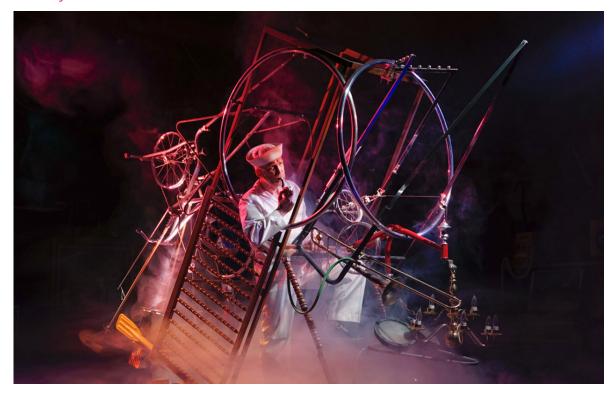


Mat Bevel Company is an arts and education nonprofit that teaches people of all ages how to cultivate ingenuity and purpose using Available Resource Technology creative training practices. Our found-object kinetic art museum, live theater productions, hands-on educational programs and digital multimedia tools inspire people to tackle challenges and seize opportunities with greater imagination.

Our work builds a deeper connection to art, science, education and our culture via:

- Museum Of Kinetic Art—Over 150 mechanical fine art sculptures demonstrate how even junk can come back into the flow and find new purpose.
- Surrealistic Pop Science Theater—A one-man performance celebrates the excitement of creativity with a large cast of characters, played by Ned and his mechanical puppets, all choreographed to music, light and poetry.
- **School of Intuition**—A kinesthetic learning lab teaches people how to tackle challenges using awareness, resourcefulness and original thinking.
- **Bevelvision Productions**—Bevel Café and The Universe Within multi-media shows share the magical world of Beveldom, "the lost land of found objects," with people everywhere.



Surrealistic Pop Science Theater's Admirable Bevel performing with "The Blood Vessel" kinetic sculpture

Mat Bevel Company is a 501(c)(3) non-profit organization that shares the art, science and philosophy of kinetic sculptor, poet and performer Ned Schaper. He uses only what's available—found objects—as the raw materials for his sculptures, along with his understanding of mechanics and physics. The real magic is in Schaper's intuitive engineering approach. He does not know what the sculpture will become when he begins the process. Instead, by working with the materials of found objects, he lets the sculpture's ultimate function emerge on its own, which leads to beautiful and unexpected results.



The Museum Of Kinetic Art formed into the "Beveled Ark," ready to set sail for the Tucson Museum of Art

The sculptures, constructed using the principles of ART—Available Resource Technology—are part of the Museum Of Kinetic Art. Each sculpture has a unique name: "Energy Plant," "Thought Launcher," "Sharka," and "Americana Duck." They also have a unique purpose in Schaper's one-man Surrealistic Pop Science Theater as the large landscape of kinetic objects that contain props, costumes and characters for performances. The artist performs with and wears all the fine art sculptures in his museum and choreographs them to poetry, music and light during theater and TV productions.

Schaper has delighted audiences for over 30 years with his theater, and today live performances and TV shows draw upon 440 poetic tales contained in a narrative called *The Three Days of Beveldom*. Beveldom is a magical place where the discarded relics from our consumer culture find new life under the guidance of General Belief System Technology Project Expert Mat Bevel. Beveldom's many residents, portrayed by the artist and his mechanical puppets, demonstrate what can be done with all the things our culture throws away. The theater's archetypal characters, with names like Walter Ego, Jester Physics and Dr. Paradox, inspire resourcefulness. They encourage people to connect with the physical world, play in their idea sandbox, awaken their creative genius and explore the vast universe within and all around them.

In 2014, Schaper's art was featured in a 2-month solo retrospective exhibition at the Tucson Museum of Art called *Welcome to Beveldom: Mat Bevel's Museum of Kinetic Art*. For the first time, the Tucson Museum of Art included live performances as part of a solo artist exhibition. Both performances sold out. The kid-friendly exhibition broke all attendance records for the Tucson Museum of Art during its time period.



THE KID-FRIENDLY
EXHIBITION BROKE ALL
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MAT BEVEL COMPANY IS CAPTURING
FOOTAGE FROM THE MAGICAL WORLD
OF BEVELDOM FOR A NEW TELEVISION
SHOW CALLED BEVEL CAFÉ: A JUNK
REALITY SHOW.

## **New Location, New Horizons**

In 2014, the former Mat Bevel Institute, a 5,000 square foot performance center, was demolished. For 17 years the Institute had been home to the Museum Of Kinetic Art, Schaper's *Surrealistic Pop Science Theater*, the international *Zeitgeist Jazz at the Institute* series and A.R.T. workshops.

After the Tucson Museum of Art show, Schaper teamed up with his sister Paula Schaper to establish the non-profit Mat Bevel Company at a new location on Broadway Boulevard in Tucson. Recently, Mat Bevel Company relocated to *Launchpad Artspace*, a large shared venue where individuals and nonprofits involved in the visual and performing arts are advancing their careers together.

For many years, the two siblings have shared a vision of capturing the theater's world of Beveldom, using animation, live action video and virtual reality technologies. Now their vision is becoming a reality. Over the last few years the nonprofit's **Bevel**vision Productions developed the first-ever footage from the theater's world of Beveldom, "a lost land of found objects."

A second production studio is located in an historic ranch house and barn in the small rural community of Patagonia, Arizona. This studio is used to capture the kinetic sculptures and characters using beautiful natural lighting, open grasslands and a farm environment. New large-scale sculptures like "Solar Sailor" are constructed in the open air barn using repurposed objects.

To scale-up content production, Mat Bevel Company is working with award-winning producer/videographer Luis Carrion and his team at University of Arizona's Office for Digital Learning. Multimedia digital content from the world of Beveldom will be used in *The Universe Within* world-building course and two TV shows, *The Universe Within* and *Bevel Café: A Junk Reality Show.* 



The Universe Within is a worldbuilding course developed by Mat Bevel Company, Patagonia Elementary School and University of Arizona School of Mathematical Sciences. The course uses Ned Schaper's world of Beveldom and his life-long A.R.T. creative practices as the inspiration and instruction for novel thinking. It's a grassroots solution to a national creative intelligence deficit that builds student capacity to innovate, problem solve and navigate unknown situations.

Students play the part of world-builders identifying major social or environmental problems that they want to tackle and developing positive alter ego superheroes, based on their real-life strengths and talents. They construct functional headdresses and machines to help their characters solve their problems using science, math and engineering. Footage of the fantastical world of Beveldom inspires students to think outside the box, while hands-on creative training techniques provide life-long learning habits. Classes meet state standards in Science, Math, Engineering, Theater Arts, Visual Arts and English Language Arts.



In Corrugated Headgear classes, students create sculptural headdresses from recycled cardboard.



## WELCOME TO BEVELDOM

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BRINGS THIS STORY OF
TRANSFORMATION TO PEOPLE
EVERYWHERE. TO LEARN MORE
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