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FOR IMMEDIATE RELEASE

Art, Tech, and Community-Building Continues at Locust Projects: Announcing the 2025-2026 Line Up of Locust Late @ The DiLL

Launching September 25th, the third season of Locust Late @ The DiLL continues to inspire and grow creative connections between Miami's art and tech communities with free (and fun) after-hours events



MIAMI, FL, SEPTEMBER 4, 2025 — Locust Projects, Miami's longest-running incubator for experimental art, proudly announces the launch of the 2025–26 season of **Locust Late @ The DiLL** (Digital Innovation Lounge + LAB), the third season of its signature monthly series championing the intersection of experimental contemporary art and digital culture. Launched in 2023 with a three-year digital initiative grant from John S. and James L. Knight Foundation, this after-hours platform has become a creative community hub, pairing hands-on workshops with

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performances and drawing a rapidly growing cross-section of artists, educators, musicians, creative professionals, and curious-minded publics alike.



The 2025–26 season, which kicks off **Thursday, September 25, 2025**, includes a mix of 18 new workshops and performances developed by artists living and working in Miami-Dade and Broward counties. Each session is free and open to the public, offering a rare platform for Miami artists and audiences to discover what's new, next, and most exciting at the intersection of art and technology.

The third season, selected through an Open Call process with past workshop participants as reviewers, includes: musician, recent WaveMaker Grantee and Club Sinema founder **Angela Rio**; artist, tech educator, and Loop Art Critique founder **Ariel Baron-Robbins**; 3D and motion-capture artist **Valentina Echeverry**; tech-centered artists **Fabiola Larios** and **Moises Sanabria**; interactive TouchDesigner artist **Diago L** with music by **Diego Melgar**; artist and entrepreneur **Aileen Quintana**; and artist and educator **Fereshteh Toosi**. Performances include presentations by sound and performance art collective **SOMA**; movement artist and recent WaveMaker Grantee **Roxana Barba**; dancer **Iman Clark**; architect and STEREOTANK co-founder **Marcelo Ertorteguy**; experimental digital art team **MyFi Studio**; installation and sound artist **Richard Moreno**; and heavy instrumental space rock trio **SUMO**.



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Piloted by Executive Director **Lorie Mertes** and Programs and Events Coordinator **Tony Kapel**, Locust Late @ The DiLL was designed to build a community among artists who are eager to experiment with new tools and present ideas in real time, removed from the formal pressures associated with traditional spaces and platforms for presentation. Following swift interest from Miami artists for its artist-first approach toward digital-centered programming, Locust Late @ The DiLL with its informal vibe quickly evolved into a monthly Thursday-night series pairing workshops with live performances designed specifically to meet the evolving needs of working artists in Miami's digital and experimental arts scene.

"Our 2023 move to our largest space to-date enabled us to dedicate space to programming. That, coupled with support from the Knight Foundation's multi-year Digital Initiative grant, Locust Late @ The DiLL began as an experiment." says Lorie Mertes, Executive Director. "We sought to find out how artists in Miami are using technology in their practice and understand how Locust can best use its space and resources to support knowledge-sharing and inspire artistic exploration in new media."

Initially presented with modest equipment and a scrappy DIY ethos complemented by free pizza and libations, the series has evolved into a monthly destination in Locust Projects' Digital Innovation Lounge + LAB (The DiLL), a 1,000-square-foot program space—the first ever dedicated program space in Locust's exhibition-centered history. Since September 2024, under the direction of Art + Digital Innovation Manager **Andrew McLees**, the program has expanded in scope while finding its stride, increasing attendance, and establishing itself as a novel model for peer-to-peer arts programming and exchange in the region. Each event now serves as both a showcase and a laboratory where artists and audiences connect through shared curiosity for knowledge and a love of experimental new art and ideas.

"Each season of the DiLL is built around ideas and needs that artists bring to us," says McLees. "What excites me most about this season is the creativity and sheer range of the proposals we received, both practical and imaginative, from inexpensive 3D motion capture techniques and collaborative real-time animation demos, to sculptural audio interventions inspired by extreme metal and performances literally built into chat rooms. There is deep knowledge on display at these events. We pride ourselves at Locust Projects on creating opportunities for audiences to learn alongside the artists and be at the forefront of what's new and next in Miami."

Since 2023, Locust Late @ The DiLL has hosted more than 35 artists and educators and welcomed over 750 attendees for intimate artist-run workshops and performances. The program serves a broad spectrum of interests including: interactive TouchDesigner tutorials; AI for artist productivity and video game design; video mixing for live performance; the history (and future) of expanded cinema in contemporary art; designing virtual rollercoasters using 3D software; sound design and live audio experimentation using modular synthesis and code;

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digital animation; holography and immersive imaging; and collaborative approaches to movement, sound, and digital storytelling.



Notable past presenters and performers have included Prix Ars Electronica winner and past exhibiting artist **Alba Triana**; Knight New Work 2022 multimedia artist **Cynthia Cruz**; sound artist and designer **Richard Vergez**; multimedia performance duo **MyFi Studio (Aimee Rubenstein and Dr. Josh Eisenberg)**; Portland-based artist-duo **Birch Cooper and Brenna Murphy aka MSHR**; renowned sound artist **Richard Garet**; 2023 Locust Projects [WaveMaker Grantees](#) **Trish Gutierrez** and **Nicole Pedraza**; longtime scene fixture and musician **Alex Merbouti**; sound artist and Subtropics Festival founder **Gustavo Matamoros**; Miami-based artist-duo and reggaeton band **LIZN'BOW**; prolific experimental songwriter **Dino Felipe**; artist and musician **Cat Martino aka Stranger Cat**; rising VJ **Nika Dotsenko aka CHROLIK**; interactive 3D-designer **Valentina Echeverry**; digital artist and educator **Dimitry Saïd Chamy**; holography pioneer **Mark Diamond**; and visionary tech-centered artist and musician **Alec Jerome**; among many others. For a full list of past workshops and performances, please visit locustprojects.org.

As one of the few consistent platforms in Miami dedicated to tech-centered artistic practices, The DiLL plays a critical role in advancing Locust Projects' mission to support artists at all

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stages of their careers with opportunities to experiment and expand their practice and resource networks.

“Hosting a workshop at The DiLL was a great opportunity for me,” says artist and digital illustrator **Ruth Burotte Tamfee**. “It was amazing to be part of such a supportive and inspiring environment.” **Felice Grodin**, a [groundbreaking](#) tech-centered artist living in Miami, shares a similar experience: “As someone who has been experimenting with augmented reality (AR) since 2018, The DiLL gave me a platform to share my thoughts, experiences, and workflow. By the end of the session, one participant was even able to create their first AR artwork. That kind of engaged, tech-curious interaction is rare in Miami.”



The DiLL 2026–25 Season Open Call was launched in May 2025. Proposals were reviewed by a panel of artist peers including past DiLL artists **Nicole Pedraza** and **Felice Grodin**, alongside McLees. As part of Locust Projects’ commitment to equitable labor practices, all artists selected receive honoraria commensurate with [W.A.G.E.](#) (Working Artists and the Greater Economy) standards. Locust Projects has been W.A.G.E. certified since 2014.

Looking ahead, the DiLL will expand beyond monthly events, beginning with an artist panel discussion and community listening session tentatively scheduled for January 2026. This mid-season gathering and check-in moderated by Locust Projects staff will reunite past DiLL artists to reflect on works-in-progress, regional practices and advancements in Miami, as well as urgent questions in the field of art and technology.

The DiLL essentially serves as a site of discovery, belonging, and fun. “We built the DiLL guided by our mission to listen to artists and understand how we can support them in exploring new art and ideas. That’s how we dial in our programs at Locust Projects,” says McLees. “It’s about meeting artists where they are and giving them the latitude to experiment without restrictions, not simply ‘present it and forget it.’ The DiLL continues to evolve in direct response to what artists have told us they need: intentional space with access to tools and resources and a shared sense of belonging, along with meaningful opportunities to connect with each other in ways that extend beyond the scope of your typical one-off event.”

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2025–26 Artist Workshops + Performances

Please note that timelines and schedules are subject to change.



THURSDAY, SEPTEMBER 25, 2025

Workshop — Fabiola Larios : Who Are You Online? Build your digital identity, SEO Toolkit for Artists and Cybersecurity Tips

Tech-centered artist Fabiola Larios presents a hands-on clinic where participants build an artist bio, learn SEO “quick wins,” research keywords, and practice safer publishing habits online. This workshop aims to demystify the algorithm and teach artists how to protect their data while still maintaining discoverability.



Performance — SOMA: AMOS

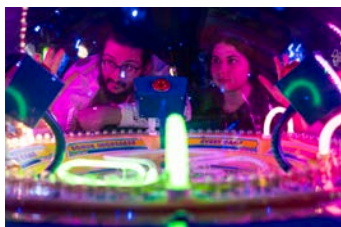
Sound and performance art collective SOMA brings voice, upright bass, percussion, and movement into a single improvised composition. The piece leans heavily on ritual and endurance, drawing the audience into a relentless cycle of tension before releasing them into the calm of night.



THURSDAY, OCTOBER 23, 2025

Workshop — Valentina Echeverry: Realtime Suitless Motion Capture Workflows

Interactive 3D-designer and returning DiLL alumni Valentina Echeverry introduces accessible, low-cost techniques for animating digital bodies without ultra-expensive suits or sensors. Participants will experiment with Unreal Engine tools to capture their own movements in real time, walking away with a new sense of how performance can live inside virtual space.



Performance — MyFi Studio: Your Desktop is My TV

MyFi Studio (Aimee Rubenstein and Dr. Josh Eisenberg) open up their desktops and let the glitches, code, and live sound take over the DiLL. The Miami duo build and play code-based electronic music and video instruments. An homage to pioneering video artist Nam June Paik, the performance turns the screen itself into a stage.

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THURSDAY, NOVEMBER 20, 2025

Workshop — Angela Rio: Club Sinema

Filmmaker and community organizer Angela Rio shares the digital strategies behind the success of Club Sinema, a grassroots Caribbean pop-up cinema and production house. This workshop introduces nontraditional, community-based approaches to making and distributing work, highlighting Miami's Black and queer creative networks. Participants walk away with strategies for building self-sustaining projects that grow out of their own communities and contexts.



Performance — Iman Clark: Siren's Allure

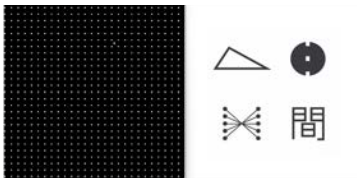
Performer Nami Flare (aka Iman Clark) brings her multimedia burlesque revue to the DiLL for a sensual solo performance that follows a siren from the Mississippi delta to the Caribbean Sea. Costumes, soundscapes, and video projections create an underwater world where the audience is encouraged to leave their shyness at home and join along on the journey.



THURSDAY, DECEMBER 18, 2025

Workshop — Aileen Quintana: The Art of Strategy: Business Development for Creative Minds

Artist and business strategist Aileen Quintana (Haiiileen) shines a light on the professional side of creative work. This session covers everything from AI project management hacks to branding and funding strategies, with plenty of practical advice for artists in between.



Performance — Marcelo Ertorteguy: Paralogicus

Architect and artist Marcelo Ertorteguy presents "Paralogicus," a live demo and performance built from custom digital interfaces co-developed with ChatGPT-4. This meditative experimental performance incorporates visuals, sound, and improvised music to build machines designed for expanding the imagination. Expect shifting optical effects, aleatoric chance music, and sonic excursions from a Korg sampler and other acoustic instruments.

THURSDAY, JANUARY 15, 2026

Panel Discussion — TBA

Performance — TBA

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THURSDAY, FEBRUARY 26, 2026

Workshop — Moises Sanabria:

The Art of AI Agents: Artist Task Automation

Tech-centered artist Moises Sanabria presents a workshop where participants build simple “AI helpers” using drag-and-drop tools; then, a performance where those same agents take the stage. In the Synthetic Symposium, the agents speak, sing, and clash, while Sanabria DJs their voices against music and audience input.



Performance — SUMO (live)

Miami trio SUMO brings their heavy, cinematic sound to The DiLL. Expect a potent mix of space rock, post-punk, and ambient passages, all paired with projections and lighting that expand their music into a charged sensory experience. Earplugs will be provided free of charge on a first-come, first-served basis.



THURSDAY, MARCH 26, 2026

Collaborative Program – Diago L and Diego Melgar:

Real-Time Animation x TouchDesigner Workshop + Live Set

Interactive designer Diago L and musician Diego Melgar teach participants how to draw and animate with TouchTool on iPad and TouchDesigner, then fold those visuals into a live and reactive audiovisual composition. A limited number of iPads will be available for guests to share.



THURSDAY, APRIL 23, 2026

Workshop — Ariel Baron-Robbins: Create Animated Installation Art in the Spatial Internet using Blender and the XR Creator

Starting with paper, paint, and found texture, technologist and educator Ariel Baron-Robbins guides participants through the process of translating handmade artworks into digital worlds. Using 3D scanning and XR platforms, the final collaborative outputs are then transported into immersive zones that can be experienced both online and in virtual reality.

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Performance — Richard Moreno: Corpse Chrysalis Live (through the cabinet of curiosities)

Artist Richard Moreno transforms sculpture into powerful audio experiments that harness the dark pageantry of extreme metal. For his debut at the DiLL, Moreno brings a massive, wheeled crate sculpture that unfolds, revealing dual screens, high-powered subwoofers, and a fog-filled ritual site where four musicians perform plug directly into the installation. Earplugs will be provided free of charge on a first-come, first-served basis.

THURSDAY, MAY 21, 2026

Workshop — Fereshteh Toosi: Hacking Reality: exploring tech entanglements through play

How do invisible systems shape our behavior and values? This workshop by artist educator Fereshteh Toosi uses live-action role-play (LARP) as a way to probe our relationship with digital systems. Through short, improvisational games, participants step into speculative realities shaped by surveillance, data clouds, and/or offline zones. The workshop ends with a discussion about what these playful scenarios reveal.



Performance — Roxana Barba: secret group chat (beta test)

Movement artist Roxana Barba invites the audience into a secret Discord chat room projected live in the DiLL. Whatever the crowd types becomes a score for improvised movement, with visuals and sound layered in real time. In turn, this playful experiment in artist-audience participation results in a generative feedback loop of endless permutating performances that extend beyond online chat rooms.



More information is available at locustprojects.org.

[Press kit and images available here.](#)

Upcoming Event

Join us for the first event of the new season on September 25, 2025, at Locust Projects (297 NE 67th Street, Miami, FL 33138). Doors at 7pm; workshop by tech-centered artist Fabiola Larios at 7:30pm; performance by sound and performance art collective SOMA at 9pm. All Locust Late @ The DiLL events are free and open to the public. Complimentary alcoholic refreshments are available for visitors aged 21 and older.

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Image Credits

All Photos: Logan Fazio. 1. Trish Gutierrez (left) and Nicole Pedraza (right) with a digital avatar of musician Diego Melgar. 2. Musician Dania Sixto (right) offers tech support to guests building modular synths on their laptops. 3. Internationally renowned multimedia artist duo MSHR perform at The DiLL in May 2025. 4. Musician Stranger Cat performs at the DiLL in March 2025.

Program Support

Major Support



About Locust Projects

Founded by artists for artists in 1998, Locust Projects is Miami's longest running nonprofit alternative art space. We produce, present, and nurture ambitious and experimental new art and the exchange of ideas through commissioned exhibitions and projects, artist residencies, summer art intensives for teens, and public programs on contemporary art and curatorial practice. As a leading incubator of new art and ideas, Locust Projects emphasizes boundary-pushing creative endeavors, risk-taking and experimentation by local, national, and international artists. We invest in South Florida's arts community by providing artists with project grants and empower creative careers by supporting the administrative work of being an artist through an onsite artist resource hub and access to pro bono legal services.

Locust Projects Receives Major Support from: The John S. and James L. Knight Foundation; The Andy Warhol Foundation for the Visual Arts; The Miami-Dade County Department of Cultural Affairs and the Cultural Affairs Council, the Miami-Dade County Mayor and Board of County Commissioners, The Children's Trust; the State of Florida through the Division of Arts and Culture and the National Endowment for the Arts; Dede and Robert Moss; Ruth Foundation for the Arts; VIA Art Fund; Diane and Werner Grob; Susan and Richard Arregui; Wege Foundation; Funding Arts Network; Cowles Foundation, Kirk Foundation; and the INCUBATORS.



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