

Curator's statement

I started off looking for new media art exhibits to playfully activate the exhibition space generously provided for by the UCLA School of Arts and Architecture. When assembling this show, I noticed all works negotiated themselves against a shared anxiety of a precarious relationship with our technology driven future.

The layout of the space draws connections between the numerous voices echoing this sentiment. As we struggle with/against the forces that define a collective identity for ourselves, so too is this struggle recreated at a perceivable scale within the confines of these walls.

The stage is now set for the climax of the anthropocene. Like two particles accelerating towards each other in a trans-national multi-billion dollar underground proton synchrotron, approaching 99.999999% the speed of light, the elements of our existential reality are also about to crash spectacularly. Upon collision, new secrets of the fabric of our existence, never before seen, will become apparent (or not!).

Until then, the works in this exhibition will dance and cry together in joy and sadness.

-Echo Theohar



Some Details on a Problem Concerning Flat Graphs

Anton Bobkov, 2016
Pencil on paper



White Dicks

Aliah Magdalena Darke, 2016
Vinyl text on wood, institutional patriarchy



Photogrammetry and Tentacles in Clay

Breelyn Burns, 2016
Ceramic

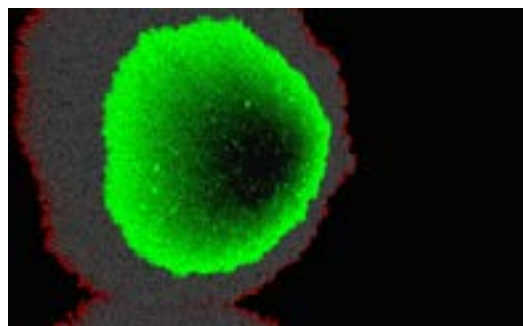
This self portrait converts a digital photogrammetric scan back to the physical through detailed manual labor. Some perverse digital artifacts from the cloud may have come along. *Photogrammetry and Tentacles in Clay* was inspired by a conversation on tentacle porn after a photogrammetry workshop.



Gradient Descent

Adam Ferriss, 2016
Software, projection

Gradient Descent is an abstract visualization of a common first order technique used in physics and applied mathematics to solve various minimization problems. In this case, a poor implementation together with a misbehaving problem results in the algorithm spiraling around a stable state indefinitely.

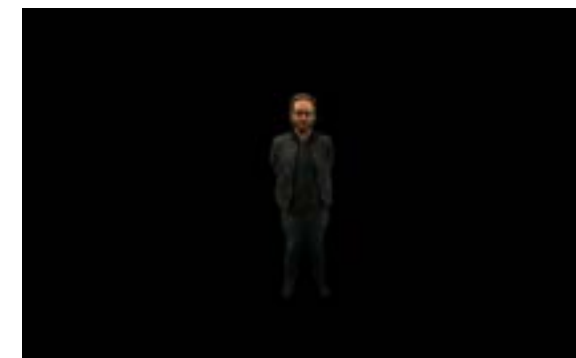


Mycological Singularity

Symrin Chawla and Kate Hollenbach, 2016
Software, projection, agar, bacteria

Kate Hollenbach and Symrin Chawla combine their wit and talent in this understated yet bold collaboration. As we face the looming possibility of the distinctly existential threat/miracle of the technological singularity, these two artists playful recreate this future at a microscopic scale.

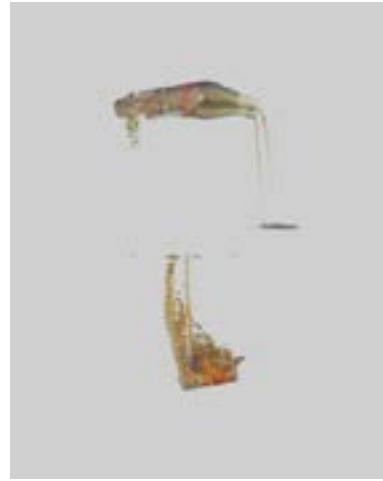
The viewer is left to wonder if the fungal colonies fight and compete with their digital counterparts or whether they've resolved to live together in a symbiotic network. An underlying uncertainty cuts through the experience as the error-prone equipment may crash at any moment just as the microbes might consume its limited resources and die out.



Virtual Reality Guided Meditation with Jesse Flemming

Jesse Flemming, 2016
HTC Vive, software

Jesse Flemming invites participants to meditate and contemplate on mindfulness and technology in this fully immersive guided meditation.



Two Body Problem

Sanglim Han, 2016
Two-channel video

Two binaries melt and swirl towards each other, only to be thwarted by forces of their own makings.

***Due to unforeseen difficulties, this piece is not installed. We apologize for the inconvenience.

Faith Void

Peter Lu, 2016
Installation

This installation heeds to a perverse technological dystopian present, distinctly masculine in nature. *Faith Void* recalls the delusion in Plato's allegory of the cave. A lone male viewer is invited to sit and be absorbed into a descending singular void of his faith.

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EggSTATIC

Neil Mendoza, 2016
Egg, electronics, algorithms

A delicate egg rests perilously on top of a fine needle. The black box brightens, dims, and moans. *EggSTATIC* recalls the fragility of nature as it teeters about the cold sharp needle. But to what end?



Support

Chandler McWilliams, 2016
Foam bricks



danzeepookee

mia0, 2016
Puzzle game

mia0 uses her sick dance moves to fight the master narratives of capitalism and post-capitalism!

No Picture

Beamtimes and Lifetimes ♠♥♦♣ The Card Game

Sharon Traweek, 2016
Rules

"The unique breed of particle physicists constitutes a community of sophisticated mythmakers--explicators of the nature of matter who forever alter our views of space and time. But who are these people? What is their world really like?"

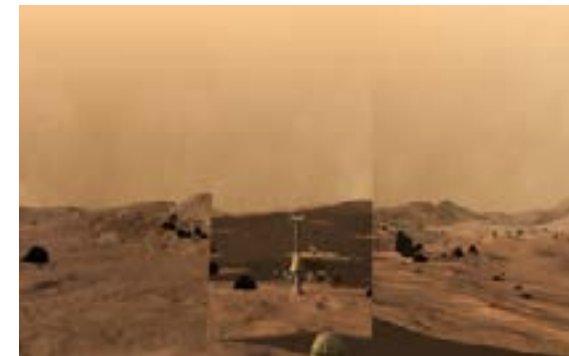
A complex card game based on the book.



Iris

Ayame Newman, 2016
Ceramic

A perfect dome with a delicate blue flower in the center. Its presence dominates the room from above.



Free Mars

Theo Triantafyllidis, 2016
HTC Vive, software



Chimaera

Jennifer Steinkamp, 2016
Ceramic

Delicately balancing beauty and danger, *Chimaera* fuses multiple floral imagery into familiar but totally alien new species alluding to the prevalence and mystery of genetic engineering. In an ironic twist, the distinctly technological danger is solidified in traditional media. Don't step on this or you will bleed.