

Landscapes of Quarantine: Call for Applications

Landscapes of Quarantine is an independent, multi-disciplinary design studio, based in New York City, consisting of eight Tuesday evening workshops, from **October 6 to December 5, 2009**, in which up to 14 participants will gather to discuss the spatial implications of quarantine. Quarantine is an ancient spatial practice characterized by a state of enforced immobility, decontamination, and sequestration; yet it is increasingly relevant—and difficult to monitor—in an era of global trade, bio-engineering, and mass tourism.

Studio participants will explore a wide variety of spatial and historical examples, including airport quarantine facilities, Level 5 biohazard wards, invasive species, agricultural regulations, swine-flu infected tourists confined to their hotel rooms, lawsuits over citizens' rights to resist involuntary quarantine, horror films, World Health Organization plans for controlling the spread of pandemics, lunar soil samples, and more.

During the studio, participants will develop individual design projects in response to the problem of quarantine, with guidance and inspiration provided by readings, screenings, group discussions, and an evolving line-up of guest speakers and critics. These projects will then be eligible for inclusion in "Landscapes of Quarantine," an exhibition hosted by the internationally renowned **Storefront for Art and Architecture** in early 2010.

By the end of the studio, each participant will have produced a complete design project. This could range from the speculative (plug-in biosecurity rooms for the American suburbs) to the documentary (recording the items and animals detained for quarantine on the U.S./Mexico border), and from the fantastical (plans for extra-planetary quarantine facilities) to the instructional (a field guide to invasive species control).

Landscapes of Quarantine is looking for applicants who are intrigued by the spatial possibilities and contingencies of quarantine, and who already possess the technical skills necessary to produce an exhibition-quality final design project or installation in their chosen medium. We hope to hear from people at all stages of their careers and from a wide variety of design backgrounds. We are particularly excited to announce that we have already confirmed a select group of talented participants from fields as diverse as architecture, illustration, gaming, photography, and sound design.

The studio is both unaffiliated and independent (there is no college credit), and it is also free (though applicants will be responsible for all costs associated with producing their final project). We will be reviewing applications on a rolling basis until Friday, **September 18, 2009**, or until all studio positions have been filled. To learn more, and to submit an application, please email futureplural@gmail.com with the information listed below.

- 1) Name
- 2) Email address
- 3) Telephone number(s)
Please indicate the best time to reach you
- 4) Mailing address
- 5) Education
 - University/college name and country
 - Dates attended
 - Degree
- 6) Current affiliations and/or employment
- 7) 50-word (maximum) bio
- 8) Publications and/or personal blog
- 9) Portfolio
Attach a PDF of no more than 8 pages, or supply a link to online work
- 10) 300-word (maximum) statement of interest in the subject of quarantine
- 11) Candidate's declaration
By submitting your application, you declare the following:
 - I certify that the work submitted is entirely my own and/or my role is clearly stated
 - I declare that all the statements I have provided are correct
 - I agree that, if accepted into the studio, I will participate fully, attend all studio meetings unless previously discussed with the studio directors, and produce a finished final design project
- 12) Email addresses for two references

Landscapes of Quarantine is organized by **Future Plural**, a project-based, independent design lab launching in 2009 from a temporary base in New York City. **Future Plural** is Geoff Manaugh (BLDG BLOG: bldgblog.blogspot.com) and Nicola Twilley (Edible Geography: ediblegeography.com).