



CARMEN MENZA
ARTIST STATEMENT

In my public work I sculpt spaces for multi-sensory experiences and social engagement. I am especially interested in interactive and generative works that create a visual and musical dialogue to encourage artistic collaboration between myself and community. My interdisciplinary practice spans video, animation, music and light. I produce work that addresses sexist social and cultural practices, global warming and industrialization and the future societal impact of new technologies such as machine learning and artificial intelligence.

As an arts advocate I have passionately worked to serve and advance the voices of women and women identifying artists in the state of Texas and especially of this region. As a founding member of the non-profit organization Texas Vignette.org, we work to highlight talent that has long been under-recognized by art institutions and establishments.

I have been honored to serve as a juror for the New Works Fund Grant and Artist Residency Fund Grant through The Arts Community Alliance (TACA) Grants, Dallas, TX, and to serve as a Public Art Committee member for the City of Mesquite, Mesquite, TX. In 2019 I was honored to be a 2019 recipient of a TACA New Works Fund Grant and a 2019 Arts Activate Grant through the City of Dallas Office of Cultural Affairs.

Advocacy extends to strengthening our community overall and it is important to advocate for issues that are beyond the arts as well. I am committed to our next generation and it is with great pride that since 2007 I have partnered with the Dallas Children's Advocacy Center in raising funds and awareness for children of abuse. As an ardent proponent for education in STEAM, I also enjoy speaking about the intersection of arts and technology with children in schools, especially in underserved communities where the arts may have experienced budget cuts.