



Join ☆ Our Cloud Nonsensical Competition

The Discarded 2.0
Discarded Clouds

Dec 15, 7pm EST

Dec 16, 2pm & 7pm EST

HERE ARTS CENTER

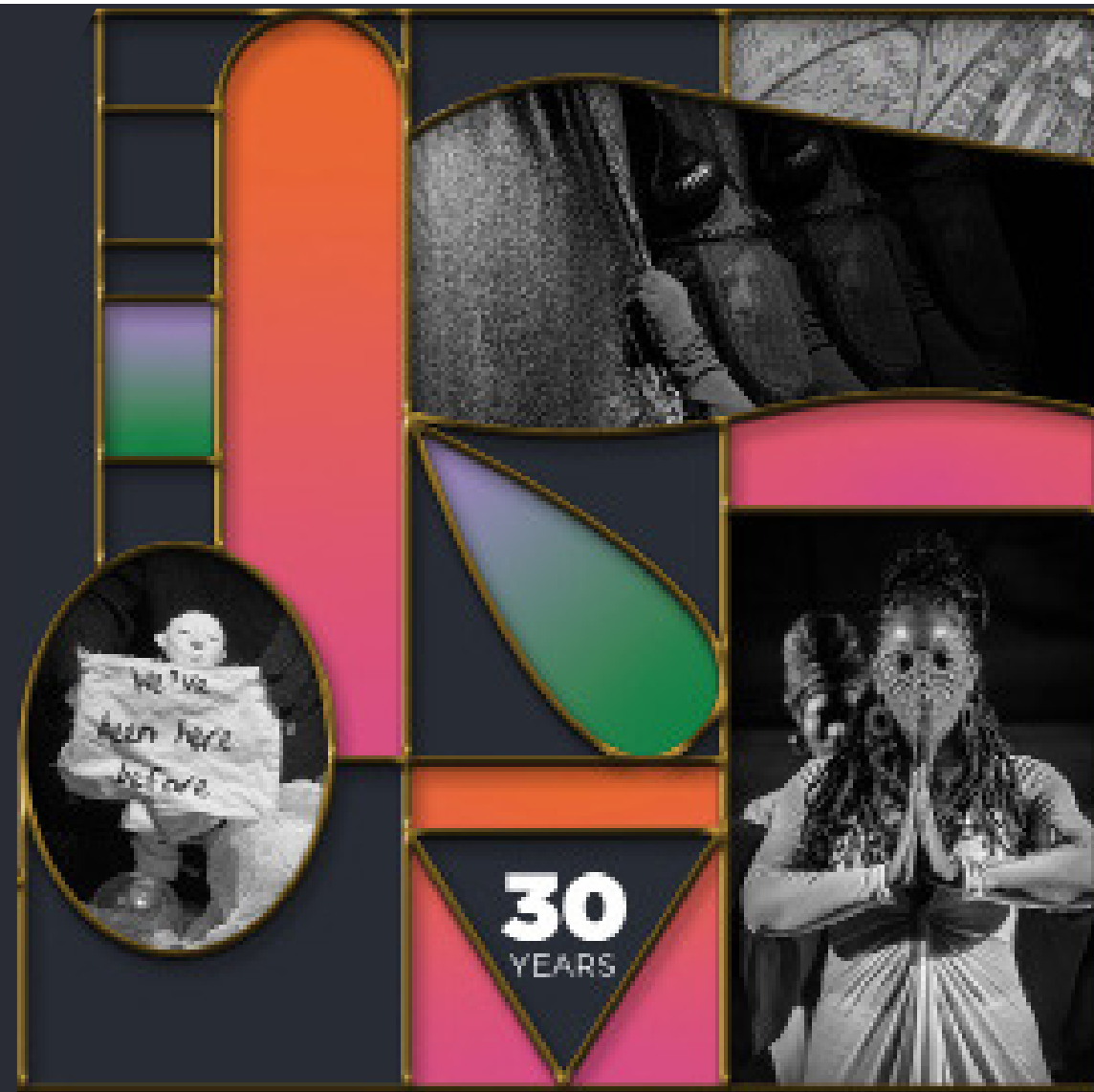
Created by
The Disappearing Ensemble



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Welcome!

Thank you for coming to the production of *THE DISCARDED* a SubletSeries presentation. This program provides artists with discounted space and equipment, as well as technical support.

HERE also supports the work of artists at all stages in their careers through our HERE Artist Residency Program (HARP), which develops and produces the work of our 10 resident artists, as well as Visiting Artist presentations for adult and family audiences. Please check out our other performances and events at HERE.org.

Like all the work at HERE, this SubletSeries presentation was curated based on the strength and uniqueness of the artist's vision.

We hope to see you HERE again soon.

Best,

Kristin

KRISTIN MARTING

Founding Artistic Director

HERE SUPPORT

HERE is extremely grateful for the support and encouragement of an important group of Foundations, Corporations, Government Agencies, Elected Officials, and dedicated individuals. We would not be HERE without them.

GOVERNMENT SUPPORT

HERE's programming is made possible with Public Funds from: National Endowment for the Arts; New York State Council on the Arts, with the support of Governor Kathleen Hochul and the New York State Legislature; New York City Department of Cultural Affairs in partnership with the City Council; the Offices of Manhattan Borough President Mark Levine, New York City Council Speaker Adrienne Eadie Adams, and New York State Assemblymember Deborah J. Glick. We are grateful for the support and advocacy of all of our dedicated elected officials: Senator Charles E. Schumer, Senator Kirsten R. Gillibrand, Representative Carolyn Maloney, Governor Kathleen Hochul, Mayor Eric Adams, Manhattan Borough President Mark Levine, Council Member Christopher Marte and the Cultural Affairs Committee of the City Council, and State Senator Brad M. Hoylman.

PRIVATE AND CORPORATE SUPPORT PROVIDED BY

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Season In-Kind Sponsor

Liquid Death

DISCARDED CLOUDS

THE DISCARDED 2.0

遗落之云

Produced and Directed by Tianding He

Co-creators:

Non Kuramoto (Playwright, Performer, Lighting Designer)

Deniz Khateri (Performer, Playwright)

Brian Ellis (Creative Coder, Sound Designer)

Tong Wu & Yuguang Zhang (New Media Artist, Performers)

Dramaturg: An-Ru Chu

Production Manager: Jonon Gansukh

"Discarded Clouds" — the 1st New York Nonsensical Competition!

It's a show. It's a game. It's the most fantastical, whimsical, and utterly cloud-tastic party at the end of this weighted year!

Imagine a world where reality gets a fluffy twist – where humans, animals, and even the mundane turn into clouds! Prepare to float into a sky-high adventure where the rules of gravity don't apply and logic is just a puff of air.

As the second show of The Disappearing Trilogy, following the premiere of the first piece, *How I Disappeared*, at HERE in August 2022, *Discarded Clouds* is a thought-provoking and immersive theatrical experience that innovatively weaves together game theatre, object performance, and cutting-edge technologies. In an increasingly anthropocentric world, urbanites, particularly immigrants, find themselves ensnared in a prison of constructed meanings. Rather than fostering connections with nature, the cosmos, and the energies of others, we tend to perceive the world solely through symbols, intellectual abstractions, and highly individualistic interpretations. Taking inspiration from Fluxus, *Discarded Clouds* offers an immersive experience of nonsensical competition, uniting people and forging a temporary community rooted in pure joy and playfulness. Through this piece, we invite our audience to reevaluate the relationship between the isolated theater and the broader world beyond its confines, as well as how the weighty meanings humans have imposed can divide individuals and all existence on our planet.

DISCARDED CLOUDS

THE DISCARDED 2.0

Production and Development History

The Discarded

June, 2023, Rattlestick Theatre Global Forms Theater Festival

Tianding He (Director, Play Deviser, Performer/Puppeteer)

Qingan Zhang (Play Deviser, Performer/Puppeteer)

Deniz Khateri (Play Deviser, Performer/Puppeteer)

Heloise Wilson (Performer/Puppeteer)

Cynthia Hu (Performer/Puppeteer)

Prancesca Ravera (Performer/Puppeteer)

Jason Lee (Music Director, Musician)

Xiaoyue Zhang (Choreographer)

Yuexing Sun (Play Deviser)

Xuwei (Eva) Hu (Lighting Designer)

Emily Hao-Yun Hsieh (Costume Designer/ Puppet Builder)

Jiaying Zhang (Set & Prop Designer)

Special Thanks to

CHUANG Stage

Broadway Green Alliance NYC Theatre Greening Grant

Accent Sisters

HERE Arts Center



CREATORS' WORDS

AI and its use in live performance: What do you listen to in a world of 100,000,000 generated cello sonatas? The one played by your best friend!

Clouds, just like the outputs of generative AI, are everywhere, always changing, and impermanent.

Try as we might to hang on, no cloud sticks around in the same shape for too long before it sets off on its way. Therefore we must sit back, enjoy their temporary nature, and rejoice in the absurdity of finding meaning in their twisting forms.

— Brian Ellis

Bureau of Cloud Management (BCM) is a fictional bureau that collects, stores, and manages clouds observed worldwide through human and generative AI's co-creating patterns. Using an open-sourced Stable Diffusion text-to-image model, which has been trained exclusively for the project, the user's input gets seamlessly translated into cloud images. Onsite, audiences will be invited to write descriptions in text forms of the clouds they observe.

The corporate setting feels like an associate's mundane Tuesday afternoon. By humorously staging props and documents from the Bureau, they subtly mock the modern corporate culture of efficiency, in which AI is often used as an external tool that helps maximize profits and functionality. Here, the generative model is trained with the sole 'mission' of better learning and restoring clouds, gravitating towards a massive 'unpurposed' gathering of collective wondering and imagination.

— Tong Wu & Yuguang Zhang

Being silly is a powerful form of resistance!
Be confusing, make no sense, fall in love with
playful uncertainty 🧡

— Non Kuramoto

CREATIVETEAM


TIANDING HE (Co-creator, Producer, Director)

A circular portrait of Tianding He, a woman with short dark hair, wearing a red scarf and a black top, looking slightly to the side.

Tianding He (she/they/ta), originally from China, is an experimental theatre director, object performance deviser, and arts leader. She is the founding artistic director of B·O·N·D International Virtual Performance Festival, a proud associate member of SDC, and an arts leader of NYFA's Incubator for Arts & Culture Leaders of Color. Through her work in object performance, physical theatre, and cutting-edge technologies, she hopes to challenge the anthropocentric ideology that permeates society. Tianding has directed various performances produced by CHUANG Stage, in venues and festivals including HERE Arts Center, Rattlestick Theatre, New Ohio Theatre, La Mama, Dixon Place, Margo Feiden Gallery, Soho Gallery, and Williamsburg Arts Nexus, Dumbo Six Foot Platform in NYC and Brooklyn, CHUANG Stage and Pao Arts Center in Boston, Shanghai Theatre Academy in China; Rattlestick Global Form Theatre Festival, New Ohio Theatre Ice Factory Festival, Object Movement Festival, Irvine Writer's Festival, Wuzhen International Theatre Festival in China, B·O·N·D International Virtual Performance Festival, Segal Center Film Festival on Theatre and Performance, International Virtual Toy Theatre Festival, and UNFIX Festival. She was a resident artist of Object Movement Residency, Orchard Project Performance Lab, Dumbo Six Foot Platform, Observership recipient of Stage Director and Choreographer Foundation and Green Theatre Grant winner.

1st MA: Performance Studies of NYU, 2nd MA: Theatre of Hunter College. PhD: Drama and Theatre at UC Irvine and UC San Diego.
<https://tiandingcybersoma.me> IG: @monalisa007

Non Kuramoto (Co-creator, Playwright, Lighting Designer, Performer)

A circular portrait of Non Kuramoto, a woman with long dark hair, smiling broadly, wearing a light pink top, with a background of water and greenery.

Non Kuramoto (they/she) is a Brooklyn based Japanese fool, who tells truth wrapped in glittery wrapping paper, and wants every day to be a disco. They have shared laughter at Edinburgh Fringe Festival, Melbourne International Comedy Festival, Persisticon, NYC Sketchfest, Nasty Women Unite Fest, and more. They can also be found screaming over punk rock ruckus as the front person of First President of Japan. www.nonkuramoto.com IG: @nyanchatte



Deniz Khateri (Co-creator, Playwright, Performer)

Deniz is a multidisciplinary artist (actor, director, playwright, shadow puppetry artist and animator) based in New York. Her works experiment with form and focus on memory, grief, immigration and the concept of home.

Deniz has performed extensively in Tehran, Boston and New York and her plays have been performed in several national and international festivals. She has designed and directed international shows and shadow puppetry visuals for several contemporary classical composers. A playwriting lab resident at NYC's New Perspective Theatre, and former artist in residence at Center at West park, she has trained in master classes with prominent international artists including Peter Brook, Krymov, Paul Zaloom and Gardzienice theatre company of Poland. She is an adjunct lecturer at Hunter college and Queens borough community college of CUNY.

Deniz is the recipient of the NYFA award for her Oscar-qualified documentary animated web series, "Diasporan", for which she is the writer, director, animator and singer and explores the daily struggles of immigrants. (www.denizkhateri.com)

Brian Ellis (Co-creator, Creative Coder, Sound Designer)

Brian Ellis is a creative coder, composer, and multi-instrumentalist. His artistic drive lies in using code to democratize creative expression. He founded the Brooklyn Motion Capture Dance Ensemble to explore this concept through the medium of dance, and to expand the possibilities of movement-based musical interfaces. Brian additionally maintains many performance practices. He incorporates classical guitar, mountain dulcimer, live electronics, and no-input-mixing into his solo practice, and is an ensemble member with Echo Ensemble and SANS; duo.

Brian completed his undergraduate studies in Music (Classical Guitar) and Computer Science Honors at the University of Texas at Austin where he studied with Nina Young, Celil Refik Kaya, and Russell Pinkston. He has most recently studied with David Coll. As a composer, Brian focuses on writing chamber music, and has worked with Third Coast Percussion, Chromic Duo, Unheard-of Ensemble, Apply Triangle, the Subaerial Collective, the Playground Ensemble, and members of zFestival and SōSI. He has presented works at TURN UP, 21st Century Guitar Conference, ICMC, SEAMUS, NYCEMF, and ROCC.



Tong Wu & Yuguang Zhang are a new media artist duo raised on the Internet. They now co-exist with their digital doubles in Brooklyn, New York, and Chrome browser. As a duo, they started their collaboration to research the capabilities and societal influence of generative Artificial Intelligence (AI) at the end of 2021, reflecting the deepening involvement of AI as a social entity in cultural production. Their joint artistic practice, which incorporates finely-tuned generative AI models, immersive installations, web-based interactions, set design, and workshops, explore the dynamic and profound connections we make with ubiquitous AI systems embedded around us, as well as the societal and cultural shifts that accompany these interactions.

Wu & Zhang's collaborative work has been showcased at the :iidrr Gallery in Lower East Manhattan, New York, Code:ART Festival 2023 in Palo Alto, California, and the INDEX Biennale 2022 in Braga, Portugal. They also have been invited to lead creative workshops introducing generative AI to artist and designer communities at Yale University, CultureHub Art Center in New York, and School of Visual Arts.

Tong Wu (Co-creator, New Media Artist, Performer)

Wu also practices as an AI research engineer and independent new media artist. Her research work uses design, data, code, and narrative to help shape the development and distribution of AI and potential experiences. Her individual art practice focuses on the fluid interpretation of "individual".

She had her solo exhibition "Daily Dividuals" in LATITUDE Gallery New York in 2021, and has exhibited her work internationally, including Koganechō Art Management Center in Yokohama, Japan, CURRENTS New Media Festival in New Mexico, U.S., International Documentary Film Festival (IDFA) DocLab Session in Amsterdam, Netherlands, U.S., SandBox Immersive Festival Acceleration Program in Hangzhou, China. Wu holds a master's degree in New Media Art from the Interactive Telecommunications Program (ITP) at the New York University, and a bachelor's degree in Documentary Journalism from University of Maryland, College Park.



Yuguang Zhang (Co-creator, New Media Artist)

Zhang is also a lead machine learning technologist at DE-YAN design studio in New York, a member of multidisciplinary artist collective NUUM, and an adjunct professor at the New York University's Interactive Telecommunications Program (ITP). He's a recipient of the S+T+ARTS S2S award and the Re:Humanism Art Prize. His works have been showcased at MAXXI - National Museum of 21st Century Art in Rome, Italy, Le Centquatre Cultural Center in Paris, France, Beijing Times Art Museum in China, New Inc. in New York, New York Live Arts, and more.





An-Ru Chu (Dramaturg)

An-Ru Chu is a theatre researcher and practitioner. As a doctoral student in the UC Irvine/UC San Diego joint program, her current research examines the intersections of performance, migration, East Asian modernities, folklore, and religious studies, with an emphasis on "ghosts and performances" in Taiwan. She is also an actor, translator, and journalist. Her acting credits include Jia-Jen Lin's *Treading On Thin Ice* (2022), Jen Liu's *Pink Slime Caesar Shift: Electropore* (2021), Società Raffaello Sanzio's *Bucchetino* (2011-2015), and Craig Quintero's *Amnesia* (2011).

Jonon Gansukh (Production Manager)

Jonon Gansukh (he/him) is a Mongolian theatre artist based in NYC. He creates art that forges creative space for the BIPOC community, sparks flames of inspiration, and amplifies unheard voices. Recent projects include co-producing his play *ANCIENT HISTORY* with fellow artist Michi Zaya at The Tank and acting in *Northbound Train* at Columbia University (Chen Ping). He's grateful to those who doubted him, for always motivating him to keep moving forward, to spite them.

