



#PublicCanvas

BANDALOOOP 

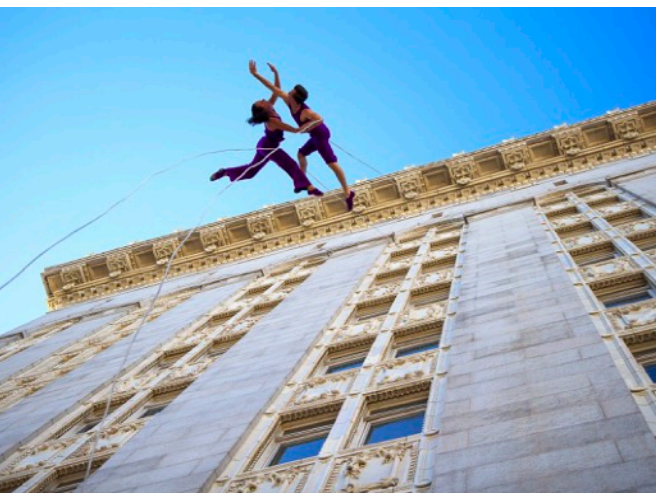


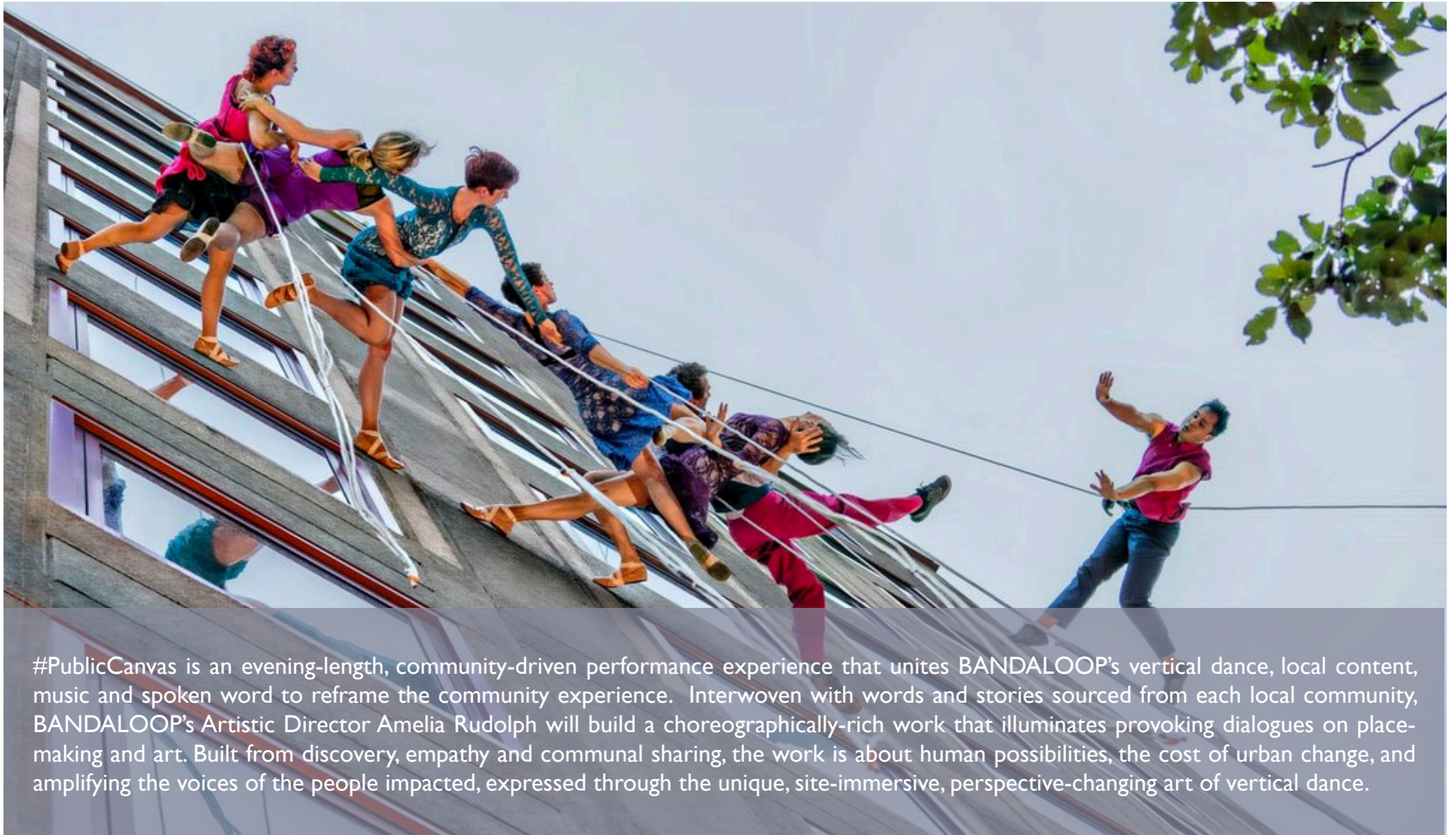
# BANDALOOOP

A pioneer in vertical dance performance, BANDALOOOP seamlessly weaves dynamic physicality, intricate choreography and the art of climbing to turn the dance floor on its side.

Founded by choreographer and artistic director Amelia Rudolph, BANDALOOOP's indoor/outdoor work has been presented in theaters and museums, on skyscrapers, bridges, billboards and historical sites, in atriums and convention halls, in nature on cliffs, and on screen.

BANDALOOOP honors nature, community and the human spirit by bringing dance to new audiences, activating public and natural spaces, and re-imagining what's possible.





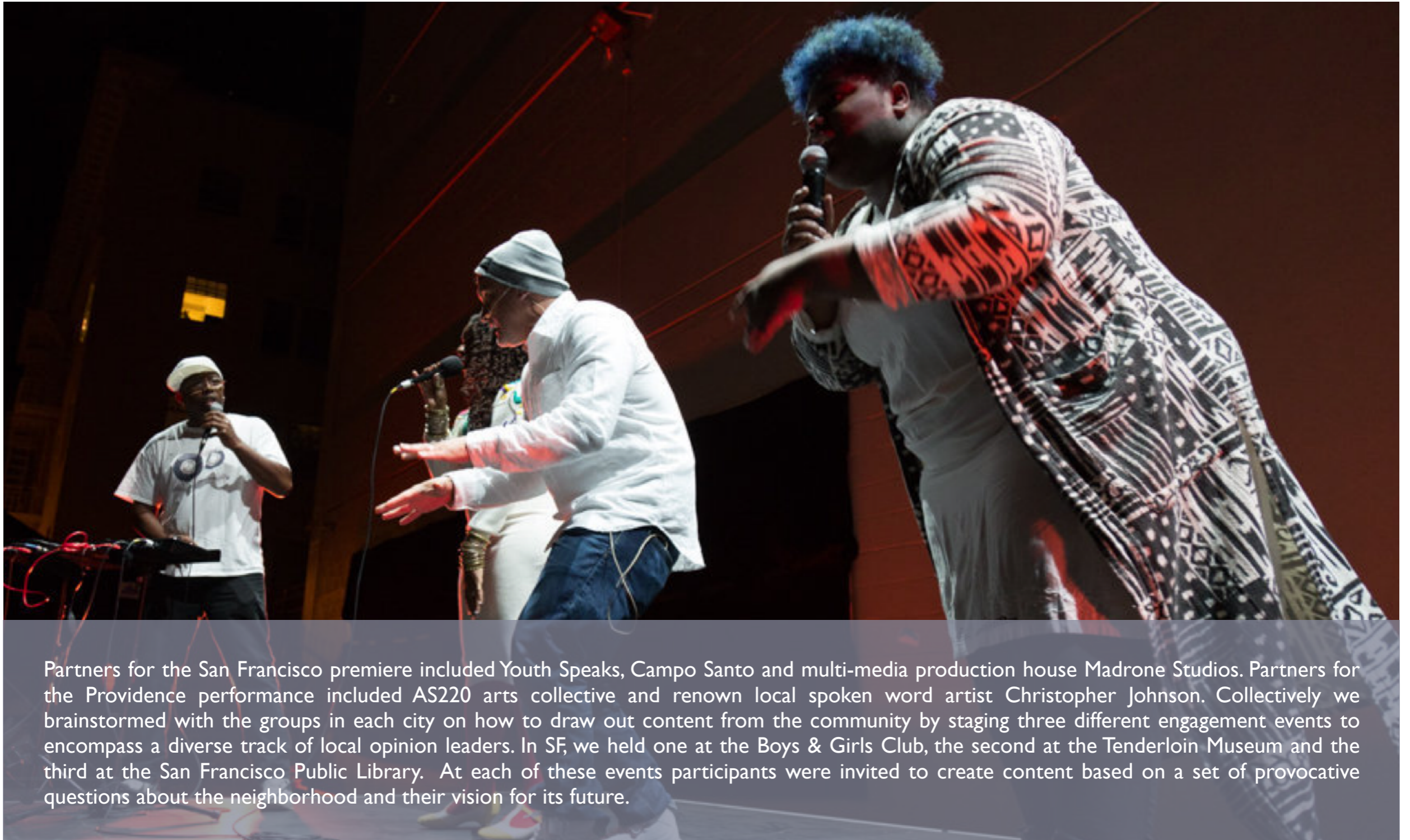
#PublicCanvas is an evening-length, community-driven performance experience that unites BANDALOOOP's vertical dance, local content, music and spoken word to reframe the community experience. Interwoven with words and stories sourced from each local community, BANDALOOOP's Artistic Director Amelia Rudolph will build a choreographically-rich work that illuminates provoking dialogues on place-making and art. Built from discovery, empathy and communal sharing, the work is about human possibilities, the cost of urban change, and amplifying the voices of the people impacted, expressed through the unique, site-immersive, perspective-changing art of vertical dance.

The performance site should be central to a community's wellbeing or an area of rapid change that inspires convenings and conversations. In San Francisco, the premiere took place in the Tenderloin/Mid-Market area, a culturally rich, rapidly gentrifying neighborhood subject to, on the one hand, rampant homelessness, and on the other, unchecked business and real-estate development. In Providence, we filled the town square in the heart of downtown. An ideal site for BANDALOOOP vertical dancing typically include a flat wall free of obstructions with a wide open adjacent audience viewing area. An advance site visit by BANDALOOOP team will reveal creative and technical possibilities as well as audience engagement strategies.



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## Identify Community Partners & Collaborators



Partners for the San Francisco premiere included Youth Speaks, Campo Santo and multi-media production house Madrone Studios. Partners for the Providence performance included AS220 arts collective and renown local spoken word artist Christopher Johnson. Collectively we brainstormed with the groups in each city on how to draw out content from the community by staging three different engagement events to encompass a diverse track of local opinion leaders. In SF, we held one at the Boys & Girls Club, the second at the Tenderloin Museum and the third at the San Francisco Public Library. At each of these events participants were invited to create content based on a set of provocative questions about the neighborhood and their vision for its future.



*Who are you?  
What do "home" and "community" mean to you?  
What changes do you want to see?  
How can art play a role in improving the community?*

In Providence, the convening was held in one of the South Side neighborhoods adjacent to the Downtown performance area and attracted every race and age represented in the neighborhood. Over dinner local poets engaged community members based on a series of questions posed. In San Francisco, the Tenderloin Museum convening included a facilitator who posed questions that prompted community members to collaborate on visual art projects at various stations at the Museum. There was a video station where participants could film their responses to the questions. The fertile material gathered at these convenings is then respectfully taken by the lead artists to include in the "Public Canvas" - integrating these community voices visually, aurally and choreographically into the final show.



In San Francisco, we hired an engagement director who not only organized the Community Convenings but also helped publicize the project to other arts and social sector non-profits including churches actively involved in social justice in the neighborhood as well as businesses and the adjacent business improvement districts. Kathy Budas, that engagement director can be contacted on the next page for direct information if desired. In Providence we worked closely with the presenter FirstWorks to uncover the best strategy to gather local interest. Their choice to hold a Town Hall meeting at the Southside Cultural Center was critical, engaging a diverse downtown Providence audience, as the South Side residents had much to say about the activity in their urban area. In addition, robust social media planning (including your own unique PublicCanvas hashtag, eg “#SFPublicCanvas” or “ATL PublicCanvas”) will be critical.



Watch the opening duet performance from the Providence RI premiere of #PublicCanvas, produced in collaboration with PVDfest, featuring BANDALOOOP dancers Melecio Estrella and Jessica McKee, and spoken word artist/singer Tassiana Willis.





This video was created as a way to generate and collect local content for the world premiere of PublicCanvas in San Francisco

# BANDALOOP

It Takes A Village

We look forward to partnering with you and collaborating with your community to make #PublicCanvas a huge success!



Amelia Rudolph  
Founder/Artistic Director



Melecio Estrella  
Associate Artistic Director



Thomas Cavanagh  
Executive Director & Producer



Amanda Moran  
Managing Director



Rika Iino  
Sozo Artists / Producer



Ichun Yeh  
Sozo Artists / Booking



Melissa Higgins  
Sozo Artists / Marketing

Let's start talking! [booking@bandaloop.org](mailto:booking@bandaloop.org) | More info: [www.bandaloop.org/publiccanvas](http://www.bandaloop.org/publiccanvas)