

ART INTERNSHIP

SPECTACLE - MACHINE - LIGHT - PERFORMANCE Internship

Phoenix, AZ

Spectacle/Technology Artist D.A. Therrien is accepting applications for artist internships for 2009/2010. Projects will begin in late Spring 2009 and extend through Fall 2010 or beyond.

2 to 3 positions are available with residency - housing included

5 positions available without residency (housing available at \$220 to \$500 month)

Interns should be students, artists, technologists with skills as varied as metal fabrication, machining, programming, theater production, hydraulics, robotics, sound design, linguistics, aluminum welding, mechanical/electrical/civil engineering skills, biotechnology, dance, music composition, etc.

Ideal candidates will be art and engineering grad students, preferably with a bachelor's degree or near completion of that degree. We will also look at non-degreed students.

As an intern, you will be working with engineers, fabricators and artists building installations that millions of people will experience live, and directly with the artist on projects to be staged in Arizona and around the world. Some interns will be part of the on-site production teams, helping to realize large scale installations and performances in cities around the world - Scottsdale, Berlin, Helsinki, Istanbul, Kuala Lumpur, Tokyo, Beijing, Toronto, Mexico City.

All interns should have passports and the ability to travel freely. All international travel costs (within our budget parameters) will be covered for interns that demonstrate significant ability and drive. If you are not a US citizen and are not yet able to travel internationally, you can still be considered for the Arizona-based residency and USA performances.

Excellent English language skills are essential, although French, Arabic, Chinese, Russian, Spanish, German, Japanese and other language skills

will prove quite helpful during tours. Interns chosen for the touring crew will receive food, housing and small cash allowance during tours.

Please see:

<http://beautifullight.org> for background on Therrien's past and upcoming projects.

The studio facility is located in downtown Phoenix, AZ - a few blocks from the downtown ASU campus, the Roosevelt Row arts district and the light rail. It is the most livable area of Phoenix (from an artist's viewpoint) - easy to get around, reasonably close to clubs, cafes and coffee houses.

We have a small shop on site in the main building, and a short bike ride away - a 14,000 SF outdoor studio/yard where the larger devices are constructed and tested. A new shipping container based shop is being built at the outdoor site with TIG and MIG welding, mill, lathe and other high quality tools.

This is a working internship. We will be working long days over the next 12 months to produce 2 or 3 large spectacles, to be presented worldwide and year-round. At the end of the internship you will have a greatly increased skill set and a few more stamps in your passport.

We will have a few paid positions open up from time to time. Interns will be considered for these positions at the completion of the internship - depending on availability of funding.

SKILLS you will have the opportunity to learn, utilize, or bring to the project
programming: JAVA, FLASH, MAX MSP/Jitter, MIDI and DMX hardware system design, CAD, 3D design/animation, industrial process control/automation.

also: welding, CNC machining and fabrication, video systems/projection, lighting design, multi channel sound system design, sound engineering, power distribution, structural design/engineering, civil engineering, temporary architecture, machine design, robotics - including pneumatic design, servos, hydraulics and sensors, fluids process control (water), neural interface design, eye tracking and other bio-control systems,

EEG/EKG hacking, electro-muscle control (body hacking), and archaic electro-mechanical systems.

TO APPLY:

Email resume or CV with short bio/letter (50 to 200 words) to

Kirstin Van Cleef at Kirstinv@sccarts.org

Phone 480.994.2787 x1716