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**ARTIST IVAN TOTH DEPEÑA LAUNCHES CITY-WIDE ARTWORK
FEATURING AUGMENTED REALITY MOBILE APP
COMMISSIONED BY MIAMI-DADE COUNTY ART IN PUBLIC PLACES,
THE JOHN S. AND JAMES L. KNIGHT FOUNDATION,
AND LOCUST PROJECTS**

(Miami – June 7, 2016) Miami-Dade County Art in Public Places, The John. S and James L. Knight Foundation, and Locust Projects, Miami’s longest running experimental art space, are pleased to announce the launch of **Lapse**, a major public art commission and mobile application by Miami native, Charlotte-based artist Ivan Toth Depeña.

As a new chapter of the artist’s ongoing series *The Fallen Sky Chronicles*, **Lapse** consists of 6 interwoven components: *The Visions & The Collective*, a series of publically accessible murals; *The Sounds*, a GPS-based audio soundscape discoverable on Miami’s downtown MetroMover; *The Writings*, a virtual walking prose experience in Museum Park; *The Sculpture*, an augmented experience triggered by a public sculpture; and *The Moment*, a site-specific exhibition at Locust Projects’ space in the Miami Design District.

Connecting each of these six components is **Lapse**, a custom mobile application which Depeña created with the help of The Heavy Projects, a software engineering firm based in Southern California. Through groundbreaking augmented reality (AR), technology, **Lapse** responds to triggers and activates each of the components by revealing virtual and auditory experiences with a mobile device’s camera lens and sound output. The **Lapse** mobile app can be downloaded onto a devise at www.lapsemiami.com.

Dissolving the boundaries of physical reality and an alternative, virtual world, **Lapse** furthers *The Fallen Sky Chronicles* short story narrative, which imagines a disruption of real-world time and space. Confronting a moment of transcendence in human consciousness, **Lapse** exposes a world where “the delicate stitches holding their realities together, and those of other dimensions, had begun to intertwine and unravel.” (Excerpt from *The Fallen Sky Chronicles*). Presupposing the inversion of the “singularity”, a term used to define the hypothetical event when artificial intelligence surpasses that of humans, **Lapse** imagines our brains being fused with technology,

revealing an augmented consciousness imbued with images and data. In this way, *Lapse* creates a space to both revere and meditate on our increasingly technologically entwined lives.

How & where to experience Ivan Toth Depeña's *Lapse*:

Download the *Lapse* mobile app onto a device at www.lapsemiami.com to experience the following:

"The Visions", a series of virtual murals inspired by the invisible data and information that is constantly being transmitted between and around us. Using the *Lapse* app as a discovery tool, look for large painted trigger images that resemble pixels painted on the wall. Hold your device's camera up to the trigger to reveal the virtual layers, designed by Depeña. *The Visions* can be found on the exterior wall of Locust Projects, 3852 North Miami Avenue, on the Cultural Plaza façade of Miami-Dade Public Library, 101 Flagler Street, and scattered throughout Miami's downtown. Use the map included in *Lapse* to discover additional sites.

"The Collective" was created in collaboration various artists as the main contributors of content. This experience allows you to explore the city and uncover smaller visual compositions that extend the virtual mural series ("The Visions"). The locations of the work are not on the map - you discover the trigger images painted, stenciled, or applied in random locations throughout the city. Contributing artists include: Alan Gutierrez, Brian Butler, Dana Donaty, Jim Drain, Justin H. Long, Kelley Johnson, Kevin Arrow, Barron Scherer, Domingo Castilo, Moira Holohan, Wendy Wischer, John F. Simon Jr, Nathan Selikoff, Jillian Mayer, John Bailly, Natalia Bailly, Caleb Saul, Nick Bloomberg, Matthew Steele, Isaac Payne, Stephen Hayes, Todd Stewart and others to be added continuously.

"The Sounds" was produced in collaboration Brad Laner, who is best known as the founder of the "shoegaze" band Medicine. Laner worked with Depeña's concept and contributed an interactive musical composition for users traveling on the MetroMover, Miami's above-ground public rail system. The Omni Loop features harmonic layering that is triggered by GPS location at each station. *The Sounds* results in the creation of a multi-sensory sonic landscape and because of the different elements in play, no two iterations of this score will ever be the same.

"The Writings" was created in collaboration with Miami-based artist Jillian Mayer. The experience consists of is a virtual walk-through prose experience that takes place throughout Museum Park in downtown Miami. Mayer worked with Depeña's concept and helped create "excerpts" from a fictional notebook that reveal various thoughts scribbled down in various states of altered consciousness. Time, memory, love, reality are all issues that flash through the mind of the author as they fade in and out. *The Writings* is triggered by following icons that appear on your screen according to your GPS location at Museum Park.

"The Sculpture" This augmented experience activated through *Arc*, a public art sculpture in Aventura, FL. The physical sculpture, created by Depeña for a prior Miami-Dade Art in Public Places commission, was designed using the wind data from

Hurricane Wilma, which destroyed the previous library that existed on the site. Using the *Lapse* app as a discovery tool, visitors will be able to visualize “virtual wind currents”, generated in real time flowing around the sculpture.

“The Moment” In conjunction with the launch of *Lapse*, Locust Projects is pleased to present *The Moment*, a site-specific installation at Locust Projects’ exhibition space in the Miami Design District. *The Moment* consists of a multi-media installation featuring a structure based on the archetype of a suburban house, which has been broken in half to reveal a light-filled, geode-like interior. As described in the *Fallen Sky Chronicles*, the installation illustrates the instant when a breakthrough to an alternate world occurs, the first event in the sequence unlocking the augmented reality dimension. The exhibition is accompanied by an installation of one of *The Visions* murals on the south exterior of Locust Projects’ exhibition space. In addition, Depeña created a limited edition work on paper available for sale, *The Moment (Compiled Process)*, also activated by *Lapse* to reveal a kaleidoscopic burst of color and movement.

It is the policy of Miami-Dade County to comply with all of the requirements of the Americans with Disabilities Act. To request materials in accessible format, sign language interpreters, and/or any accommodation to participate in any Miami-Dade County Department of Cultural Affairs program or meeting, please contact Francine Andersen at 305-375-4634 culture@miamidade.gov at least five days in advance to initiate your request. TTY users may also call 711 (Florida Relay Service).

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MEDIA NOTE - PRINT & MEDIA READY IMAGES AT:

<https://drive.google.com/open?id=0BzF4PvgKdT4HYzhfdUprRFNtMEk>: App screen captures courtesy of Ivan Depeña. Images of The Moment sculpture courtesy of Ivan Depeña and Alisa Pitchenik-Charles

ABOUT IVAN TOTH DEPEÑA

Ivan Toth Depeña spends time in Miami and Charlotte, NC, where he is currently an affiliate artist in residence at the McColl Center for Arts + Innovation. With degrees in Architecture from Harvard University’s Graduate School of Design and the University of Miami, Depeña’s artistic production is informed by his experience in art, architecture, technology and design, and encompasses a range of media. Depeña pursues the intersection between different disciplines with the aim of choreographing the moment when these aspects come together seamlessly. Using vehicles such as hands on traditional media, interactivity / responsiveness and high tech fabrication methods. Depeña explores the line between chance and intention. He has exhibited extensively, nationally and internationally, in both solo and group exhibitions, including at the McColl Center, NC; New Britain Museum of American Art, CT; Miami Art Museum, Frost Art Museum, and the Palm Beach Institute of Contemporary Art, FL. Depeña has recently completed large-scale public commissions in New York, NY; Denver, CO; Albuquerque, NM; Gainesville, and Miami, FL. His work is held in numerous public and private collections.

ABOUT LOCUST PROJECTS

Locust Projects is a not for profit exhibition space dedicated to providing contemporary visual artists with the freedom to experiment with new ideas without the pressures of gallery sales or the limitations of conventional exhibition spaces. Local, national and international artists are encouraged to create site-specific installations as an extension of their representative work. Locust Projects supports the local community through educational initiatives and programming that is free to the public.

ABOUT MIAMI-DADE ART IN PUBLIC PLACES

Miami-Dade County Art in Public Places, a program of the Miami-Dade County Department of Cultural Affairs, serves the community through the implementation of art installations dedicated to enriching the public environment and to preserving and enhancing the artistic and civic pride of Miami-Dade County. Miami-Dade Art in Public Places promotes collaboration and creative art projects that improve the visual quality of public spaces. These public art installations transform public spaces from ordinary civic areas to sites that can lift the spirit and connect with the community.

ABOUT THE KNIGHT FOUNDATION

Knight Foundation supports transformational ideas that promote quality journalism, advance media innovation, engage communities and foster the arts. We believe that democracy thrives when people and communities are informed and engaged.

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Artist / Concept:

Ivan Toth Depeña

AR Software Development:

Powered by The Heavy Projects

Art Direction and Graphic Design of the Mobile App:

Ivan Toth Depeña + Chris Pacetti

Overall App Soundtrack and Composition of "*The Sounds*":

Brad Laner

Curator/Consultant (*The Visions / The Collective / The Words*):

Amanda Sanfilippo

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