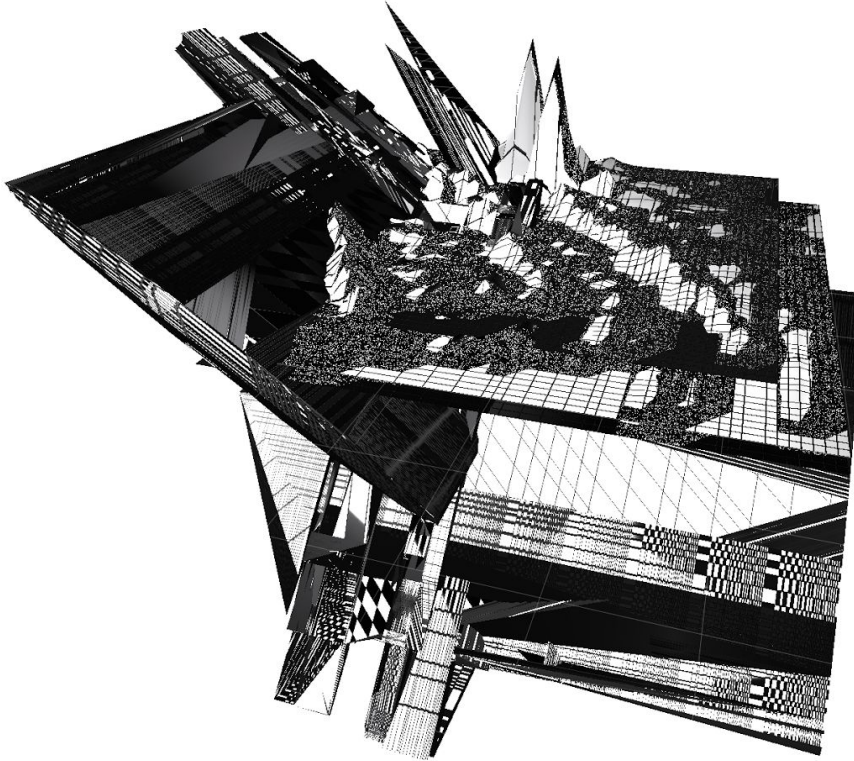


Rosa Menkman

BEHIND WHITE SHADOWS

September 9th – October 7th, 2017



Topography of 'DCT:SYPHONING. The 1000000th (64th) interval' Virtual Reality Application for the Oculus Rift (2015-2017) Edition 3+2AP

TRANSFER IS PLEASED TO PRESENT 'BEHIND WHITE SHADOWS' the gallery's second solo exhibition of Rosa Menkman. The exhibition features a new installation of Menkman's research into the compromises implicit in image processing technologies. For 'Behind White Shadows' Menkman extends her virtual reality piece 'DCT:SYPHONING. The 1000000th (64th) interval' beyond the headset into the gallery, projecting on sculptural forms and presenting topographies of her 3D environments.

The central piece in the show 'DCT:SYPHONING. The 1000000th (64th) interval' is a fictional journey through the historical progression of image complexities, told as a modern translation of the 1884 Edwin Abbott novel "Flatland". Menkman leads us through an universe of abstract simulated environments made from materials evolving from early raster graphics to our contemporary state of CGI realism.

At each level, Menkman's virtual world interferes with the formal properties of VR to create stunning and disorienting environments, throwing into question our preconceived notions of

virtual reality. In doing so, 'Behind White Shadows' casts light on some of the problematic issues surrounding the emergence of 3D technologies, asking questions such as: what do the hegemonic conventions of sight obscure? And: who gets to move beyond the frame and decide the perspective?

To accompany this exhibition, Menkman releases a new essay 'The White Shadows of Image Processing: Shirley, Lena, Jennifer and the Angel of History', presenting her recent research into color test cards.

A warm thank you goes out to TRANSFER (Kelani Nichole) and DiMoDA (William Robertson and Alfredo Salazar-Caro)

ABOUT THE ARTIST///

ROSA MENKMAN (b. 1983, Netherlands) is an artist and theorist who focuses on visual artifacts created by accidents in both analogue and digital media. The images she creates are result from glitches, compressions, feedback and other forms of noise. These artifacts can facilitate an important insight into the otherwise obscure alchemy of standardization via resolutions. This process of imposing efficiency, order and functionality does not just involve the creation of protocols and solutions, but also entails black-boxed, obfuscated compromises and alternative possibilities that are in danger of staying forever unseen or even forgotten. Since 2007 Menkman performs worldwide with her (audio)visual work.

<https://rosa-menkman.blogspot.com>

EXHIBITION & EVENTS///

This exhibition is the second VR Commission from TRANSFER, exploring virtual/physical embodiment through installation.

OPENING RECEPTION WITH THE ARTIST

Saturday, September 9th from 6-10PM

1030 Metropolitan Avenue, Brooklyn NY 11211

GALLERY HOURS

Saturdays: 12–6PM or *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>