



# Illuminate the Lock 2017

*Report to the St. Anthony Falls  
Heritage Board*



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## *Stated Purpose:*

Prototype a projection platform using the Upper St. Anthony Falls lock as a screen for artist-driven interpretive projects dealing with themes related to the heritage area.



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## *Stated Goals:*

1. Bring to life in a spectacular and visceral manner important aspects of the Heritage Zone
2. Prototype the pragmatic issues of such projections so that its infrastructure can be built into the future, permanent capabilities of the interpretive center at the lock.



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# Surface, by Aaron Dysart



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*Surface* took years of handwritten data recorded by Army Corps of Engineers staff as the basis for a light show

Daily pool heights were translated into shifting colors projected on atmospheric effects created in the lock chamber

The spectacle displayed the 52 year operating history in 2 ½ hours

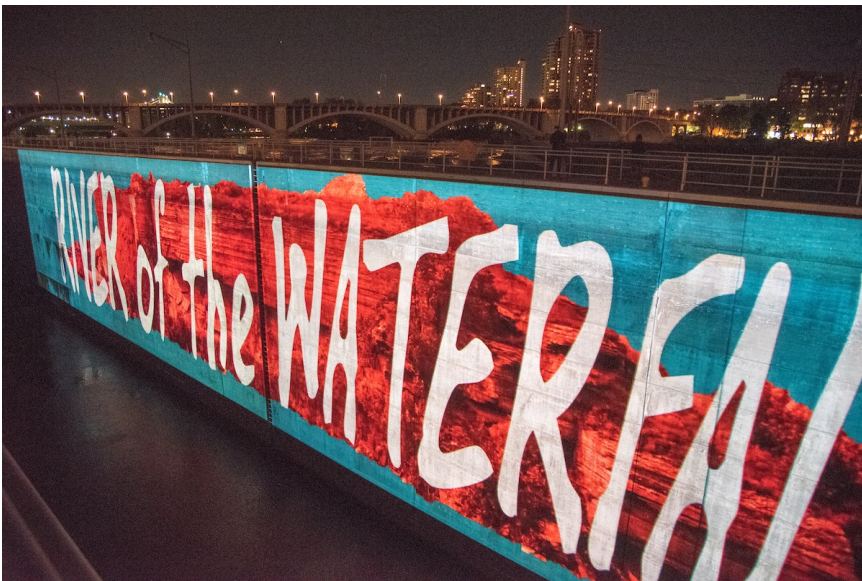
# Surface, by Aaron Dysart



# The Uncompromising Hand, by Andrea Carlson



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The Uncompromising Hand engaged Spirit Island, a limestone island and Dakota sacred site that was once near the current Lock and Dam.

A hand-drawn animation based on six photographs of the island at the MN Historical Society's collection that plot the island's lengthy dismantling between the 1890s and 1960s

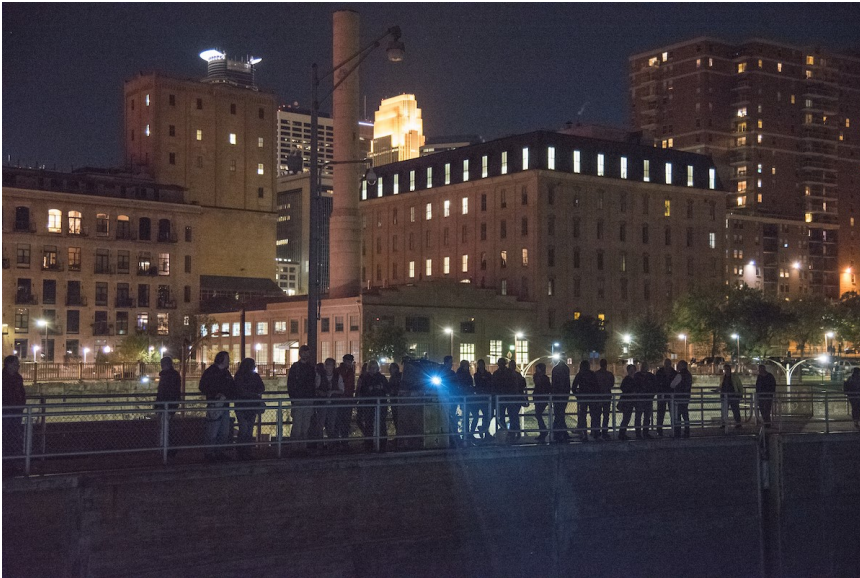
Text in Dakota, Ojibwe and English accompanied the projection.



# The Uncompromising Hand, by Andrea Carlson



# Results



Media stories appeared in dozens of publications, including the Star Tribune, MPR (2), City Pages (2), Minnpost and MN Monthly

More than 3500 people visited over the two weekends

Opening receptions honored artists, partners and special guests