



FIGMENT
what are you bringing?

DALLAS 2018 ARTISTS GUIDE

CONTENTS

| | |
|---|-----------|
| Introduction | 3 |
| Timeline | 4 |
| About FIGMENT | 5 |
| 10 Things you should know about FIGMENT Dallas | 6 |
| Curatorial considerations | 7 |
| Submitting your project | 10 |
| Decommodification | 13 |
| Designing a project for FIGMENT | 14 |
| Leave no trace | 23 |
| Logistics | 26 |
| Placement and promotion | 29 |
| Visiting Reverchon Park | 31 |



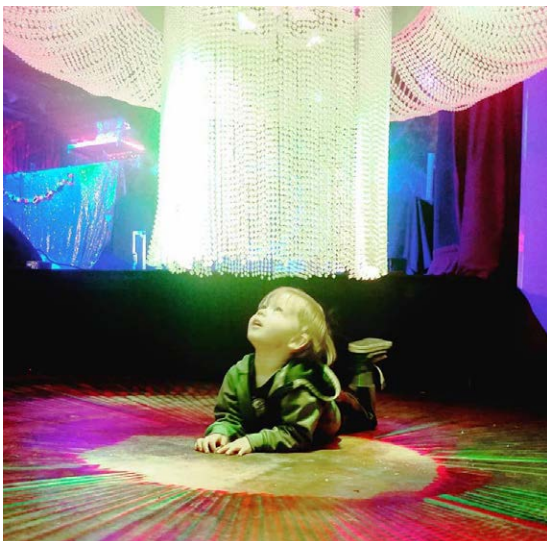
INTRODUCTION

Thank you for your interest in FIGMENT Dallas at Reverchon Park! This will guide you through the process of bringing your project to the event.

The Artists Guide is by no means definitive, due to new challenges and information that may arise in the weeks leading up to the event. **The Curatorial Team will keep accepted artists apprised of changes, and may supply new information that supersedes the details contained in this guide.** Be sure to stay in regular communication with your assigned curator.

If you have any questions about bringing your project to FIGMENT that are not addressed in this guide, please email dallascuratorial@figmentproject.org.

This guide will help you understand more about the park, project guidelines for interactive art, tips for roving performances, install/breakdown details, and our curatorial process.



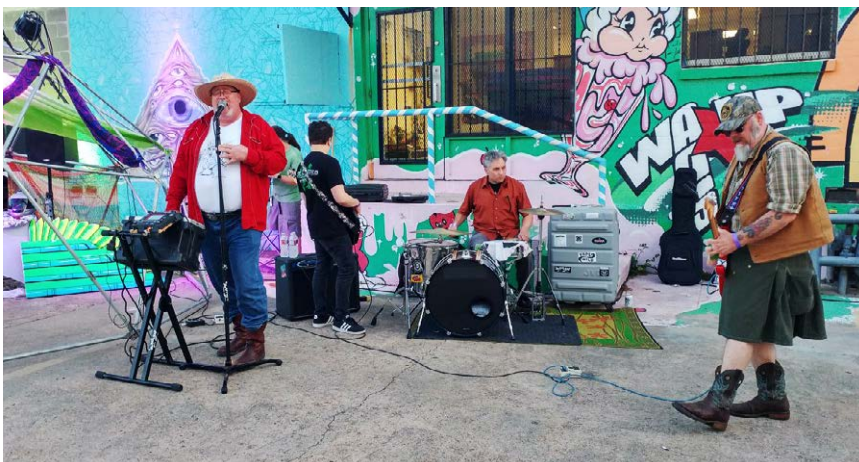
TIMELINE

It's our first year in Dallas! Even if you've been to this park before, or have shown at other events there, please read the following information carefully:

- May 2018 Call for Submissions! Online artist application portal opens! Artist project approvals begin on rolling basis as they are received.
- Tues July TBA Artist Meet & Greet
- **Mon August 20 Deadline for submissions.** Artist application portal closes
- August TBA Park Site Visit #1—Visit the park with the curatorial team
- Fri Sept 7 Project Approval Deadline—You'll hear from us by this date if you haven't already
- Sept TBA Park Site Visit #2 —Visit the park with the curatorial team to plan your install
- Tues Sept TBA Artist Meet & Greet
- Sat Oct 20 Install begins at 5am
- **Sat Oct 20 FIGMENT Dallas at the park from 10am - 10pm** (sunset at 6:48pm)
- Sat Oct 20 Deinstall/Breakdown from 10pm till 12am. All projects out same day.

PARK OPERATING SCHEDULE

Reverchon Park is typically open seven days a week, year round. This will make it easier for artists to visit and plan their work for the park, but please do not disrupt regular park activities. No installation can begin prior to the day of the event.



ABOUT FIGMENT

The FIGMENT Dallas organization is one of many FIGMENT chapters around the world that carries the FIGMENT mission into its local community by encouraging interactive art in public spaces. This guide is intended for artists, although it may be useful for attendees as well.

THE PARENT ORGANIZATION

FIGMENT is a forum for the creation and display of participatory and interactive art by emerging artists across disciplines. FIGMENT began in July 2007 as a free, one-day participatory arts event on Governors Island in New York Harbor with over 2,600 participants. Since then, FIGMENT has grown significantly each year—in number of projects, duration, participants, volunteers, fundraising capability, exhibitions, locations, overall level of commitment and participation, and public support.

FIGMENT is a 501(c)3 not-for-profit organization, and is created and produced by a coalition of local volunteers in dozens of cities around the world.

Our website has more information. <http://dallas.figmentproject.org>.

THE 11 PRINCIPLES OF FIGMENT

FIGMENT has **11 principles** that shape our event, giving our events a unique flavor and experience found in few places elsewhere in the world. They also guide the curators in selecting art appropriate for the event. Upholding the principles presents challenges to FIGMENT artists, staff, and volunteers that many other art events do not have to address. We take these principles seriously, and you'll see references to the FIGMENT principles throughout this guide and elsewhere in our materials. Please familiarize yourself with them:

http://www.figmentproject.org/what_are_the_11_principles_of_figment



10 THINGS YOU SHOULD KNOW ABOUT FIGMENT DALLAS

1. **Everyone is welcome.** Artists and participants of any age or experience are welcome to be a part of FIGMENT.
2. **All art is participatory.** All of the art at FIGMENT is participatory. We look for art that encourages people to play, dance, sing, create, engage, experiment, and explore their environment.
3. **No sales, logos, or advertising.** The art at FIGMENT is a gift from the artist to the FIGMENT community. Nothing is for sale at FIGMENT. At FIGMENT, interactions between people are not mediated by commercial transactions of any kind. There is no advertising, nothing is for sale, and no one asks for donations (other than at fundraisers for the event itself).
4. **We're outdoors in a public park.** FIGMENT takes place outdoors in a public park, so your project should be designed to withstand the weather and the public.
5. **We leave no trace.** Your project can not leave any trace or mark on the park, and artists must be prepared to completely remove and clean up after their project.
6. **We're an all-volunteer organization.** FIGMENT Dallas is an all-volunteer organization. Our staff gives their time as a gift to artists and participants. We do our best to respond to your questions and requests in a timely fashion, but everyone involved in making FIGMENT happen has other work-related commitments. Additionally, artists need to supply all of the labor they need to install, supervise, and deinstall their project.
7. **FIGMENT Dallas is a completely free event.** There is no charge for artists or participants to be a part of the event. It costs nothing to get in, and is open to all ages.
8. **We have no artist grants.** The day-long event does not have a budget for project grants.
9. **Join our Artist Mailing List** for up to date info and be one of the first to get the 2018 placement application. Your application should tell us about your project's interactivity, size, and special needs like power, etc. Submission requirements are listed in the Curatorial Considerations section below.
10. **We're in other cities, too!** There are FIGMENT Weekend events happening around the globe, and we encourage artists to bring their projects to multiple cities! **See where else FIGMENT is happening:** http://www.figmentproject.org/figment_cities_and_events



Photo by Suzi Papparazzi

CURATORIAL CONSIDERATIONS

HOW WE EVALUATE PROJECT SUBMISSIONS

The FIGMENT Dallas Curatorial Team is primarily concerned with the suitability of your project for FIGMENT and its placement Reverchon Park, as opposed to the artist's experience, education or previous exhibitions of the piece. Artists of any age or experience are welcome to be a part of FIGMENT as long as the project is **interactive**, upholds our principles, and does not violate park rules. Here are some questions you should ask yourself when preparing a project for FIGMENT.

Is it interactive?

Interactive or Participatory art blurs the lines between the artist, the art, and people engaging with the art. We look for art that encourages people to play, dance, sing, create, engage, experiment, and explore their environment. Theatre, dance, music, performance art, games, DJs, lectures, sound installations, social experiments, community projects, creative costuming, interactive new media, workshops and activities are all common genres found at FIGMENT. Three dimensional sculptural installations are also common at FIGMENT, as the participant's experience of the piece alters as he or she moves around it.

We generally do not accept "wall art" such as finished paintings or photography and do not have space to display such works. Artists working in those genres are encouraged to find a way to engage FIGMENT participants in creating such works, such as:

- engaging an audience or passers-by in creating a new work
- offering a workshop or hands-on collaborative opportunity
- displaying such works inside a larger sculptural installation
- collaborating with a performance art event or
- creating some other participatory experience that involves such works

If you have an idea for FIGMENT but you're not sure if it works, please reach out to our Curatorial team at dallascuratorial@figmentproject.org. We'll be happy to work with you on that.

Does it uphold the FIGMENT Principles?

In addition to being interactive, art at FIGMENT must be consistent with our [11 principles](#). FIGMENT has 11 principles that shape our event, giving our events a unique flavor and experience found in few places elsewhere in the world. They also guide the curators in selecting art appropriate for the event. Upholding the principles presents challenges to FIGMENT artists, staff, and volunteers that many other art events do not have to address.

Is it durable and designed for the environment?

FIGMENT is a rain or shine event held outdoors on public park land. We do not have indoor storage space for projects, and the event does not have secure borders. This means a few things:

- Projects brought to FIGMENT must be able to withstand heavy rain and wind. It's okay to disassemble or cover your project in the event of rain (or when the sun goes down, just in case), but you need to be prepared for rain. If your project falls apart in the wind or rain, it is your responsibility to clean it up.
- Projects must be durable and ready to have ~1,000 people interacting with it. Projects made from fragile or flimsy materials will not be accepted.
- Projects must also be designed with security in mind—the park is open to the public during the day, but people are passing through the park around the clock. Valuable equipment or materials are left unattended at the artist's own risk.

Does it pose a threat to LNT?

We take our principle of Leave No Trace (LNT) seriously. Your project can not leave any trace or mark on the park, and artists must be prepared to clean up after their project. For more details on what this means and how to comply, see our [LNT guide](#) below on page 23.



Is it feasible to bring to Reverchon Park? Does it pose legal or liability issues?

There are a host of restrictions on materials and activities on park land. See the section on “Designing Projects for FIGMENT” below for more information.

Artist history & experience?

As we stated earlier, artists of any age or experience are welcome to be a part of FIGMENT. We consider artist history and experience largely only for placement and PR purposes only.

Placement?

The Curatorial Team will be responsible for selecting which projects will get placement based on those that are submit through the [online artist portal](#) mentioned in the “Submitting your Project” section of this document. The deadline for requesting placement in August 20, 2018. The placement map will come out before the event. First priority will be given to projects that have shown at our events in the past.

To facilitate this process, our team offers placement to help artists plan and create spaces within the park. Once application submissions close and we understand the needs of artists for this year, we’ll communicate specific details to all accepted artists. Again be reminded that certain types of projects do not require approval.



Photo by Brandi Lakey Rafael



Photo by Sean Moore

SUBMITTING YOUR PROJECT

BEFORE YOU SUBMIT

Please review this guide thoroughly to ensure you understand the requirements and challenges of FIGMENT Dallas in the park.

Review the updated [Weekend Event Process Timeline](#) at the beginning of **this guide** (page 4) to ensure you or someone on your team is available on key dates for site visits, de/install, and the event itself.

Additionally, please consider your calendar when applying to FIGMENT. If you are going to be out of town in the days before or after FIGMENT, you'll need to consider how you'll handle install, deinstall, and management of your project in your absence.

USING THE ARTIST PORTAL TO SUBMIT YOUR PROJECT

When you're ready to submit your project, [go to artistportal.figmentproject.org](http://go.to/artistportal.figmentproject.org) to start the submission process. If you are a new artist, click the "Create Account" button to set up your Artist Portal account first.

- Artists who used the Portal last year can sign in using your existing credentials. Using your existing account will allow you to see information on projects you submitted in the past.
- Once you have signed in, you'll see your Contact Details page. To update your details, click the Edit button. To submit a project for 2018, click the "Continue to Submit for an Event" button at the bottom of the page.
- On the next page, you can start a new application, review an application from last year, or resume an existing application. To start a new application, click the "CREATE A PROJECT" link on the "Dallas" row to start an application.
- On the first page of the application, you must click the "Accept Policies" and "Accept Waiver" buttons, read the materials presented in the dialog box, and then click the "Accept" button in each respective dialog box.
- Continue filling out the application, clicking "Save" before moving on to the next page. When you click "Save," the website will validate your entries and let you know if anything is missing. We recommend you "Save" on every page before moving on—It's easier to deal with missing information when you're on that page, as opposed to waiting until the Summary page. After your entries are saved, click "Next" to move to



Photo by Angela De Nigro

the next section. To go back a page, use the “Back” button, “Save” your changes, then use “Next” to continue. Be sure to “Save” your work if you use the tabs at the top to move between sections.

- To exit and return to your application later, click “Save” before closing your browser. When you sign back in, click the “Project Submissions” tab near the upper right corner of your Contact Details screen, and find your application listed at the bottom of the page. Click the “Edit” link to continue.

AFTER YOU SUBMIT

After you complete the submission form, you will receive an automated confirmation email. A FIGMENT Curator will be assigned to your project, and will contact you within a few days to introduce him or herself, and let you know if we have any questions for you. If you need to make travel plans by a certain date in order to get to FIGMENT, please bring this to the attention of your curator.

We will begin accepting submissions on a rolling basis once the submissions process opens. The time to review and accept projects varies greatly by project. There are often many issues we need to work out with the park department and a response is not always immediate. All artists will be notified by the Project Approval Deadline listed in the [Event Process Timeline](#) (page 4).

COMMUNICATION WITH YOUR CURATOR

The FIGMENT staff communicates with artists primarily by email. You will need to check your email account regularly for communications from your curator, especially in the weeks leading up to the event.

Please note that FIGMENT is run entirely by volunteers. It may take your curator a few days to respond to messages. Please be patient and respectful with your curator. If your curator has not replied to an urgent message within a few days, you can email dallascuratorial@figmentproject.org for assistance.

Also please note that FIGMENT Dallas uses a Salesforce database to manage project submissions. You may hear your curator refer to Salesforce. Artists do not have access to the Salesforce database and do not need to have any knowledge of that application. Any updates or changes to your project’s information will be made by your curator on your behalf.

SUBMIT TO OTHER CITIES!

There are FIGMENT Weekend events happening around the globe, and we encourage artists to bring their projects to multiple cities! [See where else FIGMENT is happening](#). Each city has its own quirks, leadership, and curatorial process, so acceptance in Dallas does not guarantee acceptance elsewhere. Please reach out to the leadership in each city for submission requirements.

MISSED THE DEADLINE?

You can still bring a project to FIGMENT, even if you didn't submit your project! Any project that complies with the guidelines in this document and that can be installed without equipment can come to FIGMENT. **Please note that unregistered projects:**

- will not be on our website or posted schedules
- will not have access to shared power
- cannot be installed in a building or on any structure in the park
- must be taken out of the park at the end of the event and leave no trace

If you have any questions about these requirements, or just want to give us a heads-up that you're coming, please drop us a line at dallascuratorial@figmentproject.org.



DECOMMODIFICATION

THE ART OF NOT SELLING ART

One of the defining—and challenging—principles of FIGMENT is that of Decommodification. From our Declaration of Principles:

FIGMENT seeks to create social environments that are unmediated by commercial sponsorships, transactions, or advertising. We will not substitute consumption for experience.

The art at FIGMENT is a gift from the artist to the FIGMENT community. At FIGMENT, everything that we do is a gift, and is done for the pleasure of doing it and sharing it with other people.

We certainly understand that bringing your art to FIGMENT Dallas costs money. Outside of the event, how you raise that money is up to you. However, artists who are a part of FIGMENT Dallas may not raise money for their project at the event itself. We understand that this is an unusual requirement of artists at an arts event, so we want to make sure you understand in no uncertain terms that:

1. **Artists are prohibited from marketing or selling goods of any kind at FIGMENT Dallas,** including their art. Please do not display or distribute fliers, business cards, or printed materials at FIGMENT. Paper poses an LNT risk, and is usually left lying around by participants.
You may collect participant email or mailing addresses on a clipboard, but we ask that you make it clear to participants that they are signing up for your list and not for information on FIGMENT. The clipboard should be kept discreet, and there should be no quid pro quo sign-up in order to participate in your project.
2. **Artists are prohibited from soliciting donations at FIGMENT Dallas.** The FIGMENT organization does solicit donations in designated areas to cover the costs of producing the overall weekend event. This is the only solicitation of donations to FIGMENT participants allowed on behalf of our community.
3. **Artists are prohibited from displaying, mentioning, or giving away goods or materials with a for-profit business logo.**

If you cannot abide by these rules, then FIGMENT is not the right venue for you.



Photo by Brett Ardoin

DESIGNING A PROJECT FOR FIGMENT

DURABILITY AND SAFETY

This section will guide you through what we look for when evaluating a project's durability and safety. FIGMENT Dallas is a rain or shine event held outdoors on public park land, so projects brought to FIGMENT must be able to withstand the elements, must not pose an LNT risk, be reasonably safe, and must also comply with city and state regulations.

Any project that poses an LNT risk, is left unattended when it requires full artist supervision, poses a health or safety risk, or violates city regulations may be moved, closed off, or removed at our discretion.

Here are some things to consider:

Glass and Plexiglas

Glass and unframed or unsupported Plexiglas are something we'll want to take a closer look at, as these can break, pose a safety hazard, and may be an LNT concern.

Paper for construction or handouts

At the risk of patronizing you, paper is not a durable material. Paper falls apart quickly when wet, flies away easily in the wind, and when given as a handout, they are dropped or left behind by participants elsewhere. Any submissions using paper as a material will need to address those concerns. Any project containing shredded paper or confetti will not be accepted.



Cardboard

While better than paper, cardboard project will not likely survive the day, and are just as likely to blow away. Any submissions using cardboard as a material will need to address wind and durability.

Photo courtesy of Misty Amber Moore

Glitter

Loose glitter should not be used with a project at FIGMENT Dallas.

Paint

We love paint projects! However, paint poses a serious LNT risk. All paint projects must have a plan for catching every drop of paint, for dealing with a spill, for ensuring participants won't track paint around the park on their feet or clothes, and for ensuring paint won't splatter where it should not go, including the ground, buildings, and other participants. Leaving paint on the grass or ground is unacceptable. All paint actively used at FIGMENT must be water-soluble.

Chalk

Chalk art (which washes away with water) is welcome. However, it can only be applied to areas of the park like sidewalks. Chalk artists should submit a project so we can place your project in an appropriate area of the park. Artists must have a LNT plan in place to sweep, wash or spray the area clean afterwards.

Other leave No Trace risks

For more on what Leave No Trace (LNT) means, see our [LNT guide](#) (page 23).

Compressed gas

Helium has not been a problem in past years. Any projects involving other compressed gasses will be considered on a case-by-case basis.

Water & Bubbles

If your project involves water that will touch participants' skin or eyes, you will need to bring your own water onto the park. This includes large bubble machines in which the solution is made on-site.

Food & Water

All public food and drink distribution at Reverchon Park is subject to Dallas Health Department regulations. If your project involves the distribution of food or beverages to the public, you must obtain a permit. Your curator can supply you with the correct contact info. You will need to apply for the permit and send the approved permit to your curator prior to the event. When you come to the park for the event, you will need three copies of your approved permit - one for the park, one for FIGMENT legal to turn in at Volunteer HQ, and one to be posted at their project.

The exception to this rule is individually prepackaged goods such as wrapped candy, gum balls, fortune cookies, soda cans and snack cakes. The food must be distributed in a completely sealed wrapper or container. Food or drink distributed from an opened container still requires a permit.

In either case, you must also plan for collection and disposal of wrappers, plates, cups, napkins, or any other materials that come with your food. How will you ensure that materials will not blow away or be left around the park?

As we noted above, there is limited potable drinking water on Reverchon Park. If your food or beverage project requires water, you will need to bring it on the park. Please let your curator know if your project involves any food.

Small movable parts and decorations

Although we have not had acts of intentional vandalism, anything that moves, is shiny or removable will be played with and pulled on by children in ways you may not imagine, and small parts are prone to falling off or needing repair. Consider how you might reinforce or avoid the use of small parts.

Sharp points and materials

Consider a child's mentality and curiosity. Avoid sharp-moving parts, or pointy things that stick up even if it seems obvious that they should not be touched.

Elevated projects and vehicles

Any project on which participants are encouraged to climb stairs, sit, or ride on will need to be supervised by the artist at all times. You will need a team of people to support you in the supervision, allowing you to take breaks or deal with the unexpected. FIGMENT will not have volunteers managing that process.

Any project that may look inviting to climb upon, but is not safe to climb or unable to be supervised by the artist at all times should have "Do Not Climb" signs posted on or around the project.

Temporary or movable projects, such as roving parades, art cars, decorated bikes, performance art, theatre and dance may enter the event during the day without a permit so long as nothing is left behind or installed on park property.



Photo by Misty
Amber Moore

ELECTRICITY & TECHNOLOGY

Power

FIGMENT can arrange to supply electrical power to projects that submit to FIGMENT Dallas by our application deadline August 20, and indicate what their power requirements are.

Electrical power is limited. Consider what you would do in the event of a power problem. We recommend power-dependent groups bring a backup generator, just in case.

There are some instances in which FIGMENT rents a generator to be shared by artists. You should tell your curator if you require power. Let us know if you have your own, or are willing to share and what times that power will be available.

Powered projects should also bring a 100' extension cord, as well as a power strip or splitter if you require multiple outlets.

Wifi, Cell Phones, and Internet access

At this time, there is no public wifi or other Internet access that we know of on park property. Projects needing Internet access have successfully used cellular access in the past.



Cell phone signal strength has improved considerably over the past few years, but certain parts of the park may have a poor or no signal depending on your carrier. We have no carrier recommendations.

If you or your project requires the use of a cell phone, you should visit the park and determine what areas will work best for you. Let your curator know that you have a cell phone requirement, and what areas will work for you, and we'll do our best to accommodate your placement needs.

AIR, WATER, AND LAND

Staking into the ground

Reverchon Park is one of the oldest parks in Dallas, and no large holes should be dug in the ground. We expect large projects and sculptures to be safely installed, staked if necessary. We have had artists use water barrels or other heavy objects to weigh down tents and tarps. Please notify your curator how you plan to stake down your project.

Throwing projects into the creek

No project should be thrown Turtle Creek's water without permission from the curators, even if you have done so in the past. Please notify your curator if your project involves throwing materials into the water.

Balloons and Flying things

Projects can fly in the air as high as 149 feet without involving the FAA. With FAA permission, your project can fly up to 500 feet. Please let us know if you think your project will be higher than 149 feet from the ground.

Trees

Reverchon Park is very protective of its trees. Your project may touch or wrap around a tree if it's very light and will not damage, strip or mark a tree. We recommend using cloth, and avoiding paper strings, since they can stick or leak color on any tree when it rains. You may not nail anything to a tree. Please let us know if your project involves a tree.

Wishing Trees will need to be reviewed and approved by the curators.



Muddy grass

If it rains (and historically speaking, if it rains considerably in the days before the event), the grass can get muddy. Please be sure your project is ready for mud.

THE ELEMENTS

Rain & Wind

As noted elsewhere in this guide, Projects brought to FIGMENT must be able to withstand heavy rain and wind. It's okay to disassemble or cover your project in the event of rain (or when the sun goes down, just in case), but you need to be prepared for the weather. If your project falls apart in the wind or rain, it is your responsibility to clean it up.

- **Rain:** If rain is an issue, we recommend bringing a tarp to cover your project and weigh it down with some heavy objects, or tie it down with rope. Keep in mind that a tarp can also become a kite in heavy wind. &
- **Wind:** Reverchon Park offers little protection from the wind. If your project is light weight, or involves lightweight materials, consider how you will handle a breezy day or storm.
- **Sun:** Much of Reverchon Park is an open, grassy area, and as such, you should be prepared to protect yourself from the sun. Consider bringing sunscreen; wearing a hat, sunglasses, or other appropriate attire; or bringing a small shade structure to protect yourself and your crew as needed. Plan to have enough water with you to stay hydrated on sunny days.



Photo by Jen Littlz

Tents

Tents, Carports, Shade Structures, and EZ-UP pop-up style tents are allowed in smaller sizes. Larger tents require approval and inspection by curators and an individual permit from the fire marshal filed more than 60 days before the event.

- Tents with sidewalls that are larger than 400 square feet must get a permit.
- Tents without walls larger than 700 s.f. require a permit.

Any structure requiring a permit must show a "Certificate of Flame Retardant" which can be obtained from the manufacturer (they are often posted online). Additionally, you can treat the surfaces and the company that treated it should provide you with the certificate. Let us know in your application if you plan to bring a larger structure and our curators can provide you with a permit application and their fee schedule.

THINGS WE GENERALLY DO NOT PROVIDE

There are a few things you should know FIGMENT does not provide to FIGMENT artists:

Tables and chairs

Please bring any and all tables and chairs that you need to make your project a success.

Volunteer assistance

Although we do have occasional outside volunteer groups that show up to lend a hand with FIGMENT, we do not organize volunteers to help with projects and can't guarantee any support. Artists should bring their own support team.

Ladders and tools

We do not provide ladders or other tools. We have a very limited set of tools ourselves to build and support FIGMENT infrastructure, much of which is built at the same time you are installing or deinstalling your project. We can't lend out our tools. Check with your fellow artists to see if someone is bringing a tool you need. See your curator for details on how to reach out to other artists in advance of the event.

Food and Drink

Although HQ does usually have some snacks for volunteers and artists during the event, we do not always have food or drinks available, especially during install and deinstall. Vendors are not open in the park. Please plan to bring any food or drink you may need. Picnic baskets and coolers are welcome in city parks.



Space for storage, & security

FIGMENT takes place in a public park with no secure borders. Any valuable materials or equipment belonging to you should be supervised by you and your team at all times. We do not have volunteers or security staff to supervise equipment.

The park is only open to the public during the day, but all sorts of people access the park around the clock. Valuable equipment or materials are left unattended are at the artist's own risk. FIGMENT artists must leave the park by the end of the night. You may not stay in the park overnight.

We cannot store any equipment or project materials indoors. You should plan to secure or take your own equipment. Check with your fellow artists to see if someone has a parked vehicle nearby you can store materials in if needed. See your curator for details on how to reach out to other artists.

Grants & Funding

FIGMENT is a community-based event organized and run by volunteers. FIGMENT Dallas does not provide funding for the production, transportation, or insurance of works to, at, or from the park. FIGMENT encourages artists to apply for outside grants, create online donation campaigns, host fundraisers, and develop funding for your project within your personal capacity.

Please note that fundraising at the FIGMENT Dallas event itself is prohibited, including selling art, soliciting donations, or displaying business sponsorship logos. For more information, see the section on decommodification.



Photo by ally of Hydrosupralicked



Photo by Angela De Nigro

PROJECTS WITH ADULT THEMES

So, you have a project with some boy parts or lady bits? Due to the public setting of FIGMENT Dallas, we don't typically receive adult-themed project submissions at FIGMENT Dallas, but we are not opposed to them. Here's a few things to keep in mind before bringing an adult-themed project to a FIGMENT Dallas event:

- FIGMENT Dallas takes place on city property, public land. If you can't do it legally on a street corner downtown, then you can't do it at the park.
- There are no gates or fences between the area FIGMENT uses and the rest of the public park, and not everyone comes to Reverchon Park knowing that FIGMENT is happening. You will have adults and children with a wide range of religious and social beliefs about what's appropriate, or what they would like their families to see, encountering your art. You should be prepared for a wide range of responses to projects of an adult nature.
- Again, this is a public park in Dallas, so you will also have people with a variety of reasons for interest in, and maturity around, works with adult themes and may attract unwanted characters hanging out with your art. You should be prepared to deal with such people.
- FIGMENT does bill itself as a "family-friendly" all-ages event, so your assigned curator may work with you to find a way to make it clear to participants that the project has trigger warning or may not be suitable for children.



Photo by Misty Amber Moore



Photo by Patrick Hennessey

LEAVE NO TRACE

Leave No Trace or “LNT” is more than just a trendy green catchphrase or a reminder to use trash can; it’s about collectively leaving the space we use better than we received it—and being prepared to accomplish that goal.

The FIGMENT community takes this principle very seriously. Everyone involved in FIGMENT—staff, volunteers, artists and participants—plays a role in upholding this principle. Leaving the park in good condition is critical to our relationship with the park, city officials, and to our ability to hold future FIGMENT Dallas events. The FIGMENT curatorial team will be at the event keeping an eye out for projects that are an LNT risk, and will make note of projects that leave a trace. Artists who do not uphold this principle will not be invited to participate in future FIGMENT events.

That said, with proper consideration and planning, LNT should not be a problem if you follow these guidelines.

PLANNING YOUR PROJECT

Look out for MOOP!

We have a term for the “trace” that’s left behind—MOOP. MOOP stands for “Matter Out Of Place,” and is more than just litter.



Photo by Brett Ardoin



Photo by Jason Vasilas

Design your project to avoid MOOP

Designing your project to be MOOP-proof is the best way to Leave No Trace and give yourself peace of mind. A set of postcards or feathers from a boa can go from art to MOOP with a gust of wind. Here are some materials you should think carefully about before using them:

- **Feathers, paper, cardboard** It blows away easily and doesn't hold up to rain. Keep in mind how you will handle weather situations.
- **Foam and other delicate, lightweight materials** They also don't hold up to 1,000 people playing with them for 12 hours, and start to crumble making a mess. Can you use more durable materials?
- **Glass** it breaks easily into tiny little bits that are not easy to clean up.
- **Paint** is MOOP if it doesn't land on your project. Paint on the grass, buildings, or pavement is MOOP. Paint that gets on a participant who then tracks it around the park is MOOP. Paint that spills in transit around the park is MOOP. If your project involves painting by either you or participants, make sure the area in which you are working is protected with tarps, that participants won't track paint with them, AND that your paint won't spill during transit.

Plan for a MOOP emergency

Okay, so you have some MOOPy materials, but you've taken precautions to ensure they won't become MOOP. Now imagine something goes wrong, and a participant breaks something or uses your project

in an unintended manner, and you've got MOOP. What materials do you need on hand to clean it up? Plan to bring them, and plan to have help on hand if you might need it. In general, FIGMENT has limited cleaning materials and resources to assist artists with MOOP problems.

Pack it in, pack it out. Anything your project leaves behind on the park after deinstall is MOOP. The park provides some trash cans around the park for visitors to deposit their litter. They are not designed to accommodate



trash from the hundreds of projects that comprise FIGMENT. If your project generates waste or if your project is designed to be thrown out after the event, consider how you might reduce or eliminate that waste. If you must generate waste, have a plan to pack it out with you.

If, for some reason, your project has special disposal needs or you can't take it with you, your curator can work with you on a disposal plan.

AT THE EVENT

Everyone is responsible for the MOOP around them

When we encounter MOOP, we don't worry about where it came from, we just pick it up. Even if it's a napkin from someone's lunch that blew away in the wind and landed near you, just grab it and put it in the trash. MOOP attracts more MOOP.

Perform MOOP sweeps for high-traffic projects and events

If your project is designed to attract and hold a large number of people who stick around for a while— for example, a DJ, workshop, large participatory event, or large-scale installation—expect people to leave MOOP behind. You should plan to have your project team sweep your area after an event or throughout the day for MOOP.

Have MOOP bags

We recommend you have a plastic bag handy in which to put MOOP that accumulates around your project during install, the event, and deinstall. Have enough bags to hand out to everyone on your team.

Don't let it hit the ground

When you're installing or deinstalling your project, sometimes it's easier to toss parts like nails or bolts on the ground and pick them up later. But that makes them harder to find later, especially in grass. Put down a tarp or have a bucket ready if you have small parts to collect.

Do a final MOOP sweep to complete your deinstall

You are responsible for MOOP in the immediate area of your project, regardless of who put it there. Whether it's a nail from your project or a napkin from someone's lunch, please do a MOOP sweep to make sure your project's area is free of MOOP to complete your deinstall.

LOGISTICS

After your project is accepted, your curator will work with you to finalize the logistics of placement for your project to the park. Many logistics details for the event are not known until the weeks leading up to the event, but this section will cover some of the usual details artists need to know.

2018! Figment Dallas is open to the public for 12 hours. This has multiple implications for install logistics, and as of the writing of this document, we don't know exactly how things will work. If you are a returning artist, do not assume things will be the same as they were in the past at other events. Be prepared.

INSTALL AND DEINSTALL

Artists are encouraged to install and deinstall their projects in the hours before and after FIGMENT Dallas itself. The park is still open to the public during install and deinstall time.

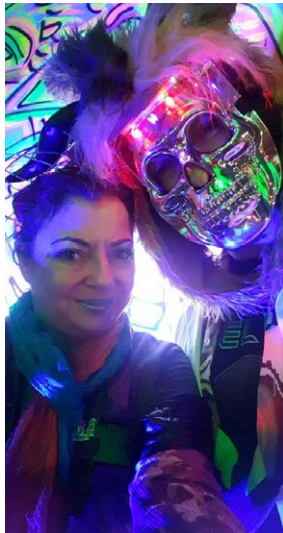
Installation & Deinstallation Safety & Security

Artists will still be able to work at the park before the event opens (from 5am-10am) and continue to work through the day, but once the park is opened to the public at 10am, **you must take appropriate measures to ensure that any unfinished installations, tools, or scrap materials do not pose a hazard to others**, in particular, children.

Consider using warning signs or roping off your area, and having another person available to watch your installation until your work is complete.

FIGMENT cannot supply a volunteer to guard installation sites. Unattended sites deemed to be unsafe by FIGMENT or Park Service staff will be removed without notice.

You are also advised to **secure any valuable materials or tools if you leave your work site** (even if the park is closed).



Selfie by Suzi Migdol

Install

Depending on demand and needs:

1. **Install begins as early as 5am on Saturday, Oct. 20.**
2. **If you have placement questions during the event, ask your curator or visit the Volunteer HQ tent near the Rec Center.**
3. **Event will take place rain or shine. Vehicles cannot drive on the grass during load in/out.**
4. The artist will be responsible for picking up and moving their materials to their installation site. Artists will also be responsible for bringing as many people as needed to carry their materials, but we do hope that artists will team up and create drop-off locations to get all materials quickly and safely moved to their sites. Feel free to bring carts or dollies to share.

Deinstall

Deinstall day is on the same day as the event for our first year of FIGMENT in 2018. **All materials must be out of the park by Saturday night at 11:59pm. Deinstall begins at 10pm**, unless projects can do so quietly & without disruption like ninjas. Figment Dallas prefers that art projects remain active throughout the entire event as much as possible. All projects must be removed by midnight unless alternative arrangements are worked out with FIGMENT and the park in advance.

HOW TO GET THERE

In general, FIGMENT artists should know that:

- Reverchon Park is centrally located in OakLawn/Turtle Creek/Uptown.
- **RAIL** – nearest train station is Cityplace West (if you walk or use a rideshare service from there).
- **PARKING** is free on the streets in the neighborhoods around Turtle Creek towards Oak Lawn. Limited parking is available for load-in & break down on one side of the park road, by the recreation center, or behind the baseball field. Please move your vehicle to the street after unpacking/packing.
- **TROLLEY** The M Line Streetcar is free and runs from Downtown to Uptown. Several trolley stops are roughly a short 15 minute walk from the park, with nearest stops at McKinney Ave (@Pearl) or the stop at Cole (@Bowen).

<https://www.dart.org/maps/712map.htm>

- **BUS** #29 runs about every 60 minutes down Maple in front of the park from Downtown Akard and Parkland stations.
<http://www.dart.org/maps/pdfmaps/29map.pdf>
- **BICYCLES**, strollers, wheelchairs, and other wheels are welcome. Katy Trail runs along the south side of the park.
<http://katytraildallas.org/map>
- Your bags could be subject to search. You are representing FIGMENT; do not hassle the police or attempt bring prohibited items into the park. The police are just doing their job; artists do not get special treatment or exemption from city rules just because they're "with FIGMENT."

VEHICLES IN THE PARK

Art Cars and mutant vehicles who applied will be given priority parking on the center park road.

Other vehicle access is extremely limited and this must be kept in mind for load-in. Motor Vehicles are not allowed to drive on park turf grass according to city law (without advanced approval from curators and city). Please plan accordingly and consider bringing carts or wagons to help your loading.

Because the park is still open to its regular activities at the rec center and baseball field, artists should not plan move vehicles around the park after 10am. For more information on the park, or park rules, [visit the City's Park website](https://www.dallasparks.org/115/Park-Rules-Ordinances).

<https://www.dallasparks.org/115/Park-Rules-Ordinances>

CLOSING TIME

The park has people in it at all times, activities at the recreation center and baseball continue as scheduled, without impediment by our event. All FIGMENT events, activities, and performances, including music, end at 10pm sharp. You should schedule any performances, parties, or events to end before 10pm. If you need to break down and pack equipment to be taken off the park the same day, plan to start breakdown so as to be out by 11pm (midnight at the latest).

Install and deinstall take place the SAME day as the event. Normal park hours are 5:00am - 11:00pm.

PLACEMENT AND PROMOTION

Your curator will work with you and our placement team to determine the best location for your project. However, placement is not final until the day of the event. Weather, power, and construction issues have and will force last-minute relocations of projects. We may share your expected placement location with you in advance of the event in order to gather feedback and facilitate logistics planning.

However, we strongly advise against sharing your expected location with your friends, fans, and mailing lists as a way to find you on the park. Instead, there are two key items to tell followers when advertising your location:

- **There are no printed maps.** FIGMENT does not post or distribute maps showing the location of all projects. Maps will be posted showing main areas of the park, but they might not show each precise project location.
- **Use the online map!** When advertising your project to friends and fans, tell them to use the official FIGMENT Dallas map to find your spot when they arrive. They can also look you up on the FIGMENT website, which will be updated with location information shortly before the event. The FIGMENT Dallas website will have details on project locations and schedules listed. They can download the map before they leave for the event as cell phone coverage can be spotty in the park.



ROVING PROJECTS

“Roving” projects move about the park, but require a specific starting time and location for participants at which to meet up. To make it easier for participants to find roving projects, FIGMENT designates an official “Roving Start Point” for roving projects to use, if they so choose. You can gather participants at the start point, and then begin your adventure from there. Just tell your followers go to the “Roving

Start Point” at your scheduled time(s). FIGMENT will also post the project names and start time(s) for roving projects at this location. Talk to your curator if you want to use the roving start point.

STAGES AND SCHEDULES

Like placement, factors like weather & power may require a sudden change in stage schedules. We recommend you tell your followers to find out the performance schedule when they visit the park. Schedules will be posted at stage locations.

If you are performing on a stage, and you must tell your followers when you are scheduled, do not advertise the time of your performance until your curator tells you your performance time has been finalized. Just because you request a particular time, it does not mean we can accommodate it. Check with your curator before advertising times.



Photo by Heather Marie Thomas



Photo by Brett Ardoin

VISITING REVERCHON PARK

SITE VISITS

FIGMENT offers two optional “Site Visit” events prior to FIGMENT Weekend, which provide artists the opportunity to visit the park and meet FIGMENT staff in person. See the [Event Process Timeline](#) on page 4 for the dates planned for this year.

- **Site Visit 1 (SV1)** is scheduled in August before the event. This visit should give artists the opportunity to explore the park well in advance of the event and request specific locations. Reservations with your curator should be made in advance to participate in SV1.
- **For Site Visit 2 (SV2)**, in September, preliminary placement plans have been completed, and artists may be given a placement map, have the opportunity to visit their planned placement location and provide feedback to the Curatorial Team. The park will be open to the public during SV2.

Artists are welcome to attend either event if their schedules allow or visit on their own.

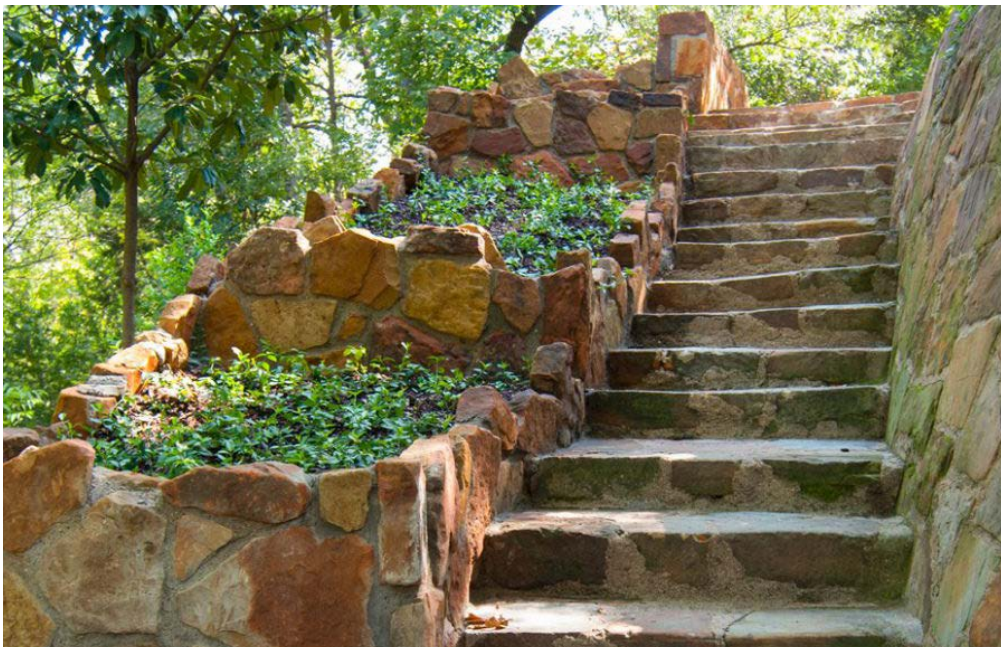


Photo by suza kanon

TIPS FOR YOUR VISIT

Here are some final tips for your visit to Reverchon Park:

- If it has rained considerably in the past few days, wear boots if your project is on the grass or you expect to be exploring the park.
- Water fountains at the park are limited. Bring your own water, or you can buy water from shops in the neighborhood on the way.
- Bring a bike, wagon, or cart! The park is very bike friendly, and it makes exploring the terrain faster and easier. Feel free to decorate your bike.
- Bring coolers and picnic baskets for your personal use!
- Bring a camera to take pictures of preferred locations.
- Public restrooms with running water are not available at this park. There are plenty of portapotties at the park.
- Visitors to city parks are prohibited from bringing alcohol to the park. Anyone caught drinking or serving alcohol will be subject to city laws.
- Pets are allowed in Reverchon Park (dogs must remain on leash).
- Smoking is prohibited by law in all City of Dallas parks.



FIGMENT DALLAS

OCTOBER 20, 2018 | REVERCHON PARK

12 hours of art, inspiration, adventure, fun,
connections, community, dreams, imagination,
creativity, experimentation, vision, culture, love,
innovation, sculpture, transformation, games,
technology, play, amazement, dance,
collaboration, creating, sharing,
learning, growing, thriving

What are you bringing?

FIGMENT