore Museum of Art. Her work will include a site-specific wallpaper installation and a new series of paintings. Connecting material culture with visual storytelling, this project merges historic ornament and symbols found in the museum's collection of 19th century locally-made painted furniture and quilts—embodying both familiar and emerging notions of “American-ness” with a specific context and relevance to Baltimore. This project will be supported through a Course Substitution.

### **Housing as Catalyst for Social Change aka ‘Carver House’**

Timmy Aziz

*Architectural Design*

This project will design and construct permanently affordable, healthy, and sustainable housing from vacant rowhomes in West Baltimore leveraging a unique partnership between the community and educational stakeholders. Carver Vocational Technical High School (CVT) students will be taught about energy-efficient construction methods and provided field experience that will greatly enhance their job prospects. During fall 2021 the first row-home will be renovated by student interns—recent graduates from CVT. At the same time, students at CVT will be taught the principles of building science, design, and energy efficiency through lectures and experiential learning connected to the renovation process. This project will be supported through a Course Substitution.

### **Carving Out Time**

LaToya M. Hobbs

*Drawing | First Year Experience (FYE)*

LaToya M. Hobbs is using the funds to support the creation of new work. The most ambitious endeavor of her career to date, *Carving Out Time* is a large-scale relief carving depicting the span of a day in the life of a mother presented through the lens of the artist's own life. Measuring 60ft in length, this homage to motherhood represents the climax of her *Salt of the Earth Series*, which explores the personification of Black women as Salt in relation to their role as preservers of family, culture, and community. This monumental work will debut in the exhibition *All Due Respect* at the Baltimore Museum of Art in the Fall of 2021. Funding from the Grant will be used to cover the cost of production and documentation. This project was awarded \$5,000.00 in funds.

### **Maxed Media Matter**

Kahlil Robert Irving

*Ceramics*

*Maxed Media Matter* is a project proposed for installation at the New Museum apart of the 2021 Triennial exhibition. The content will traverse the current cultural landscape—historical references of color theory, and comparing it to historical pseudoscientific definitions of race. Irving will pursue working with a mass array of dynamic colors and forms that allow for space for joy and memories. The installation will include neon, wallpaper, painting, and a large ceramic sculpture. This project was awarded \$5,000.00 in funds.

### **Meggs' History of Graphic Design**

Sandra Maxa

*Graphic Design MA*

*Meggs' History of Graphic Design*, originally published in 1983, is one of the first comprehensive histories of graphic design. Sometimes referred to as "the canon", the book favors a Euro-centric point of view and is not inclusive of diverse designers, movements, and new media in the discipline. As co-author and designer, Sandra Maxa will revise this 600+ page book for its 7th edition with expected publication in 2023 by Wiley. Key goals for the new edition include adding under-represented voices and works that are pivotal to the history of graphic design, re-presenting the history thematically to foster better connections between artifacts, and providing formats that encourage readers to navigate the past, present, and future simultaneously. This project will be supported through a Course Substitution.

## **Robots For Distant Musicians**

Yann Seznec

*Game Design*

This project explores the design and development of a set of musically-responsive robots that can be controlled over the internet by musicians worldwide in real-time. It aims to playfully subvert the communication technologies that have become standardized during the pandemic, thus revealing their underlying tension and sadness. Seznec will be fit a set of robots with musical pitch detection systems, which will be used to generate their movement. The robots will then be connected to a video chat call, and anyone singing or playing an instrument anywhere in the world will thus be able to move and precisely control the movement of a robot. The robots will be streamed to Twitch, allowing the public to see the resulting movements. This project was awarded \$2,625.00 in funds.