

Annual Residency Competition: Open Call for Proposals

Release date:
February 10, 2014

Submission deadline:
May 31, 2014, 11:59pm

Notification date:
June 20, 2014

Residency Period:
August 1st – 31st, 2014

Contact:
workshopresidencecompetition@gmail.com

Application Fee: \$25

About Workshop Residence:

Workshop Residence engages the worlds of craft, art, and design by pairing visiting artists and designers with local fabricators to create beautiful, useful, and affordable objects. Located in the Dogpatch neighborhood of San Francisco, our space is a retail store, gallery, and workshop. Residencies result in a product that is made in the USA and managed, marketed, and sold in our store and online; profits are shared with each artist and local production benefits Bay Area small businesses.

Annual Residency Competition 2014

We are pleased to announce our first Annual Residency Competition. A jury of art & design leaders will review project proposals and select one applicant to be awarded a residency for the month of August 2014. During this residency, we will work with the selected artist/designer to develop their proposed products to be manufactured locally and sold in our store. The competition winner will receive travel funds, \$2,000 honoraria, up to \$5,000 in project budget, the use of our large studio/workshop, accommodations in our adjacent apartment, and will share revenue from sales profit from their collection.

2014 Jury

Kim Hastreiter, Founder & Co-Editor-in-Chief, Paper Magazine
David Beach, Co-Director, Product Realization Laboratory, Stanford d.school
Tim Brown, CEO and President, IDEO

Media Partner
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2014 Annual Residency Competition: Submission Checklist

Applications must be submitted via:

<http://workshopresidence.com/pages/proposals>

This competition offers applicants the opportunity to include work samples in an online registry made public on our website, providing visibility to a wide variety of arts professionals: curators, gallerists, collectors, and educators, as well as feedback on your proposal from our community. Please indicate in your application if you do not want your proposal to appear on the registry.

-CV and Contact information

Please provide your current resume or CV, including contact information in the header (name, phone number, email and mailing address)

-Project Proposal

Describe the project and product in as much detail as you can. Include the intended function, material, scale, and fabrication techniques. Its okay if you don't know all the details of how your product will be made, just explain it as best you can. If you are submitting images, please describe how they relate to the proposed project.

-Workshop Proposal

Workshop Residence also hosts participatory public workshops with some residents. Each workshop has been structured differently; some are only a day long, while others take place over the course of several weeks. In general, workshops are not a revenue-generating program and participation fees cover the materials. We encourage applicants to consider a public workshop as part of their proposal. Please give examples of how the class would be structured and list necessary materials.

-Work Samples

Work samples are welcomed but not required. This documentation may be specific to your proposal and/or include prior work that gives a context to your proposal. While we do not make reproductions, often the products we make with residents are informed and inspired by their prior work. We welcome image files, video, or audio.

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2014 Annual Residency Competition: FAQs

Where is the Workshop Residence located? Workshop Residence is in the Dogpatch neighborhood of San Francisco, California. Our street address is: 833 22nd St, San Francisco CA.

Can only fine artists apply? Past residents come from a variety of different backgrounds, including: architecture, graphic design, science, craft, and fine art. There is no need for an applicant to have an existing portfolio or exhibition record; we will consider the strength of the proposal foremost.

How long is the residency? The residency is one month long with the possibility of future collaborations.

Is there a stipend? Yes, honorarium is \$2,000.

What is the production budget? The production budget depends on the scope of the project but is approximately \$5,000. Do not feel obligated to exhaust the production budget; some of our best products started with a very small budget. A detailed project budget is not required, but feel free to indicate costs if you are familiar with the production processes associated with your proposal.

What factors are the jurors looking for? Workshop Residence staff will screen proposals for feasibility and relevance for our growing collection of products. The jury will select for quality, creativity, and how the product relates to each applicant's background or body of work. Please peruse our existing collection before proposing a product in order to avoid direct overlap in concept, material, or form.

Can I edit my proposal after submitting? Why is the application open for so long? The online registry, the long application term, and ability to edit your proposal after submission present a new approach to an arts and design competition. We want to extend these opportunities for you to get feedback on your project proposal from both Workshop Residence staff and our community of customers and fans. We hope you reflect on this feedback and take advantage of the chance to refine your proposal. Please make sure to finalize any changes before the deadline.

If my proposal is chosen and we develop a product, how will I benefit financially? Workshop Residence covers the production budget, travel expenses and honorarium up front. After recovering these expenses, profit from sales of the first production run will be shared 50/50. If we re-issue the product, the resident receives a royalty of 25% of profit from subsequent editions.

Who owns the resulting product from a residency? Ownership of the resulting product is shared between Workshop Residence and the artist/designer; copyright is held by resident, exclusive marketing rights are held by Workshop Residence.

Does the proposal have to be for a product or can it also include unique art works? The proposal should focus on a useful object. However, past residencies have often resulted in unique works or limited editions as a compliment to the products. Although we don't restrict proposals, we strongly recommend that applicants focus on a specific product design that can be reproduced without limitation.

What mediums are encouraged? There are no restrictions – we've worked with anything from textiles and ceramics to fungus and toy robots. We strongly encourage you to visit our website and online store to review past projects.

What hours am I expected to work during the residency? Our studio is available to the resident artist 24 hours a day. Residents typically work weekdays from 9am-5pm when our staff is available for assistance and the shop is open to the public. There is no requirement but we like to have residents engage with our community and devote themselves "full-time" to this project during the residency period.

How many artists are in residence at a time? We host one residency at a time, but we are open to collaborations between more than one person (a single proposal from a group).

What are the housing and travel accommodations? We will provide a fully furnished two-bedroom apartment, located above our shop, for the selected resident. We will offer up to \$700 for travel to San Francisco (if necessary) and a sturdy bicycle for getting around town. If you need any special accommodations please just let us know.

Can international artists apply? Yes! We welcome applications from outside the US. Please keep in mind the limited travel fund of \$700, and understand that you would be responsible for arranging the necessary travel visas and permissions.

Do you have to be a resident of San Francisco to apply? No. This is not a Bay Area of San Francisco specific competition. While we make our products locally, we host artists and designers from all over the world.

Who selects the winner? Workshop Residence staff will screen proposals for basic feasibility and how they complement our growing collection. The jury selects the winner. The 2014 jury is:

David Beach, Co-Director, Product Realization Laboratory, Stanford University

Tim Brown, CEO and President, IDEO

Kim Hastreiter, Founder & Co-Editor-in-Chief, Paper Magazine

If I am not accepted into the program can I reapply next year? Yes, this program will be an annual part of our residency program and you are welcome reapply. We also keep our favorite proposals on file for future consideration.

2014 Annual Residency Competition: Jury

KIM HASTREITER, FOUNDER & CO-EDITOR-IN-CHIEF, PAPER MAGAZINE

Co-founder and co-editor in chief of Paper, Kim Hastreiter is widely renowned for her ability to spot new talent, and for connecting young artists, designers and musicians. Kim's keen interest in art, culture and emerging trends reflected heavily in the magazine and it quickly became renowned as an incubator for burgeoning young artists, designers and pop-starlets. Now in its 27th year of publication, Paper boasts a paid circulation of 125,000 and issues eight editions a year, while the website Papermag.com counts 1.3 million unique visitors per month. Kim was awarded the 'Eugenia Sheppard Award' for Journalism by the CFDA in 2010, and has also published several books including 'Geoffrey Beene, An American Fashion Rebel' and '20 Years of Style – The World According to Paper' in collaboration with David Hershkovits.

TIM BROWN, CEO & PRESIDENT, IDEO

Tim Brown is CEO and president of IDEO. He frequently speaks about the value of design thinking and innovation to business people and designers around the world. He participates in the World Economic Forum in Davos, Switzerland, and his talks [Serious Play](#) and [Change by Design](#) appear on TED.com.

An industrial designer by training, Tim has earned numerous design awards and has exhibited work at the Axis Gallery in Tokyo, the Design Museum in London, and the Museum of Modern Art in New York. He takes special interest in the convergence of technology and the arts, as well as the ways in which design can be used to promote the well-being of people living in emerging economies. His book on how design thinking transforms organizations, [Change by Design](#), was released by Harper Business in September 2009.

DAVID BEACH, PROFESSOR, STANFORD d.SCHOOL CO-DIRECTOR, PRODUCT REALIZATION LABORATORY

Beach teaches courses in the areas of design and manufacturing, and co-directs the Product Realization Laboratory, which provides 800 students annually with hands on experiences in product definition, conceptual design, detail design, and prototype creation. The PRL offers courses, mentors and tools in support of integrated product creation. Pedagogically, Beach believes that creation of experience from which students (and teams of students) can interpret and internalize their own conclusions provides an excellent complement to content based teaching. His goal is to add strength in tacit knowledge, which derives from the hands-on synthesis of design, prototype building, presentation and criticism. The PRL has engendered many new companies which design, manufacture and distribute products in diverse domains

including Haptic Devices, Medical Devices, Sporting Goods, Underwater Video Equipment, Robotics, and Automated Genomics Laboratory Equipment.

2014 Annual Residency Competition: Workshop Residence Staff

ANN HATCH, FOUNDER

Ann is a native San Franciscan and longtime supporter and advocate for the Bay Area creative community, founding Workshop Residence in fall 2011. In 1983 she founded Capp Street Project (CSP), a nationally recognized artist residency program. In 1997 Hatch, together with Robert and Margrit Mondavi, co-founded the Oxbow School, an independent semester high school for national students in the arts in Napa, California.

Ann served as the Chair of Trustees for California College of the Arts (2005-2009) and on the boards of many arts organizations, including the Walker Art Center in Minneapolis, MN (since 1973), The Fabric Arts Workshop and Museum in Philadelphia (since 2009), the Berkeley Art Museum (1996–99), Oakland Museum of California (1995–99) and the Addison Gallery of American Art at Phillips Academy in Andover, MA (1992–99).

BRADEN WEEKS EARP, DIRECTOR

Braden brings his experience in technical design and large-scale art fabrication to the collaborative projects at Workshop Residence. Braden holds a BA in Architecture and Design from Yale University. He was head of Studio for Ursula Von Rydingsvard (2005-2008) and managed post-earthquake reconstruction projects in West Sumatra, Indonesia and Sichuan, China (2008-2010).

KATIE MCCRACKEN, PROGRAM COORDINATOR

Katie McCracken joined Workshop Residence in November 2012 as Program Coordinator after completing her Masters Degree in Museum Studies at New York University. She worked as Graduate Assistant at the Fales Library & Special Collections and presented her Masters thesis, *A New Phase of New Institutionalism: The Museum and the Social Sphere* at the American Association of Anthropologists annual meeting in 2012. She also holds a B.A. in Humanities and French from San Francisco State University.

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