

2022

Game Up (Exhibition 2022)

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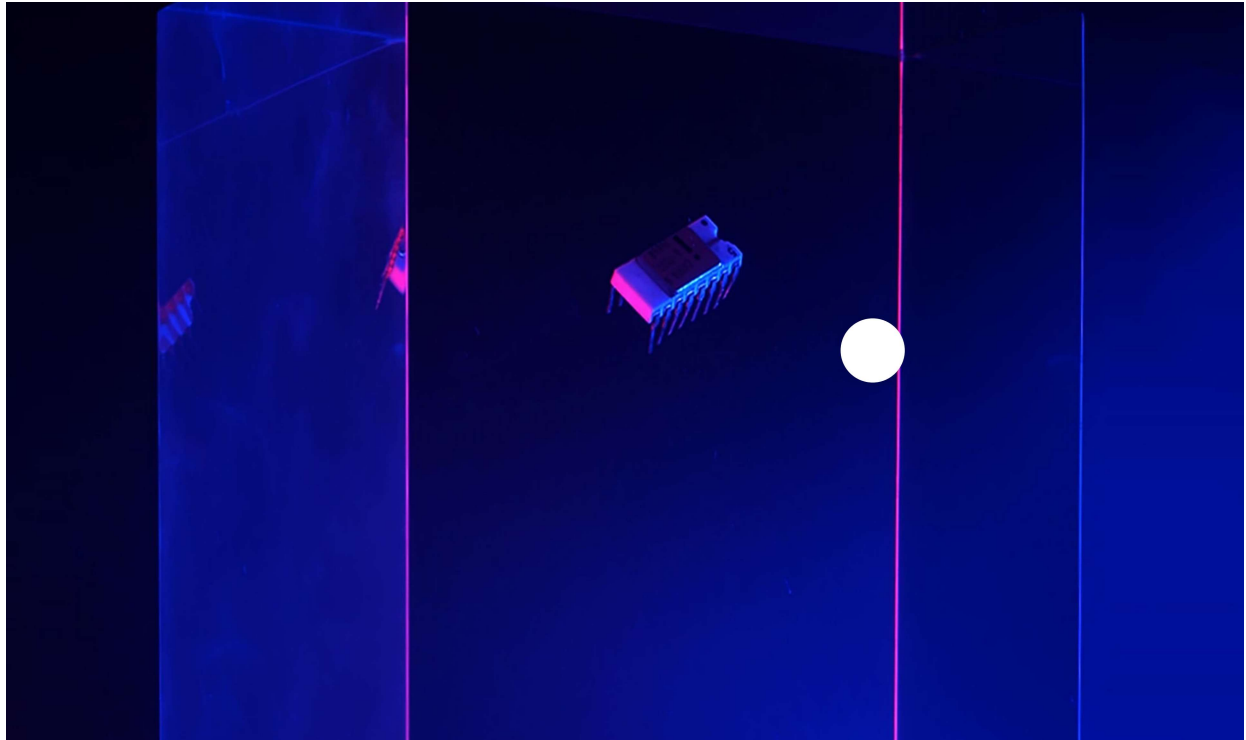


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Recommended Citation

McGarrigle, Conor Dr., "Game Up (Exhibition 2022)" (2022). *Exhibition Catalogues*. 10.
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DAVID O'REILLY 4004 2021 Video 2.13 mins gold ceramic metal cast resin turntable 230 x 350 x 350mms and NFT

GAME UP

2 June - 26 June 2022

Green On Red Gallery is proud to announce its first international art exhibition *GAME UP*, which is currently being held at Transmediale Studio, in Berlin, Germany.

GAME UP seeks to get under the skin of our increasingly digital planet as a springboard to new thinking and new action through the work of artists, **Alan Butler**, **Elaine Hoey**, **Conor McGarrigle**, **Rosa Menkman**, **David O'Reilly** and **Paper Rad/Cory Arcangel**. *GAME UP* is a reckoning, a rear mirror view and a look at the future of our hyper-connected world.

What are the rules of engagement in this electronic superhighway and who is policing them? What of our digital shadow and its instantaneous monetisation? How are race and gender played out in the digital space? By turning the technology on itself, the artists in *GAME UP* create ways to consider and expose this hidden

world. The viewer is brought deep into virtuality by means of narratives and experiences that question and confront the digital contract.

Exhibition Curator: Jerome O’Drisceoil

THE ARTISTS

CONOR MCGARRIGLE ROSA
MENKMAN

ALAN BUTLER DAVID
OREILLY

ELAINE HOEY PAPER
RAD / CORY ARCANGEL



Photo by Conor McGarrigle

00:00 / 06:27



Video by Aaike Stuart

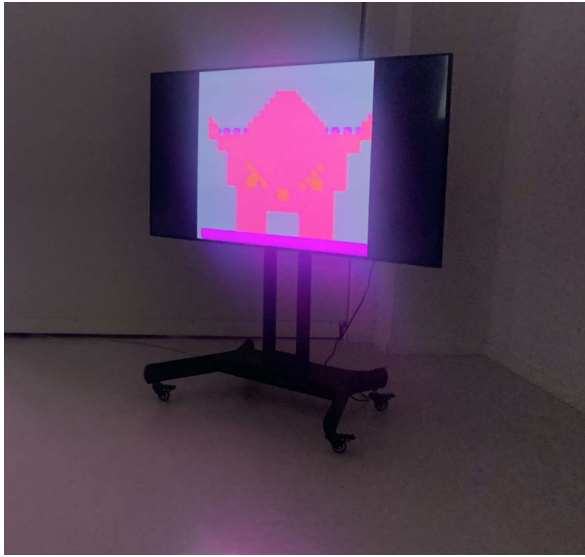


Photo by Jerome O Drisceoil



Photo by Conor McGarrigle

**CONOR MCGARRIGLE** *Undersea* 2019 Digital Print

<https://www.youtube.com/watch?v=-9lnbIGHzUM>)

Undersea (2019) begins with a photograph of the site of landfall. This scene was digitally captured and stored as a data file, a representation encoded as data. This digital file was then repeatedly transferred around the world via email with its specific routing traced so that it was, in all probability, transmitted at the speed of light via the same fibre optic cable that the image represents....The code of the digital file was then altered to insert additional information on the materiality of the cable: its undersea route and physical properties, its engineering and location, and its process of transferring data

CONOR MCGARRIGLE

Conor McGarrigle's *Electronic Superhighway* (2022) reminds us of the richness of historical material, even in the short decades since the internet was founded and early '70s 'telemental' art. The phrase, perhaps predicting the internet, was first coined by **Nam June Paik** who, along with **Charlotte Moorman** and others in Fluxus, embraced and anthropomorphised television sets as part of his pioneering practice in works like *TV Buddha* (1974) and *More Log in Less Logging* (1993), for example. See : (



Photo by Conor McGarrigle

AI generative video on screen, portrait

2018





Photo by Conor McGarrigle

Electronic Superhighway Twin-screen video

2021

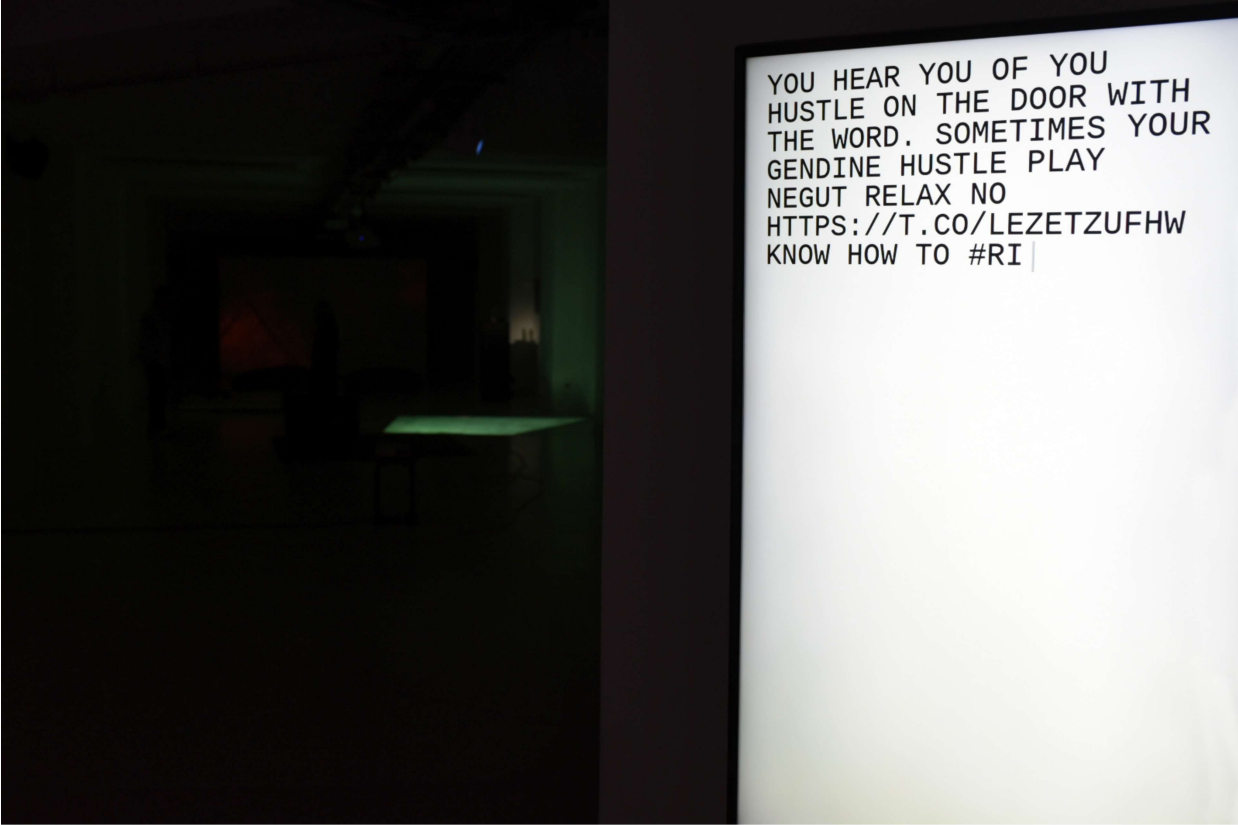


Photo by Conor McGarrigle

AI generative video on screen, portrait

2018

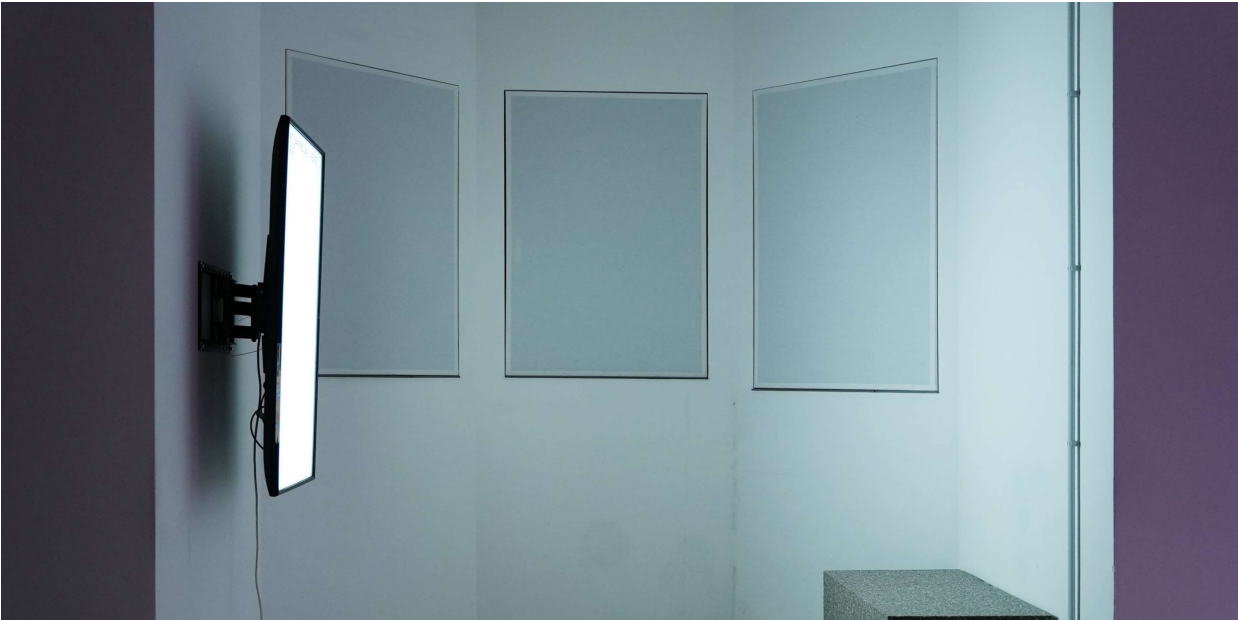




Photo by Conor McGarrigle

Latent Space AI generative video

2021

ALAN BUTLER

Alan Butler represented Ireland at the Venice Architecture Biennale, 2021, as a founding member of the collective of artists and architects, **Annex**. GAME UP presents **Alan Butler**'s 20 minute video *Mondo Cane* (2018), a journey through a sumptuous John Berger-like sequence of images and sounds mined from Grand Theft Auto.

Just as Sturtevant as a down-and-out without any function and value in the game is the very key to the authenticity of this hyper-capitalist, post-human world – another example of definition by what she is not - so the reproduction and adaptation of her 9 second video of a panting, galloping dog into half human, half canine hybrid blurs the boundaries further between what's real and what's imagined, what's human and what's animal, what's digital and what's analogue " like the nightmare of running as fast as you can and getting nowhere ".



ALAN BUTLER *Sturtevant/a_m_f_skidrow_01 Finite Infinite* 2018 .09min loop, rotating

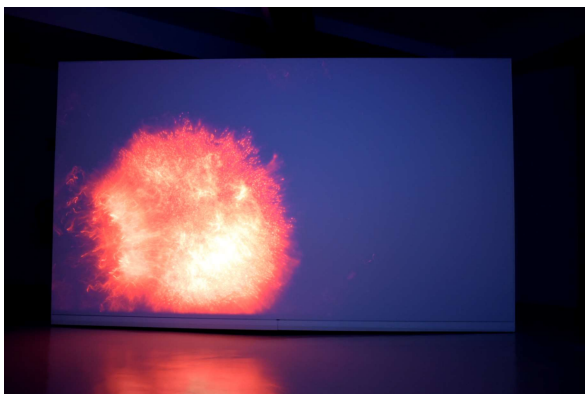


Photo by Conor McGarrigle

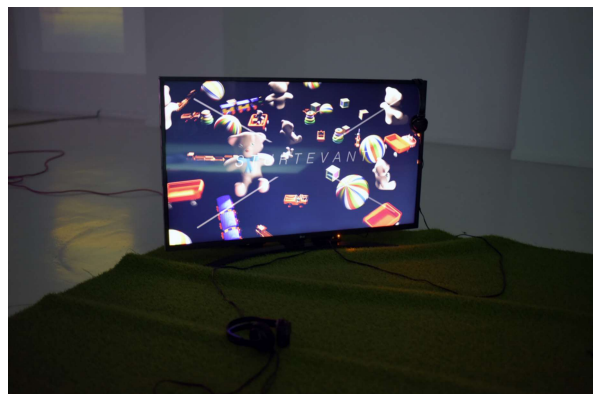


Photo by Conor McGarrigle



ELAINE HOEY *Prophetic Oculua* 2022 12 minute Interactive Virtual Reality installation, Artificial Intelligence, copper frame, platform

ELAINE HOEY

Elaine Hoey's walk-in VR installation/performance brings the viewer awkwardly face to face with an Oracle far removed from its Delphic forebearer and one who might predict a different kind of future. In *Prophetic Oculua* (2022), " transitioning from the common world to the technological supernatural " Hoey has trained AI to see the world as a feminist, particularly since the violent death of *another* young innocent female jogger on a canal bank in Co. Offaly, Ireland, in late 2021.

Repeatedly in Classical mythology, like in the tales of Europa, Danaë and Daphne, womens' bodies are the subject of the gods' infatuation. The *Rape of Europa*, from Ovid's *Metamorphoses*, is, in fact, the foundation myth of Europe. As legend has it, Minos, born of the innocent, abducted Europa and the jealous Apollo, founded the first European civilization, the Minoan, on the island of Crete in the millennia BC. The sea in *Prophetic Oculua* is blood red and writhing with floating bodies.

The oracle's face markings are more primitive, perhaps Celtic and battle-ready. Her face is an AI composite of hundreds of womens' faces and the female voice was created by combining and training an AI neural network with four women's voices, friends of the artist, from Spain, Brazil, Ireland and Japan. And she is staring directly at and virtually inches in front of you.

This work wins back agency for women and, similar to her previous work in *Imaginary State(s)*, The Irish Museum of Modern Art, Dublin (2019), confronts the participating viewer with some hard moral choices like War, Violence, Truth, Future, Power to progress in the virtual narrative.

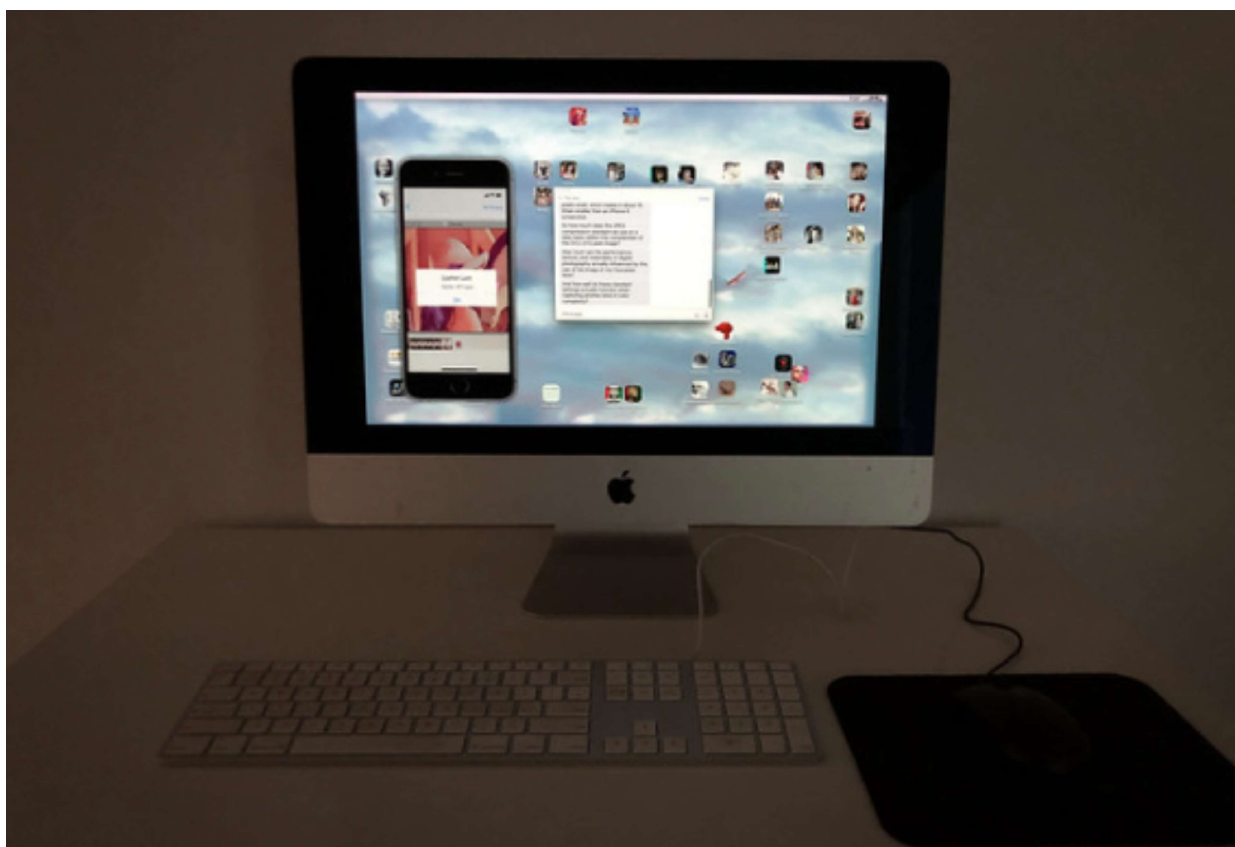
Prophetic Oculua is part of a larger project, *Prosthetic Knowledge*, commissioned by The Glucksman Gallery, for 2022, Cork city.



Photo by Elaine Hoey

Prophetic Oculua Interactive virtual reality installation Artificial Intelligence, Oculus CV1 headset, 2 sensors, 3 controllers, copper frame, platform

12 minutes 2021



Rosa Menkman *Piquenique* 2021

Photo by Jerome O Drisceoil

ROSA MENKMAN

Rosa Menkman is a pioneer of glitch art. Her manifesto is a passionate expression of why glitch is a significant phenomenon whose potential lies within every byte of data. Her visual work features glitch but her manifesto defines its place in culture. Glitch Studies Manifesto goes beyond a definition of glitch, however. It promises hope for what glitch might offer by suggesting disintegration might democratize society.

As she argues in her manifesto, there is no knowledge without nonsense, there is no familiarity without the uncanny and there is no order without chaos.

(<http://www.digiart21.org/art/glitch-studies-manifesto>)



Photo by Rosa Menkman

Pique nique pour les inconnues Desktop video, telegram stickerset (Based on "Behind the white schdows of Images Processing: Shirley, Lena, Jennifer and the Angle of History" essay)

12 minutes 2020





Photo by Rosa Menkman

365 perfect decalibration (Lena) Archival print JPEG with DCT extrusion Tay Tweets with Facial Recognition crosshair

57 x 56 cm Edition 1/1, +1AP 2019-2020



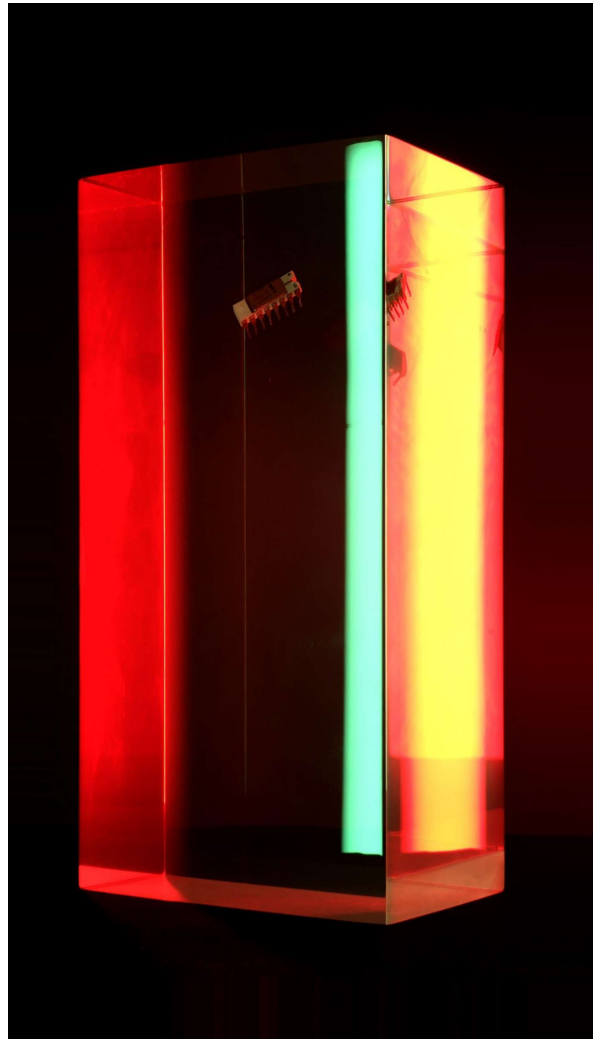
Photo by David O'Reilly

Growths 4K video (wide projections)

2022

DAVID OREILLY

LA-based **David O'Reilly** has helped redefine gaming. He is fully immersed and at home in the digital space and, since his early days in **Cartoon Saloon** as a 14yr old he has moved to reimagine and to reinvent gaming. He works with animation, Augmented Reality and gaming. O'Reilly's earlier foray into animation shorts won him the top prize in 2009 Berlin International Film Festival for his short *Please Say Something*. For GAME UP, the artist presents 4004 (2021), a free-standing resin monolith in which an Intel microchip - The Intel 4004 originally released by Intel Corporation in 1971 – has been preserved, resembling a factice out-of-place. The sculpture also exists as an NFT.



DAVID O'REILLY 4004 2021 Video 2.13 mins gold ceramic metal cast resin turntable 230 x 350 x 350mms and NFT



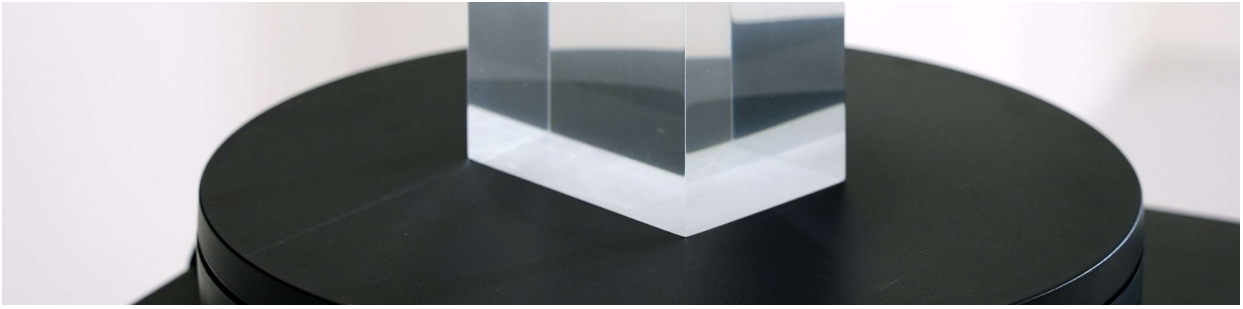


Photo by David O'Reilly

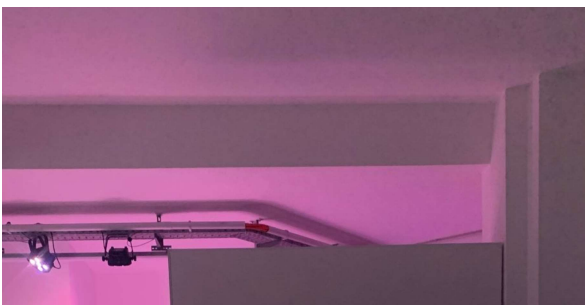
Details



Photo by David O'Reilly

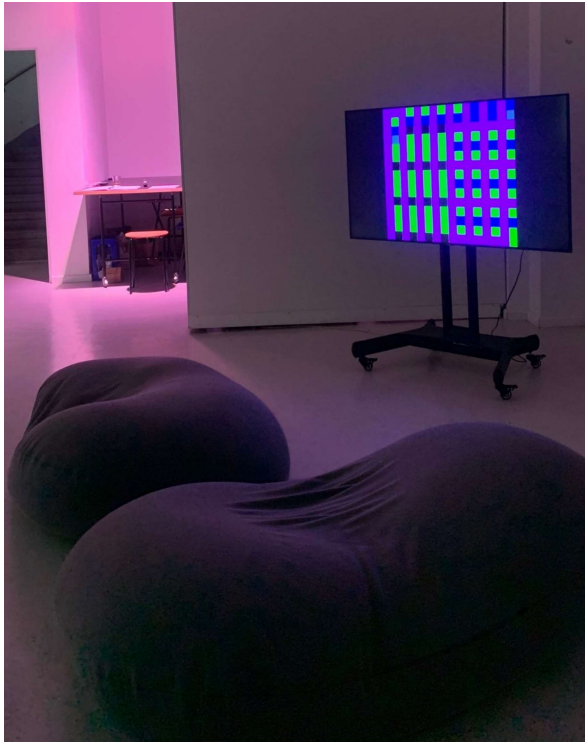
4004 video 2.13 minutes (4004 frames) gold, ceramic, steel, cast resin, turntable

23 x 35 x 35 cm 2021



PAPER RAD / CORY ARCANGEL

Chiptuner **Paper Rad** and video and game artist **Cory Arcangel**'s work, *Super Mario Movie* (2005), is a 15-minute movie programmed onto a Mario Brothers cartridge, in which we see the



world. *Super Mario Movie*, which Green On Red Gallery
ami, in 2005 and in The Dublin City Gallery, The Hugh
1st century art and entertainment. Artists have used the
sal, sometimes clumsily and with jarring results, sometimes
ance of the screen in our lives, for good or for ill.

Photo by Jerome O Drisceoil



Photo by Paper Rad/Cory Arcangen

Super Mario Movie Hand-painted, modded Nintendo Super Mario cartridge, Nintendo console, transformer

15 minutes movie Edition 8/10 2005



Photo by Aaike Stuart





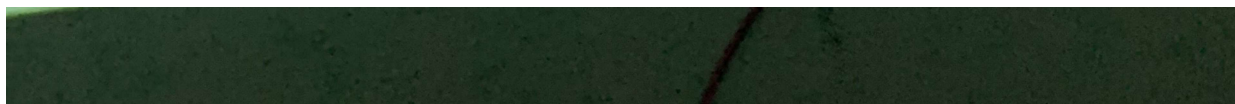


Photo by Jerome O Drisceoil

This exhibition is generously supported by **Culture Ireland** and curated by Green On Red Gallery, Dublin, with assistance from **transmediale Festival of Art and Digital Culture**, Berlin.

For more information contact: jerome@greenonredgallery.com www.greenonredgallery.com

