ARTE FUSE

The Museum in the VR Age - DiMoDA Presents its Current Show at Import Projects Berlin

Tina Sauerlaender
May 2016

Installation view at Import Projects / photo by Tina Sauerländer

The Import Projects curators Anja Henckel & Nadim Samman present DiMoDA – The Digital Museum of Digital Art, built by Alfredo Salazar-Caro and William James Richard Robertson. Featuring four VR commissions for Oculus Rift by Claudia Hart, Tim Berresheim, AquaNet 2001 and Jacolby Satterwhite, the exhibition bridges real and virtual space while blurring the boundaries of our respective institutions.

Founded in 2013, DiMoDA is dedicated to collecting, interpreting and exhibiting digital art, while expanding the potential artistic projects in virtual reality. The DiMoDA building is intended as a home for contemporary digital art and incubator for new ideas, as well as an architectural contribution to the Internet's virtual landscape.

The Digital Museum of Digital Art (DiMoDa) / Courtesy of DiMoDa

Each commission is a unique approach to virtual reality: AquaNet 2001 (Gibrann Morgado + Salvador Loza) offer the viewers a one on one audience with Carson Trump-Palin, the speculative offspring of Presidential hopeful Donald J. Trump and Former Alaska Governor, Sarah Palin. Claudia Heart presents After The Party, a synthetic 'low gravity opera', where the viewer may observe the life and death cycles of algorithmic flowers. Following his retrospective at the Ludwig Forum Aachen, Tim Berrescheim, revisits one of his first 3D works in VR. Jacolby Satterwhite's En Plain Air is a trippy journey through memory and personal history.
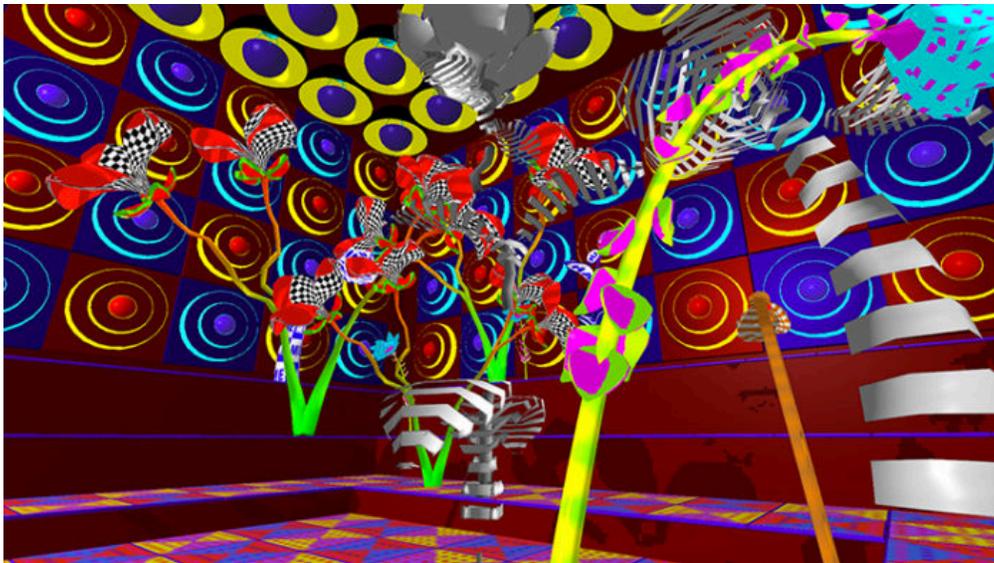
Claudia Hart, After The Party / Gallery in the Digital Museum of Digital Art / Courtesy of DiMoDa and the Artist

Claudia Hart has been active as an artist, curator and critic since 1988. She works with a digital trompe l'oeil as a medium, directing theater and making media objects of all kinds. Hart creates virtual representations that take the form of 3d imagery integrated into photography, multi-channel animation installations, performances and sculptures using advanced production techniques such as Rapid Prototyping, CNC routing and augmented-reality custom apps. Her works deal with issues of representation, the role of the computer in shifting contemporary values about identity and about what might be "natural." Her project is to de-masculinize the culture of corporate technology by inserting the irrational and the personal into the slick, overly- determined Cartesian world of digital design. Hart's works are widely exhibited and collected by galleries and museums including the Museum of Modern Art, the Metropolitan Museum, the New Museum, Eyebeam Center for Art + Technology, where she was an honorary fellow in 2013-14. She works with Transfer and bitforms galleries, both in New York. Hart lives in Chicago where she is a tenured professor at the School of the Art Institute, in the department of Film Video, New Media and Animation.

Jacolby Satterwhite, En Plain Air / Gallery in the Digital Museum of Digital Art / Courtesy of DiMoDa and the Artist

Jacolby Satterwhite is an artist who works with Video, Performance, 3D animation, Fibers, Drawing and Printmaking, currently based in New York City, NY. Satterwhite's work in dance performance draws from Voguing, martial arts, and choreographer William Forsythe's dance techniques. His work often utilizes his mother's schematic drawings/inventions of ordinary objects influenced by consumer culture, medicine, fashion, Surrealism, mathematics, sex, philosophy, astrology, and Matrilineal concerns. His series 'Reifying Desire' was featured in the 2014 Whitney Biennial at the Whitney Museum of American Art. Combining 3D animation and and live action, the work explores themes of memory and personal history in a virtual dreamlike environment. Satterwhite has also shown/ performed in group exhibitions including MoMA PS1, The Smithsonian, The Kitchen, Rush Arts Gallery, and Exit Art.

Tim Berresheim/ Gallery in the Digital Museum of Digital Art / Courtesy of DiMoDa and the Artist

Tim Berresheim is a contemporary German visual artist who lives and works in Cologne. He studied at the Hochschule der Bildenden Künste in Braunschweig from 1998 to 2000 and the Kunstakademie in Düsseldorf from 2000-2000. He studied under the director, actor, and screenwriter Burkhard Driest and the German artist Albert Oehlen. Berresheim works as an artist, musician, label and project space operator. In his work, which is produced by means of digital imaging, he deals with the effects of digital technologies on visual culture, living and working conditions, perceptions and ways of knowing.

AquaNet 2001 (Gibrann Morgado + Salvador Loza), Carson Trump-Palin/ Gallery in the Digital Museum of Digital Art / Courtesy of DiMoDa and the Artist

AQUANET 2001 – Gibrann Morgado (Mexico City) and Salvador Loza are co-Founders/curators of Vngravity, a 3D net art gallery. Morgado is head developer and creator of Uncurated, an initiative to build mixed reality contexts, design experiences and digital speculation. His work and collaborations have been covered in The Creators Project, Killscreen, O Fluxo Blog, Thvndermag, Fractal, Salonkritik, Metapolítica,Picnic La Tempestad, Ibero 90.9 among others. Loza is a New media artist, DJ and Writer. His work focuses on technology, human behavior, architecture, politics, nature and the history of art, and also in the distortion of the reality which involves all of these subjects. His work has been exhibited in blogs like Cloaque.org and in countries like Canada, Italy, México, England and France.
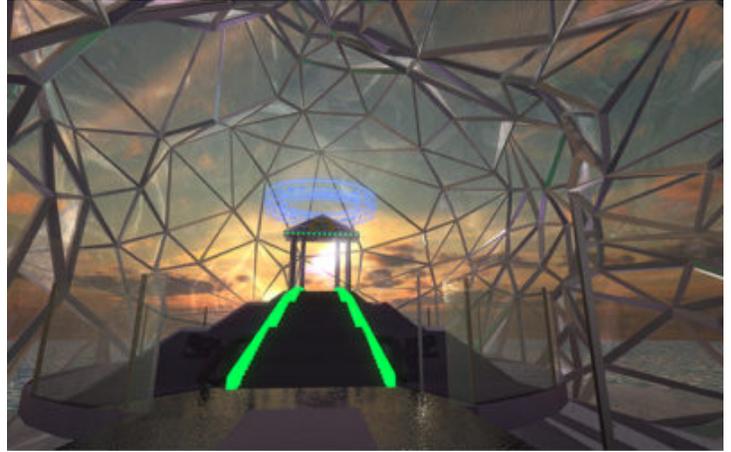
The Digital Museum of Digital Art (DiMoDa) / Courtesy of DiMoDa

About the creators of DiMoDA William Robertson is a New Media artist and museum professional living and working in Chicago. He has been a key member of Chicago's Glitch and New Media scenes as an active member creating live A/V live performances and installations, an organiser co-founding Tritriangle in 2012, and as a facilitator assisting various artists throughout Chicago and New York. William currently works for the Art Institute of Chicago managing technology for curatorial departments and exhibitions.

Installation view at Import Projects, with Alfredo Salazar-Caro (standing right) / photo by Tina Sauerländer

Alfredo Salazar-Caro's work exist at the intersection of Portraiture/Self-Portraiture, installation, Virtual Reality, Video and Sculpture. Recently his work has focused on exploring the way that Virtual simulation can affect someone's perceived reality, for example by creating simulation in which one is forced to endlessly roam in a desert until death. Other examples include simulations of dreams/dreamscapes and memories as well as videos of extreme fantasies fulfilled digitally. Alfredo hopes to one day

live forever as a computer simulation. His work has been exhibited in cities like New York, Chicago, Los Angeles, Miami, London, Berlin, Amsterdam, Caracas (Venezuela), Shiraz (Iran) and Mexico City among others and has been featured in publications such as Leonardo, New City, Art F City and Creators Project. He lives and works between Mexico City, New York, Chicago and the Internet.

Installation view at Import Projects / photo by Tina Sauerländer

More info at:

www.import-projects.org

www.digitalmuseumof.digital/art/

Source: presstext