



INK PEOPLE NEWS

Volume 37 Issue 5 May 2016

Kinetic Artist Lucas Thornton
Next Generation Eureka
Video Games and Culture



Published by The Ink People Center for the Arts
23 5th Street, Eureka, CA 95501 - inkpeople.org - (707) 442-8413



Letter from Libby

Art News from Ink People Executive Director, Libby Maynard

Wow! We had three awesome DreamMaker presentations in April. Humboldt has so many wonderfully creative and caring people. The Board adopted Next Generation Eureka, Centro del Pueblo, and Ouroboros Creative Collective.

Next Generation Eureka will be profiled more extensively elsewhere in this newsletter, but it is composed of people between the ages of 16-30 looking to make Eureka a place they want to live in and be culturally and civically engaged in. For more info or to get involved, contact Cedric Seaman at cedric@nextgeneureka.org.

“Centro del Pueblo is an idea, and a dream, conceived of for many years by members of the local Latino community as a way to house Latino/Indigena art, culture and services focused around our region’s Latino/Indigena community. Centro del Pueblo will consist of a building, or center, where Spanish-speaking people, as well as anyone else who is attracted to the center’s activities, can go to celebrate their culture, and empower themselves to push for their rights, in a safe and culturally-appropriate space.” For more info or to get involved, contact Renee Saucedo at rmscoco@yahoo.com.

“Ouroboros Creative Collective is a group of creative professionals dedicated to supporting and documenting Humboldt County’s music, arts, and

culture. Our passion for self-expression is what defines our goals. The OCC was formed out of need for shared creative expression. We have no boundaries or ceiling. This is an ongoing venture that will continue to grow and expand outwards in multiple directions. We hope to involve other talented members of the community as contributors to our publications and projects and continue to branch outward.” For more info or to get involved, contact Andy Ruddock at browndogfilms@gmail.com or Sean Patrick Leydon at sean.patrick.leydon@gmail.com.

Well, I’m going to do it again and on May 3, I’ll be getting my left shoulder joint replaced. It was the right one in September and it went so well I thought I’d try it again. So, I’ll be out of the office recuperating for most of May, with short days after the first two weeks. Then, in mid-June, I’ll be taking off for my favorite arts conference, Americans for the Arts, in Boston. Then some time visiting my mother and sister in Asheville, NC. If I’m lucky, my sister’s daughter and my grand niece will be visiting at the same time. It’s going to be an eventful next few months, but then I’m not one who likes to be bored.

We are in the planning stages for a high-end fundraiser in the fall. Part of it will be figuring out how to tell the Ink People story in a brief, but engaging way. If you have ideas or want to get involved, please contact the office.

Peace, Libby





Page 4

DreamMaker
Next Generation Eureka

Page 5

Poetry Corner

Page 6 (From the Cover)

Featured Artist : Lucas Thornton
WoodFoot SurfCraft

Page 8

Things to See & Do

Page 10

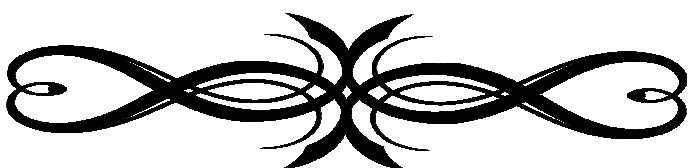
Opportunities for Artists
Plus: Bonus Poetry

Page 12

Mechanics as Metaphor
An Artist in Favor of Video Games

Page 14

Classes & Workshops



**Want to see your Event,
Class, Workshop,
or Call to Artists in Ink
People News?**

**Submit content to
Ink News Editor
Joe Shermis
*steelness7@gmail.com***

**Deadline is the 15th of
the month prior to
publication.
All content
subject to
approval.**



Alternative Galleries May 2016

CSFECU #20
Eureka City Hall
SHN Engineering
The Vision Center
GHD

Pat Kanzler
Dana Ballard
Allen Cassidy
The Dance Scene
Lynne Curtis

**Do you have a body of work, large or small,
taking up valuable room in your house or
studio? Join the Alternative Galleries, and
hang your art in businesses around town
rotating once every three months.**

**Free to artists. Great exposure.
Call (707) 442-8413**

NEXT GENERATION EUREKA

From the perspective of young people growing up in Eureka, the question for our community is: Should I stay or should I go? This question was publicly addressed in a meeting between a hundred young adults and Eureka's community development manager Rob Holmlund. From this meeting the group Next Gen Eureka was born, committed to improving Eureka and making it a more appealing place to live. The primary value of the group is the retention of young people and creation of opportunity in the community. It's intention is to dedicate itself to engaging young adults in improving Eureka. The goal is the retention of the young people of this community, our most treasured resource. By creating opportunities, the group hopes to make Eureka a more appealing place to live.

The inspiration for Next Gen Eureka came from a collaboration between the City of Eureka's community development manager Rob Holmlund and Eureka local Connor Callison. The pair were both searching for a way to get young adults involved in their community and to attend city council meetings. They created a kickoff meeting in January, and approximately one hundred

young adults between 16-30 years old interested in improving their home community showed up.

Community and steering committee member Cedric Seaman was particularly inspired by the turnout. "I found a lot of my connection with Next Gen Eureka came from a mission in line with my own personal philosophy: if you love your home, you strive to make it the best it can be," said Seaman.

"Our biggest challenge is combatting the existing strongly-held belief that Eureka is 'beyond saving.' It's changing the idea that's forced into our residents that Eureka is a bad place to live, and channeling that into motivation to improve their home."

"Our end goal is to be an autonomous nonprofit that works with lots of other organizations to effect positive change in Eureka and the rest of Humboldt. We want to have a level of notoriety and reputation that people listen when we speak, and young adults know that if they have an idea that they can bring it to Next Gen Eureka to make it happen.

Seaman has taken a leadership role with the group by connecting with The Ink People. "The Ink People has given us access to a huge network of projects that are already working with and empowering young people, as well as structure starting out to help us make our actions as effective as possible."

Another active steering committee member is Jasmine Jones, a student at Eureka High. Even with all of the pressure and





responsibility that comes with being in AP classes in High School, Jones still finds time to volunteer her time to craft meeting agendas, secure photographs for projects, and plan a project of her own to present.

“Our program is entirely focused around connecting with the community. We give voice to our community's least heard age demographic of adults and empower those people to be present and make things happen in their community,” said Jones.

On April 22nd the group held their third major meeting at the Eureka High School Cafeteria, a perfect location for presenters Paul Ziegler and Kathy Johansen, with Eureka City Schools and the League of women voters respectively, to speak about the fate of the Eureka High School gym building and youth participation in government. The attendees were active and engaged. Fun was had for everyone who made it to the meeting. All in all, the group shows what great promise there is for the future of Eureka.

DreamMaker Projects like this one are self directed programs dedicated to engaging our community through culture and the Arts. They enjoy benefits like nonprofit status, insurance coverage, bookkeeping, business consulting, media services, and more. Visit inkpeople.org for more.

POETRY CORNER

Meaning Round

*Once there was a box we had
but I did not see fit
to think within its corners
or even close to it;
I stood out in the thunder
and thought what could be made
if I didn't get what's offered
and the man does not get paid...*

*Once there was a rectangle,
its neatness was so round
that it broke out of the shape it had
and made a certain sound,
a sound that wasn't broken
but held things deep inside
despite the glue becoming wet
and the thin parts getting wide...*

*Once there was a shape we had,
we shared it like a joint,
we passed it round the party
and the direction would then point
to where we would be going
if we all got good and bent
and so the shape, with duct tape,
was exactly what we meant...*

Joe Shermis

Artist Profile: Lucas Thornton

May is Kinetic Sculpture Racing Month here in Humboldt, so Ink News tracked down an artist who has earned his stripes pitting sculptures and his own body against the challenges of the Kinetic Grand Championship. Lucas's art is anchored in and reflective of his love for surfing, sculpture racing, and the glorious Redwood Coast.

Q: What is your favorite art medium to work in, and why?

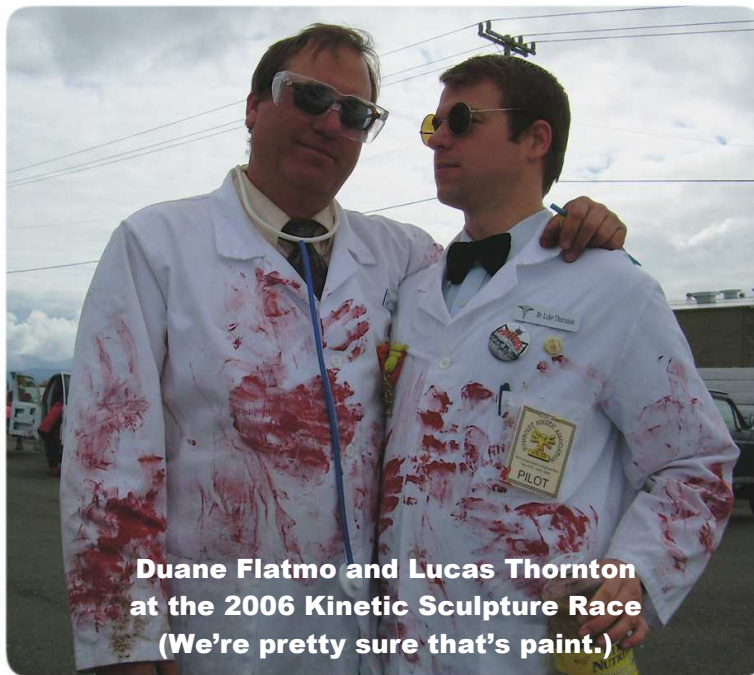
A: That's kind of a hard decision for me since I like to work with any medium I can get my hands on. Some days I'm using acrylic or oils on an easel painting and others I'm welding metal together. When the welder runs out of wire I'm working with resins, foam, and clay to satisfying my appetite for sculpture. Then when I run out of money and materials I'll grab some cardboard, sticks, or just plain old trash to busy my idle hands. If my hands tire then it's to the computer and the clicking of a mouse. My personal opinion is that no artist should limit themselves to one medium, it's like a chef that only cooks with potatoes when there's a whole pantry of ingredients within reach.

Q: When did you first figure out that art was important to you?

A: When I was young my focus was in my sketch books, filling them with doodles and never once thinking of the importance it might play. As I grew older and more mature in my artwork, I knew that art was my direction

to follow. The day that art became important to me was when I decided to go full-time and leave behind the things that I felt were holding me back. When I was working for someone else and I was writing papers for a professors I felt a conflict. The artist in me wanted freedom from the distractions and I left it all to pursue my true self. Taking this leap of artistic faith has allowed me to take on projects that I would never have time for if I wasn't at it 100%. Projects like the Kinetic

Sculpture Race are a huge undertaking and require a lot of time and skill. I'd say that the [Kinetic Grand Championship] is the culmination of all my artistic skills and mediums wrapped up into one event. The fabrication and dedication of a completing a machine is the ultimate artist challenge. The importance of my art is crucial in the success of a finished KGC race. One that is worthy of a drink raised high and an exclamation of artistic completion! HUZZA!



**Duane Flatmo and Lucas Thornton
at the 2006 Kinetic Sculpture Race
(We're pretty sure that's paint.)**

Q: Who is your art mentor?

A: As a child my mother put me on to her underground comics by artist RL Crabb and I had a brief correspondence with him. He gave me some good advice and encouraged my pursuit as a draftsman. It wasn't till I met Duane Flatmo that I really created a life long mentor though. Duane came in to teach our sixth grade class how to make masks and he invited me to come paint with his mural group later on. From that day forward we worked together on many projects, like a master and apprentice passing down the craft. Duane and I have completed murals and kinetic



sculptures together for the past 18 years and I've come to the point now where I'm picking up where he left off. My artistic self is forever grateful for the day I met him.

Q: Finish this sentence: My art is my...

A: My art is my art and there's no part of a shopping cart that one dart can outsmart the heart of Napoleon Bonaparte. Don't take your art so serious, have fun and it will never feel like work.

Q: What advice would you offer someone just beginning their exploration of their own artistic self?

A: When you're just starting out it's going to be scary at first, but like anything else it gets easier with practice. There will be failure and there will be success in your art. I'd compare the life of an artist as walking on a balance beam, it's easy to fall off, but it's just as easy to get back on. Life and Art are a balancing act. Being humble about your work will get you a long way too. Ego can get in the way of progress and if you think your work is great, most likely some else thinks it's crap.

Artworks can always be better, so treat your next work as a challenge to improve on the latter. Your ego will drive you to tears or it will drive you to greatness; it doesn't do so well at making you friends either. For it's best to surround yourself with like minded individuals to share ideas and ask questions. It's in these circles of artist that inspiration will blossom. Also use good brushes, good paint, stretch your own canvas, and make art for the sake of making art.

You can find more about Lucas, along with a surf report, a blog, and his unique surfboard designs at:



woodfootsurfcraft.blogspot.com

DreamMaker Project

HIGH WATER MARK

Stories from the
'64 Flood



In November of 1964, the West Coast was inundated by heavy rain from Central California north to Oregon and Washington and East to Idaho creating epic and catastrophic flooding.

In the making of this film over 60 people were interviewed about their experiences. The Film makers have included archival photos, video and 16 mm footage to bring the stories to life. This film salutes the problem solvers and creative thinkers who were the working class heroes of the 1964 flood.

DVD & Blu-ray

Buy the disc at
inkpeople.org

Produced by Jete-Miro Productions, A DreamMaker
Project of The Ink People Center for the Arts.

Topsy Turvy Tales

The Hagopian Gallery
Eureka Public Library 2nd Floor
May 4 - June 24.

This exhibition is an exploration in bringing to life the missing moments in stories we are all familiar with. Have you ever wondered how Puss got his boots, or what Prince Charming did before he met Snow White? What if Winnie the Pooh served on the board of directors, deciding the fate of the Hundred Acre Wood? There will be little known fairy tales to modern fairy tales too, and everything in between. The possibilities are limitless and unexpected; some are funny; some are tragic.



The Hagopian Gallery does not participate in Arts Alive, but the exhibition is available for viewing during normal library hours:

Tuesday 12-5
Wednesday 12-8
Thursday 12-5
Friday 10-5
Saturday 11-4

"Triptych 1" by Lilyán Navarro

The Young Media Makers Presents

SCI-FI

ACTION

MUSIC

HORROR

YOUTH
ISSUES

NOIR

EXPERI-
MENTAL

DOCS

DRAMA

MYSTERY

FANTASY

THRILLER

WESTERN

BIOPIC

SPORTS

CRIME

WAR

CARTOON

BIG SCREEN



SHOWCASE

YOUTH FILM FESTIVAL

SATURDAY MAY 7 6:00_P-8:00_P

**HUMBOLDT COUNTY OFFICE OF ED.
Sequoia Screening Room A
901 Myrtle Avenue Eureka**

**Watch short films in a variety of genres from
filmmakers ages 8 to 22.**

LOCAL, NATIONAL & INTERNATIONAL ENTRIES

**Special guest speaker:
Award Winning Assoc. Television
Director Howard Ritter**

**Refreshments will be served at intermission.
Discuss future projects and mingle.**

WE AIM TO INSPIRE !



A DreamMaker Project of the Ink People Center for the Arts

**KNOCK
KNOCK**

OPPORTUNITIES

**KNOCK
KNOCK**

Artist Listings in the Palette

Local artists can place profiles in the Palette Magazine. Each profile will include a 60 word description discussing the style of art (either in the artist's own words, or we can write it as well), a picture of a favorite work, along with websites, studio address, email address, phone number, etc.

Deadline is May 13th
Each profile is \$75

Send Questions or Listings to:
Matthew Fordham - 101 Things To Do
2383 Myrtle Ave.
Eureka, CA 95501
707.443.1234 x306



OPEN AUDITIONS FOR DANCERS

May 7th 2:00pm The Dance Scene Studio 1011 H St. Eureka

Devin's Version, an Ink People DreamMaker Project, is holding open auditions for adult dancers for a dance story on autism. The production will be in April 2017 in Eureka or Arcata with an hour per week rehearsals. Seeking committed and enthusiastic dancers for this special project that will also be documented and turned into a film educating about autism.

Dancers will receive a stipend upon completion of the show.

Experienced dancers in various dance styles are encouraged to audition for this unique show.

carrie@inkpeople.org





DRAWN TO ART

Calling Art Teachers!

**The Betty Kwan Chinn
Day Center is looking
for art teachers to
work with vulnerable
population in a free and
inclusive environment.
Class times available
every Friday
1:00 p.m. to 3:00 p.m.**

**PLEASE RSVP BY
CALLING 707-407-3833**

After The Virgin Spring

I am crying because I am free as
smoke on the wind
I know anew, had forgotten, and will
again
I am free from perpetrators and
sadists
From lovers and critics
And even revolutionaries
The sky is so large
My ribs can barely contain my heart
I grease my bike chain
And ride the night hills
A siren wails
And I am a watcher, tied to the world
Like a parent with a child who is
staying out all night

Hannah Clapsadle

Mechanics as Metaphor- An Artist in Favor of Video Games

By Kati Texas

The introduction of a new medium for communication has always been cause for celebration but also consternation. In the early 1900's, the growing prevalence of radios in American homes was a hotly debated topic with proponents touting an informed democratic populous, and opponents warning against mass manipulation.

On, May 8th, 1940, one new art form was described by Dr. Fredric Wertham M.D. as "a strain on the young eyes and young nervous systems - the effects of these [nightmares] is that of a violent stimulant." from *The Comic Book Villain*. This criticism of "Comic Books" was made in the early days of the medium's popularity. Even if they started as uncomplicated escapism, the proliferation of "comic books" ushered in the era of "graphic novels." A once generally dismissed way to tell stories is now a unique, admired, and widely studied art form.

At one time, video games were criticized like any new media. Critics say that the immersive element of video games makes it difficult for people to tell the difference between reality and fantasy, something which has been said about television, radio, and even the written word. Violent or titillating novels, like their video game counterparts have been blamed for the actions of readers as well as players. Fortunately, as it

turns out, people are still responsible for their own actions, no matter what Lolita or Tony Soprano may do.

While the "first person shooter" is still a popular genre, modern video games have evolved to encompass as wide a variety of subjects and themes as movies or television. Thanks to the fact that most people now have a computer capable of running some kind of game in their pocket, developers now create gaming content for an enormous and growing audience. Evolution of the art form has accelerated and the gaming experience has become as widely varied as the people who enjoy gaming.

Fortunately, as it turns out, people are still responsible for their own actions, no matter what Lolita or Tony Soprano may do.

Adding to the universe of possibilities in gaming is the element of interactivity. Rather than passively consuming a story, the player must participate. This adds the player's own instinctive or deliberate responses to the narrative. Sometimes these actions are informed like someone being given an explicit choice between right and wrong. Sometimes the

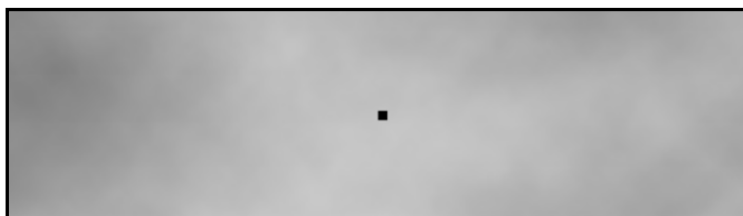
interactions are more subtle in the moment, causing the player to examine their reflexive actions in retrospect.

In some, best case examples, the mechanic, (or actual action a player is engaged in) becomes a part of the narrative. What you are doing *is* the metaphor. An excellent example of a game mechanic which serves as the chief metaphor for the narrative is *Loneliness*. In *Loneliness*, the player is a small black square. When moving

through the environment, you are confronted with groups of other squares. As you get closer, these squares move away, slowly, then more quickly, then disappearing entirely as you come closest. Over and over, groups of squares dissipate as you approach while moody piano music evokes desolation. As you move, do you go eagerly towards each new group hopeful that they might be more accepting, or do you move away from all the other squares in an attempt to avoid rejection? In the end, one single square approaches as though they might finally make a meaningful connection only to dissolve before contact. The experience leaves the player with a sense of emptiness even before the author's note comes on the screen. He tells us the inspiration of his "non-game" was the year he spent teaching in South Korea where "Children and adolescents ... are the least satisfied with their lives," many reporting "loneliness as a major factor."

In some stories the act of choosing between one action and another can affect the story, and even cause the player to question their own motivations or prejudice. In the game *Portal* the player encounters a series of "tests" which require them to solve puzzles. It's only when the recorded test instructor voice tells you to succumb to voluntary incineration the player is forced to decide between death and disobedience. This choice and its consequences become the central conflict in the unfolding drama of the narrative, and could not have been expressed any other way.

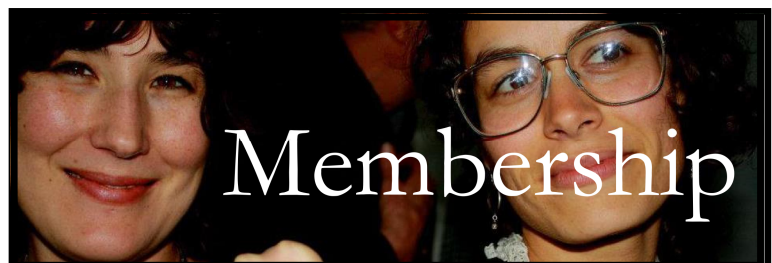
In *Knights of the Old Republic*, a Star Wars game, every time your character chooses between speech or behavior options, you gain an affinity for either the "light side," or the "dark side" of the



Screen capture from *Loneliness*. Experience it yourself for free at necessarygames.com. It takes around 3 minutes.

"Force." Your choices create alternate story paths, and change the way the characters in the story treat you. When you behave as a Jedi, there are more people willing to help you, and you can find solutions to situations based on cooperation. If your character has been seduced by the dark side, people tend to fear you, and violence is often the only way you can accomplish something. Playing this game twice is like reading a book from the good guy's perspective, then reading it again except this time he's a real jerk. In the differences between the two experiences is a story about the consequences of choosing right from wrong.

Whether it is charcoal drawings on a cave wall, alphabetic characters passing wisdom to anyone who can decipher them, or a virtual reality helmet which lets you *be* the hero: The breadth of human storytelling takes on many forms. If we embrace the valuable medium of games and the nuanced complexities interactivity can add to the experience, who knows what classics are in our future?



***"If you have only two coins,
spend one on bread, and the other
on hyacinths for your soul."***

***-Traditional
Arab Proverb***

(707) 442-8413

inkers@inkpeople.org

Student \$25

Artist \$35

Friend \$45

Family \$65

NPO / Biz \$75

Advocate \$150

Patron \$275

Sponsor \$500

Benefactor \$1,000

Lifetime \$2,500

Classes & Workshops

Karuk Language Classes with Julian Lang

Tuesdays, 5:30 p.m. to 6:30 p.m.

Ink People Offices

23 5th Street, Eureka

Thursdays, 5:30 p.m. to 6:30 p.m.

United Indian Health Services

1600 Weeot Way, Arcata

Writers' Critique Group

Tuesdays, 7:00 p.m. to 9:00 p.m.

Ink People Offices

23 5th Street, Eureka

Life Drawing Group \$5 fee with Clinton Alley

Thursdays, 7:00 p.m. to 9:00 p.m.

Cheri Blackerby Gallery

3rd & C streets, Eureka

Call 707-442-0309 to join.

Models needed.

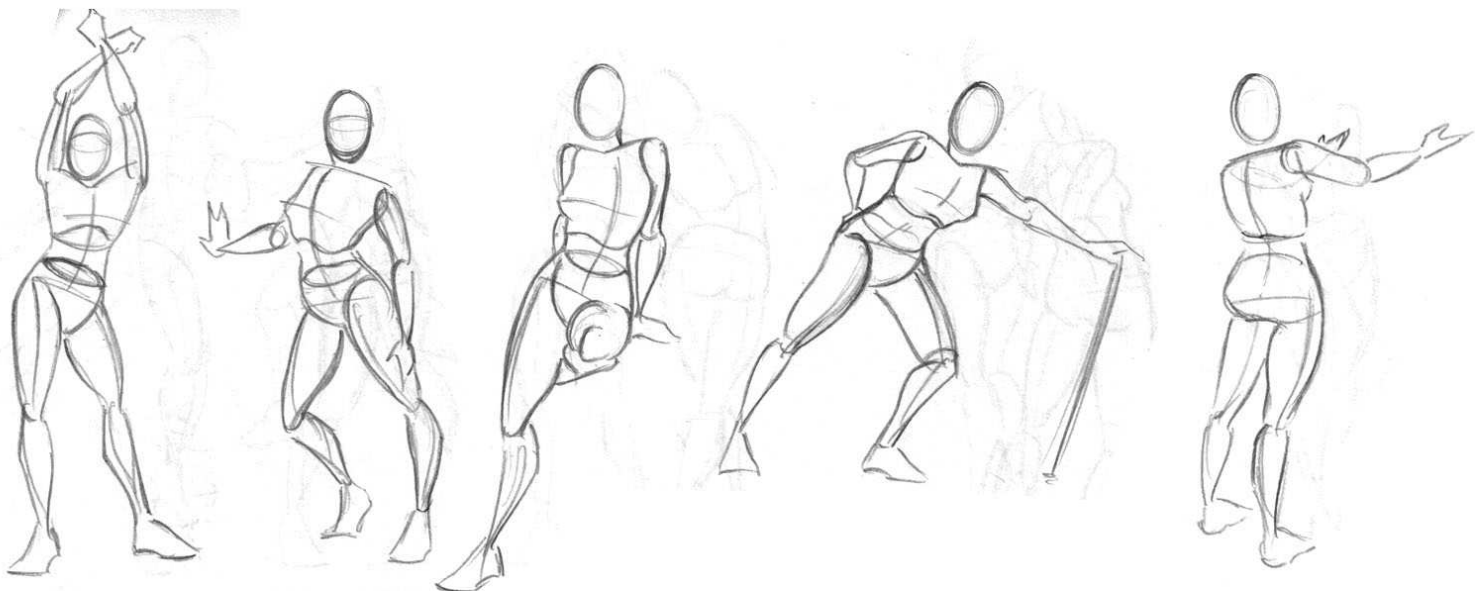
The MARZ Project

(Media & Arts Resource Zone)

FREE for Teens

Make music, movies, graphics and more

Tu-Fr 3p-6p @ 23 5th St. Eureka



NorCan Workshops for Nonprofits

Please join us for two workshops on overhead in
Eureka and Crescent City that you can't afford to miss!



It's crucial for nonprofits to start talking about overhead and the real cost of programs.

Northern California Association of Nonprofits (NorCAN)

Wild Rivers Community Foundation and Consultant Kay Sohl

... are conducting two workshops in Del Norte County and
Humboldt County to help nonprofits get their overhead costs funded.

Thursday, May 12th in Eureka

Friday May 13th, in Crescent City

(Both days include morning and afternoon sessions.)

Morning workshop topic:

Real Costs / Realistic Strategies -

Understanding, Communicating, and Funding the Full Cost of Your Services

Afternoon workshop topic:

New Opportunities to Fund Your Admin and Overhead Costs -

OMB's Big Changes in the Uniform Guidance

Cost Per Session: \$40 Non-Yet Members / \$25 CalNonprofits and NorCAN Members

Most people will meet your organization for the first time through your website.

What kind of first impression are you making?

Can they find the information they need?

Are they likely to stay and browse once they get what they came for?

If you're not comfortable answering these questions, maybe it's time to redesign your website.

Join us for [*From Audit to Redesign: The Complete Nonprofit Website Toolkit*](#), presented in partnership with [*Idealware*](#). Over five weeks, you'll review best practices for design and accessibility, sketch out a content strategy, learn about mobile optimization, think through your organization's online brand, consider content management systems, and gain insight into how to manage the entire project. Register for the toolkit now at bit.ly/IWWebAudit.

Tuesday from January 19 through February 16 10:00 a.m. – 11:30 a.m.

The cost is \$170 when you enter *NorCAN2016*.

For more information, or to register, visit bit.ly/IWWebAudit.

Ink People News
is published monthly by
The Ink People Center for the Arts

Executive Director
Libby Maynard

Administrative Director
Carrie Badeaux

Artistic Director
Kati Texas

Ink News Editor
Joe Shermis

Alternative Gallery Coordinator
Angie Valetutto

Bookkeeper
Jacqueline Dandeneau

Data Systems Manager
Karen Asbury

Technology Manager
Zach Weaver

MARZ Project Mentors
Cory Goldman
Kati Texas
Andy Ruddock

(707) 442-8413

fax (707) 444-8722

inkpeople.org

inkers@inkpeople.org

The Ink People
23 5th Street
Eureka, CA 95501

The Ink People Center for the Arts
is made possible by our members,
our scores of volunteers, and our
funders:



**National
Endowment
for the Arts**
arts.gov