NAOMI ANDREE CAMPBELL

Born in Montréal, Québec, Naomi Campbell’s interdisciplinary art practice integrates art and science in a wide spectrum of studio and new media art. Her recent work investigates sense and perception in art and science using universal principles of form. She has been working with Columbia University’s neuroscience lab as a visiting artist to further explore the connections between art and neuroscience.

Her commissions include the City of New York’s MTA Art and Design Bronx Zoo subway station; the City of Geochang, S. Korea; SWIFT Pan-Americas (Society for Worldwide Interbank Financial Telecommunications Pan-Americas) Times Square corporate headquarters and Maimonides Hospital, NY. She designed the LIA (London International Advertising) Top Awards, NY and London and the ASPCA (American Society for the Prevention of Cruelty to Animals) Humane Award used in perpetuity.

A faculty instructor of the contemporary figure at The Art Students League of New York for over ten years, Campbell’s work is in national and international public, corporate and private collections. She has exhibited in almost two hundred exhibitions nationally and internationally and her work has appeared in many art magazine publications including twenty-one book publications. Campbell has contributed to art journals and magazines, lectured at colleges and art institutions, and judged national and international exhibitions/art fairs. She was recently featured in the December issue of Sculpture magazine.

Naomi Campbell lives and works in Brooklyn.
KEVIN DARTT

Kevin Dartt utilizes art, design, craft, engineering and philosophy to generate dialogue about how the world we live in has become imbalanced between what is natural, artificial and virtual. In Kevin’s artistic practice social challenges are presented through functional sculptures as prototypes for mass production. The approach he takes to make pieces is similar to an industrial designer, but the primary purpose of the object is to create a cognitive response that juxtaposes function with form. Kevin holds a Master of Science in Mechanical Engineering from Binghamton University and a Master of Fine Art in Sculpture from Alfred University. The primary focus of his career is making interactive public sculptures, one of which was rated in the top 5 must see public sculptures in New York City by Arthena.com in 2015, and has public work across the country. In addition to public work Kevin has an extensive exhibition record. Currently he is the 3D Fabrication Manager in the Department of Contemporary Art and Theater at Shepherd University.
FRANK DEPALMA

Frank DePalma is a self taught artist born in Italy and raised in Brooklyn, N.Y. He currently resides in East Stroudsburg, Pennsylvania. Frank approaches art mechanically, using raw and organic materials-turning them into fine, creative pieces. A formal education in Architecture and Construction has furthered his passion for building - forms, shapes, inventions and designs. He enjoy transforming a wide array of uncommon material and objects into unique pieces of art - turning the obscure and mundane into beautiful pieces that flow and "speak".
ALEX GRABIEC

Alex Grabiec is an artist based out of rural Virginia. His work considers the concept of place and experience through narrative, memory, and metaphor in order to examine both personal and collective myths. Born in 1984, Alex earned his BFA in 2007 from Longwood University and in 2016 an MFA in Photographic and Electronic Media from the Maryland Institute College of Art. He has exhibited his work at the New York Art Book Fair at MoMA PS1, the Indianapolis Museum of Contemporary Art, the Katzen Art Center at American University, and later in 2018 at the Ogden Museum of Southern Art in New Southern Photography. He is currently the curator of exhibitions at Longwood University where he also teaches in the honors college. He lives in Farmville, Virginia with his wife and son.
PAUL HIGHMAN

Paul Higham is internationally recognized as a pioneer of digital sculpture. He attended Liverpool and Goldsmiths in the early 70’s. In the mid 90’s as International Research Fellow at the University of Minnesota, he created work in rapid prototyping and V.R. at MVS Mayo Clinic Immersive Haptic Laparoscopy Lab; utilizing haptic force feedback and at the Human Machine Design Lab; building neural interfaces and data gloves. This is when he developed ‘DATA SCULPTURE’ using information theory, heuristics and real-time data mining to create emergent forms. Higham also produces work using scanners to abduct objects at a distance which he terms ‘Space Sampling’. He continues to use digital technologies such as A.I., virtual reality, cnc, rapid prototype and 3d printing to directly engage the possibilities of algorithmic generation to make physical sculpture, drawings, sound and interactive works. His work can be seen in collections around the world in London, Manchester, New York City, Minneapolis, Chicago, New Orleans, and Germany.
Stacey M. Holloway received her MFA from the University of Minnesota in 2009, her BFA from Herron School of Art and Design/IUPUI in 2006, and, recently, became the Assistant Professor of Sculpture at the University of Alabama at Birmingham in 2013. From 2009 to 2013, Holloway was employed by Herron School of Art and Design as their Sculpture Technician and Instructor of Sculpture, 3D Design, and Sculpture Foundry Methods.

Holloway is an active national installation-based artist and sculptor that focuses on the transformation and growth on individuals as they mature. Through the exploration of storytelling and ethology, she constructs sculptural stills that represent anxieties and fears that collide with a world of ambiguous subconsciousness. Her work takes the viewer on a journey to discover the idea of “home.”

Holloway has exhibited throughout the Midwest, South and East Coast in galleries such as Wayfarers, Brooklyn, NY; FM Gallery, Chicago, IL; Gallery 924 at the Arts Council of Indianapolis, IN; Huntsville Museum of Art, AL; and the South Bend Museum of Art in Indiana. Holloway has received distinguished awards such as the 2017 SECAC Artist’s Fellowship; the 2010 Efroymson Contemporary Arts Fellowship through the Efroymson Family Fund: Central Indiana Community Foundation in Indianapolis and the Juror’s Choice Award at the “Red Clay Survey: 2014 Exhibition of Contemporary Southern Art” at the Huntsville Museum of Art.
Rian Kerrane conceptually classifies her creative work as the Regarding-Self series and The Weight of It All, two streams of thought where she applies cast and fabricated sculpture, site specificity, installation and printmaking as methodologies examining these poetic themes. Her attraction to well-used artifacts stems from the moving individuality that evokes the situation of the individual in a homogenizing industrial/consumer society. Any object or substance can become sculptural material. Kerrane deliberately incorporates commonplace or industrial objects alongside highbrow traditional art materials. Cultural conformity shifts its familiar looks and feels as markets and fashions evolve, and reflection on the tropes of another time’s products and packaging sheds light on our own situation. For her the studio and gallery are a laboratory for a kind of pseudo-science and a physicalized celebration and critique of late modern culture.

Born in Galway, Ireland Kerrane received her BA in Fine Arts Degree from the University of Ulster at Belfast before migrating to the United States where she earned her MFA from the University of New Orleans, Louisiana. Currently residing in Denver, Colorado, Kerrane is Professor and Area Head for the Sculpture Program at the University of Colorado Denver. She was the Keynote for IRON R 2, Cork, Ireland in 2014 and is a board member for the Western Cast Iron Art Alliance. Kerrane contributed to steering the 7th International Conference in Contemporary Cast Iron Art (ICCCIA) in Latvia and is co-director for performances for the upcoming 8th ICCCIA in Scranton, Pennsylvania in 2018. She hosts nomadic foundry events in the region and values the interconnectivity between art practice and the community experience.
LAUREN KOCH

Lauren G. Koch is a nationally and internationally exhibited mixed media artist, classically trained pianist, and folk musician. Skilled in a wide variety of mediums, she is most drawn to foundry, fabrication, and printmaking. Her exposure to iron casting as an early teen has now taken her all over the United States assisting iron pour performances and her mentors in workshops as well as exhibiting and presenting presentations of her work. After researching natural colorants and mordents for many years, she began utilizing iron oxide and rust as a printmaking process, which she incorporates with other traditional printmaking, drawing, and painting techniques. While pursuing her BFA at UWG, she participated in several study abroad programs allowing her to visit several European countries and pursue her research. Currently, she is pursuing her graduate studies at the University of Maryland MFA program in College Park, Maryland. She has been an emerging artist in residence at the Atlanta Printmakers Studio, Newnan ArtRez, as well as foundry director’s assistant at Salem Art Works. Summer of 2018, she is attending the International Symposium of Cast Metal & 3D Printing at Atelier Haus Hilmsen Residency in Germany. When she is not busy with her studio practice and research, Lauren is volunteering at various printmaking and sculpture conferences across the United States.
Coral Penelope Lambert is internationally recognized for working in cast metal as well as producing large scale outdoor sculpture. She is Professor of Sculpture at Alfred University, New York where she is also the Director of the National Casting Center Foundry. Lambert studied at Central School of Art, London, Canterbury College of Art, Kent and received her MFA in Sculpture from Manchester Metropolitan University in 1990. During her long standing career she has lectured and exhibited widely including the Barbican Center, London, Museum of Steel Sculpture in Ironbridge, UK, Franconia Sculpture Park, MN, Salem Art Works, NY, Pirrkala Sculpture Park in Finland, HuiAn, China, The National Metals Museum in Memphis, Governors Island, Manhattan, Carrie Furnaces, Pittsburgh and Salem Castle, Germany. Her most recent Fire + Iron Earthworks ‘Volcano Furnace’ are sited at Pedvale Sculpture Park in Lativa and Giardino de Daniel Spoerri in Italy. She has received many awards including the Gottlieb Grant.
WILLIAM PRTUNE

William Prtune centers his work around natural, repetitious patterns, such as woodgrain and bumblebee hives, to express trapped emotions and memories of his troubled homelife. By transforming the patterns into new materials, he removes the context of the patterns’ origin to display them as new, but familiar lines and shapes. Through these patterns, he creates objects that act as organizable memories that relieve his mind of constantly reliving his past.
Philadelphia artist Andre Rubin makes philosophically and politically engaged collage artworks – images that are concise, bold, colorful and delineated in the tradition of pop art, political posters and advertisements. His historically informed work positions Classical art and architecture into a Postmodern context.
WOODY STAUFFER

Woody Stauffer is a sculptor who experiments with mold making techniques to produce raw forms. After his graduation from the University of Minnesota, Woody traveled across the Midwest assisting in iron pours, workshops, and performances under the mentorship of Tamsie Ringler, Kelly Ludeking, and James Brenner.

Cast metal and cast concrete embody the base of his artistic practice that he is currently expanding on as a graduate student at Fort Hays State University. Woody is motivated to create forms that shift between aesthetic paradigms of rot, decay, fossilization, and industry, creating weathered sculptural abstractions of a distant dystopian future or a semblance of a forgotten artifact.

Woody is a former musician within the bands of Shot Memory, Siphona, and Woodrow Jot. This has supplied him with a history of tonal cognition that he hopes to visually communicate within his sculpture. Woody Stauffer designates his business under the name Winged Snake Art + Garden. The garden is a place where sculpture can thrive, and with his focus on craft, Woody supplies unique planters, furniture, and décor to homes across the Midwest.
Michael Richard Thron (born 1990) in Stamford CT, currently is a MFA Graduate student at the University of Maryland, College Park. His work reflects upon the ideas of how identity is relational and at the same time contextual, through creation and destruction. However without identity we lose our most inherent human element leading to forgetting our human condition. His fabrications are meant to be both echoes and essences of one’s inner being, embodying it within a form to encapsulate emotion. Using negative space as a tangible component, his work is a reminder of personal identity, experience, and interaction. His work acts as a conduit to examine the evolution of self. Therefore, validating the possible meaning of our existence through the manifestation of forms and space.