

TRANSFER DOWNLOAD

at the Current Museum of Art in New York City

November 4th – December 15th, 2016

Installed as a series of hyperlinked solo exhibitions from artists testing new formats for artmaking, the **'TRANSFER Download'** presents custom three-channel solo presentations as part of the [Current Museum of Art](http://current.mu)'s inaugural exhibition.

A dozen artworks are accessible via a playlist, creating a layered salon-style exhibition format which debuted this summer at the [Minnesota Street Project in San Francisco](http://current.mu) (2016). Selecting an artwork from the control screen changes over the entire installation space to feature a single work – formats include algorithmic video, time-based narrative, generative 3D/VR, web-based work, GIFs, and other moving image.

The **'TRANSFER Download'** features a selection of new and existing works spanning themes of technology and the body, architectural space reimagined through moving images, and urban/glitch landscapes.

TRANSFER Director, Kelani Nichole

*"This immersive installation invites visitors to get intimate with new formats – the **'TRANSFER Download'** creates a unique environment for viewing artworks. Featuring transitory media, ranging from VR to algorithmic video to web-based works. My selection of works represents artists pushing new formats for artmaking, and speculates on the bifurcation of scarcity and authenticity in contemporary art."*

Current Museum of Art

60 Sullivan Street, New York, NY

Open Monday – Friday from 11am-6PM and by appointment

<http://current.mu>

FEATURED ARTISTS

AES+F, LaTurbo Avedon, Claudia Hart, Rollin Leonard, Rosa Menkman, Lorna Mills, Harvey Moon, Eva Papamargariti, Sabrina Ratte, Rick Silva and Nicolas Sassoon, Phillip David Stearns, Daniel Temkin



AES+F – **'Last Riot'** (2005-2007, HD Video, 3-Channel Trailer)

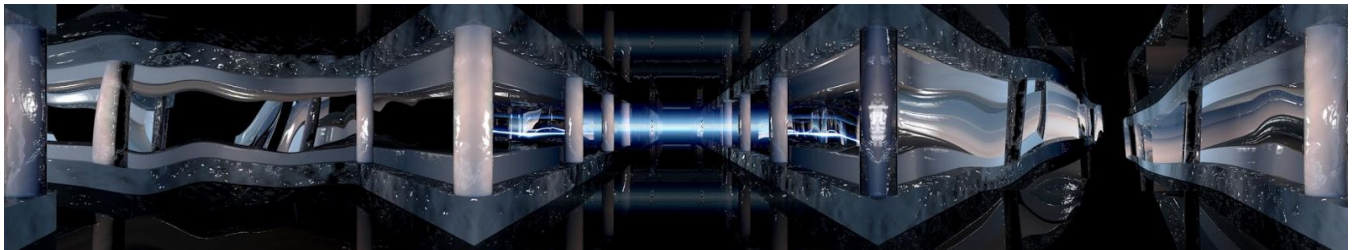
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The heroes of the new epoch have only one identity, that of participants in the last riot. Each fights both self and the other, there's no longer any difference between victim and aggressor, male and female. This world celebrates the end of ideology, history and ethics.



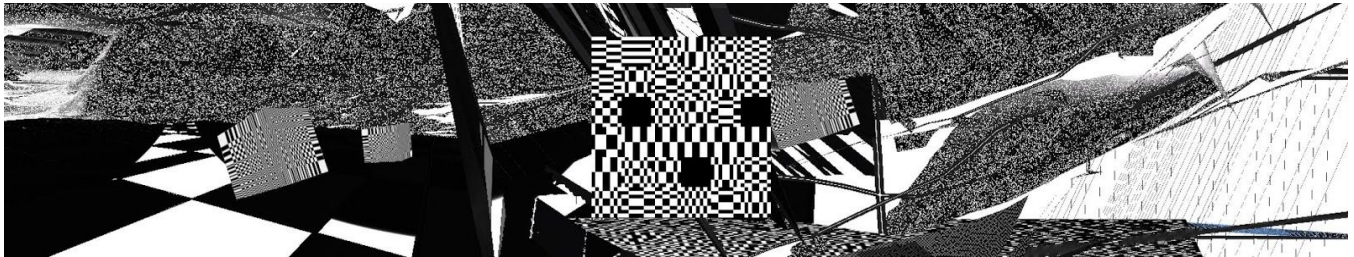
CLAUDIA HART – *'Empire'* (2010, **4-Channel 3D Animation** with music by Ella Joyce Buckley)

Hart surrounds the viewer with a continuous animation of a virtual monument that slowly decays, rotting as it transits from sunrise to sunset.



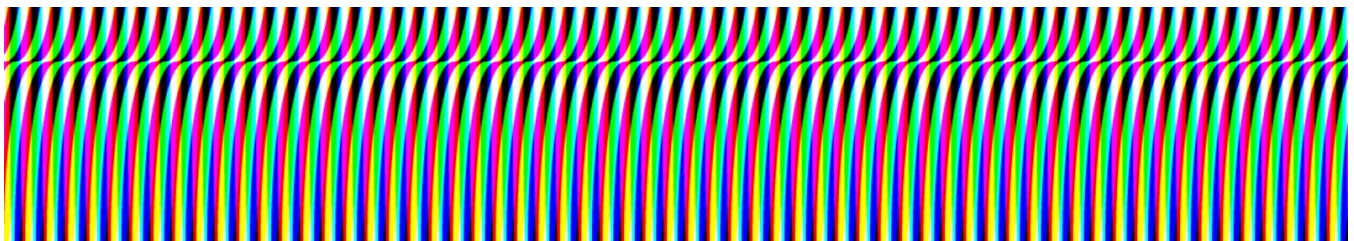
SABRINA RATTE – *'Plaza Concrète'* (2016, **3-Channel Video** with audio by Roger Tellier-Craig)

Mixing analog and digital technologies, *'Plaza Concrète'* is a series of hallways generated by electronic signals. Unfolding inside melting architectures, the space depicted is reminiscent of the malleable nature of the video image and manifests the tension between matter and electricity through constant shifts of perspectives.



ROSA MENKMAN – *'DCT: Syphoning'* (2016, 3D Video teaser of her **VR Installation** at DiMoDA)

Inspired by *'Flatland'*, Menkman tells the story of a father who introduces his son to different levels of compression; they move from dither, to lines, to macroblocks (the realm in which they normally resonate) to the 'future' realms of wavelets and vectors.



DANIEL TEMKIN – *'Stripe Modulator'* (2016, **Algorithmic Website** online at <http://danieltemkin.com/StripeModulator>)



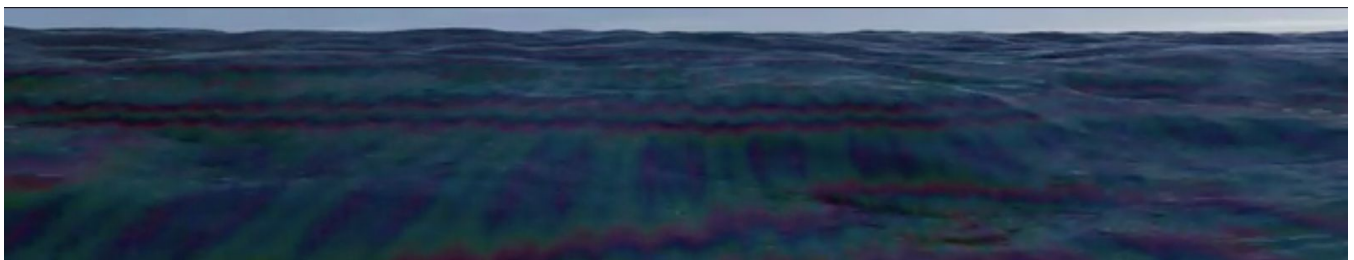
TRANSFER

Temkin's open-source '*Stripe Modulator*' is a tiny algorithm generating an immersive field of color bands. These stripes drift and bend collectively within each color channel according to simple rules, creating retinally-stunning perceptual effects as they interact with stripes of other hues across the visual space.



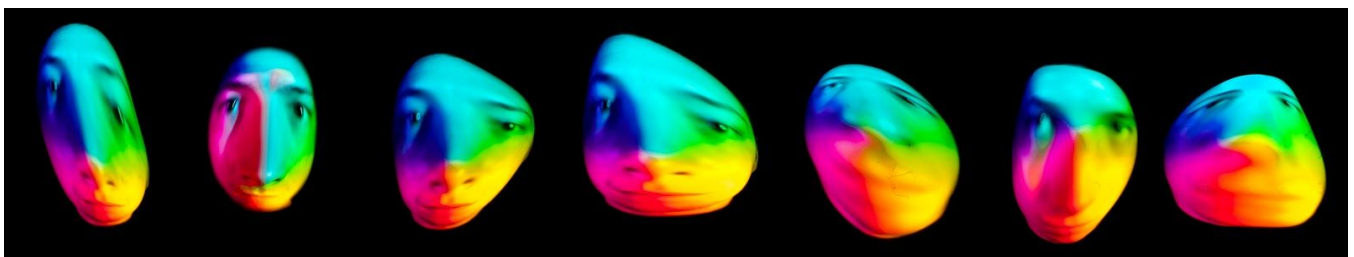
PHILLIP DAVID STEARNS – '*Polar Visions 002*' (2016, **3-Channel HD** 1080p30 Video with LFE Audio Track)

Stearns reconstructs a sunset from its representation as a digital still; an exercise in reformulating machinic experience for humans.



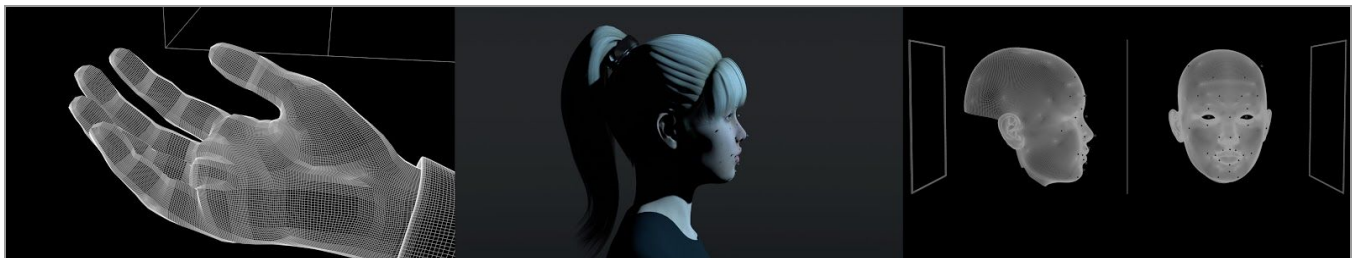
RICK SILVA & NICOLAS SASSOON – '*SIGNALS*' (2016, **Single-Channel HD** Video with Audio)

Based in the Pacific Northwest, Silva and Sassoon reflect upon their relationship to their natural surrounding by bringing to light a simulated ecological ruin as a gesture of contemplation towards an environment subject to perpetual human alteration.



ROLLIN LEONARD – '*Spinning Pinwheel of Death*' (2015-16, **Vertical 2-Channel 4k** Looped Moving Image)

Leonard's looped self portrait emulates a digital distortion – without employing any post-production effects – by using water as optics. His photographs are taken through drops of water, each droplet acts as a flexible, temporary lens.



LATURBO AVEDON – ‘ID’ (2015, Single Channel video with audio)

A poetic visualization of the creation of personal metadata, for the identification of a digital self – born from code. In ‘ID’ LaTurbo addresses how social media platforms have continued to move toward the creation of authenticators adding real name policies and hungry terms of service to access to personal information.



EVA PAPAMARGARITI – ‘Prosomiosis’ (2015, Single Channel video with audio)

Papamargariti’s 3D rendered animated scenes create a fictitious digital environment inspired by geometries and patterns found in the natural world, re-constructed and re-presented as fragments of a virtual ecosystem manifesting itself through objects, shapes and motion.



HARVEY MOON – ‘Time Objects’ (2016, 3-Channel video with audio)

Moon algorithmically bends video in-between pixels to reveal a multidimensional experience. Time and space fold as new realities are exposed; only accessible through machine aided vision.



LORNA MILLS – ‘Wnrwnrchickndnr’ (2016, 3-Channel video)

Mills takes us along on a romp of cross-species love that ends all too badly. With elements culled from a variety of online sources, her moving image collages are in a state of constant oscillation; the particular and peculiar rapidly expanding to universals and then, just a quickly, contracting right back again.

IN PARTNERSHIP with The CURRENT

The Current Museum of Art is a non-profit institution devoted to digital art. Their mission is to showcase, study, and preserve work by artists who engage technology to expand the boundaries of creative expression.

This Fall, The Current is inviting artists, technologists, scholars and the art-curious to 60 Sullivan Street, NYC for a battery of tests about the future of museums and digital art. <http://current.mu>



EXHIBITION & EVENTS :::

OPENING RECEPTION

Friday, November 4th

60 Sullivan Street, New York, NY

6-10PM

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Schedule a private viewing or inquire for more details with director@transfergallery.com

TRANSFER explores the friction between networked studio practice and its physical instantiation. The gallery supports artists working with computer-based practices to realize aggressive installation projects within our walls, and exhibits internationally to engage the growing market for media-based artworks.

TRANSFER Gallery ::: 1030 Metropolitan Ave Brooklyn, NY 11211 More info: <http://TRANSFER.gallery>