

AURIEA HARVEY

b. 1971, Indianapolis, IN

Lives and works in Rome, Italy

Auriea Harvey's work combines digital and physical processes to create sculptures in physical space and mixed reality. Drawing from her extensive experience in net art and video games in the collaborative groups Entropy8Zuper!, Tale of Tales, and Song of Songs, she brings personal narratives and character development to her sculptures. Harvey begins her sculptural process by making scans from life. These scans mutate as they are combined with others from her extensive library: 3D models based on her own clay sculptures, works of imagination digitally sculpted, and artworks encountered in museums. The works draw heavily from Hellenistic art, not only through the appropriation of forms but also using its ethos of syncretism as a way of working.

The amalgamated elements are sculpted within 3D modeling software. As Harvey molds the works, she also molds characters each with their own narratives. Each nexus of elements produces several sculptures; Harvey continues reconfiguring the pieces until the character's story is complete. She filters well-known narratives through her own retellings. Indeed, this digital assemblage process is finished by applying a variety of physical, organic elements to the 3D prints. They are often complemented by AR sculptures, which bridge the gap between the digital and physical, the possible and impossible.

Harvey sifts through artifacts of Western culture in order to find herself and traces of her African American diasporic lineage. These objects are hybrid products, made in Western Europe but borrowing from its colonies. Her sculptures make her influences evident and she fuses them with her own creations to reinvent, reinterpret, and retell new narratives.

The artist's work can be found in the permanent collections of the Walker Art Center, San Francisco Museum of Modern Art, MUDAM Luxembourg, and Rhizome's Net Art Anthology. Her video games and VR works have had international success, including exhibitions at the Tinguely Museum, Basel; the Victoria & Albert Museum, London; the New Museum, New York; Brooklyn Academy of Music, New York; and ZKM, Karlsruhe. Harvey is the recipient of a Creative Capital grant and a winner of the Independent Games Festival Nuovo Award. She is represented by bitforms gallery, NYC.ital grant and a winner of the Independent Games Festival Nuovo Award. She is represented by bitforms gallery, NYC.

EDUCATION

- 2004 Game Design Research, Jan van Eyck Academie, Maastricht, Netherlands
- 1993 BFA Sculpture, Parsons School of Design, New York, NY

SOLO EXHIBITIONS

- 2021 *Year Zero*, bitforms gallery, New York, NY (forthcoming)

GROUP EXHIBITIONS

- 2020 *The Archive To Come*, Telematic Media Arts, Los Angeles, CA
The Tree of Life, bitforms gallery, New York, NY; curated by Claudia Hart
- 2019 *Death Has a Small Voice (In The Kingdom No. 19)*, Project Project Gallery, Omaha, NE
a2p/V1, online; curated by Casey Reas
- 2017 *MinorinthVR*, No Quarter at Starr Space Gallery, Brooklyn, NY
- 2018 *VIDEOGAMES:Design/Play/Disrupt*, Victoria and Albert Museum, London, England and Dundee, England;
Australian Center for the Moving Image, Melbourne, Australia
- 2017 *GLOBALE: Games and Politics*, ZKM, Karlsruhe, Germany
- 2001 *010101: Art in Technological Times*, SFMOMA, online
- 2000 *Her Boyfriend Came Back from the War* for The Last Real Net Art Museum

SELECT EXHIBITIONS AND PERFORMANCES

- 2019 *The Coming World: Ecology as New Politics 2030-2100*, Game Club, Garage Museum, Moscow, Russia
Cricoterie VR presented as part of Tadeusz Kantor: OÙ sont les neiges d'antan, Museum Tinguely, Basel, Switzerland
Playmode, MAAT Museum, Lisbon, Portugal
Cricoterie VR + Sculpture, Foksal Gallery, Warsaw, Poland
The Art Happens Here: Net Art's Archival Poetics Rhizome/New Museum, New York, NY
- 2018 *Cricoterie VR* premiere, Palace of Culture and Science, Warsaw
- 2017 *skinonskinonskin* restored as part of Rhizome Net Art Anthology
- 2016 *L.O.C.K.*, Milan Triennale Museum Game Collection, Milan/Steam/App Stores
- 2010 *Vanitas*, commissioned for The Art History of Games, High Museum, Atlanta, GA
- 2007 *Entropy8Zuper! Retrospective and The Endless Forest ABIogenesis*, Inmerso cyberlounge, Museo Tamayo, Mexico City
- 2006 *Realtime Art Manifesto* presented as part of Mediaterra Festival, Athens, Greece
- 2001 *The Artist as Expert*, Make World Festival, Lothringer13 Gallery, Munich, Germany; curated by Olia Lialina
- 1999 *Wirefire performances*, Every Thursday night at midnight in Belgium

AWARDS

- 2017 Künstlerinnenpreis NRW 2017
Belgian Ministry of Culture, Rome arts residency, Academia Belgica
- 2014 IGF Nuovo Award
- 2011 VAF Individual Artist Grant

- 2006 Creative Capital Grant, Digital Media
- 1999 SFMOMA Prize for Excellence in Online Art
- 1998 Jerome Foundation Grant/Walker Art Center
Webby Award for Net Art
- 1997 NYFA (New York Foundation For the Arts) Artist Fellowship, Digital Art
Webby Award for Net Art
- 1995 Member's Choice: Emerging Artists at A.I.R. Gallery, NYC

PEDAGOGY

- 2021- W3 Professor of Games, Kunsthochschule Kassel, Kassel, Germany
- 2017 IULM Milan, Games MFA (Experimental 3D)
- 2017 W3 Professor, Kunsthochschule Kassel, Kassel, Germany
- 2016- Parsons School of Design, Paris (Drawing, Imaging, 3D)
- 2017
- 2011- notgames Festival co-curator, Cologne Game Lab, Cologne, Germany
- 2015

SELECTED BIBLIOGRAPHY

- 2020 Kent, Charlotte. "The Archive to Come," *Brooklyn Rail*, December
- Editor. "STW Long Read: Interview with Auriea Harvey," *Scan the World*, November
- Haigney, Sophie. "The Unexpected Joy of Internet Art," *The New York Times*, August 26
- Kent, Charlotte. "The Tree of Life," *The Brooklyn Rail*, July-August
- Steinhauer, Jilian. Heinrich, Will. "2 Art Gallery Shows to Explore From Home," *The New York Times*, June 10
- 2018 Prisco, Jacopo. "Bold, provocative, inclusive: The new face of game design," *CNN Style*, September 7,
- Juul, Jasper. "Tale of Tales Interview," *Handmade Pixels*, January 11
- 2016 Priestman, Chris. "The Endless Forest's playful online world could get a remake," *Kill Screen*, November 1

COLLECTIONS

MUDAM Luxembourg
 National Bank of Belgium
 Rhizome.org
 SFMoMA
 Walker Art Center