

## **DiMoDA (Digital Museum of Digital Art)**

January 6, 2017 – May 14, 2017  
Spalter New Media Gallery



Image Credit: Courtesy of the artists and DiMoDA

DiMoDA, or the Digital Museum of Digital Art, is an ongoing interactive collection, exhibition, and conservation project founded and directed by artists William Robertson and Alfredo Salazar-Caro. This exhibition was organized by invited curators Eileen Isagon Skyers and Helena Acosta. *DiMoDA 2.0: Morphé Presence*, presents recent works by Miyö Van Stenis, Theoklitos Triantafyllidis, Brenna Murphy, and Rosa Menkman—four young artists exploring the emergent form of virtual reality. Miyö Van Stenis's *Miyö's War Room* examines how contemporary video games, social networks, and internet culture sexualize women and girls and pressure men and boys into aggressive roles. Brenna Murphy's *Vectoral~Sentience\_Stack* offers an optically challenging and meditative visual experience, in which the viewer seems to float in a vibrating optical illusion. Theoklitos Triantafyllidis's humorous *Self Portrait (Interior)* becomes a claustrophobic tour of the internal workings of the human body. Rosa Menkman's *DCT Syphoning The 64th Interval* is a vibrating black and white static topography that depicts an image as it is being rendered through encoding technology. While distinctly different

in their visual manifestations and conceptual aims, each of these works intertwines formal and conceptual approaches with emergent technologies, delicately balancing criticality, humor, and experimentation.

Miyō Van Stenis  
Venezuelan, b. 1989  
*Miyō's War Room*, 2016  
Virtual-reality simulation  
Dimensions variable

Theoklitos Triantafyllidis  
Greek, b. 1988  
*Self Portrait (interior)*, 2016  
Virtual-reality simulation  
Dimensions variable

Brenna Murphy  
American, b. 1986  
*Vectoral~Sentience\_Stack*, 2016  
Virtual-reality simulation  
Dimensions variable

Rosa Menkman  
Dutch, b. 1983  
*DCT Syphoning The 64th Interval*, 2016  
Virtual-reality simulation  
Dimensions variable

### **More About DiModDA**

Artists have long been innovative cultural contributors, and DiModDA presents artists as multifaceted producers and critics of, and participants in, visual, popular, and technological culture. Founded by artists William Robertson and Alfredo Salazar-Caro in 2015, DiModDA debuted as a self-titled iteration as a part of the online-based Wrong Biennale, and as a solo exhibition at Transfer Gallery in Brooklyn, New York. This exhibition, *DiMoDA 2.0: Morphé Presence*, marks the first time that a Digital Museum of Digital Art project has been shown in a museum in the United States.

**William Robertson** is a new-media artist and museum professional living and working in Chicago. He has participated in Chicago's glitch and new-media scenes as an active member creating live A/V live performances and installations, an organizer co-founding Tritriangle in 2012, and a collaborator with artists in Chicago and New York. His work explores physical and psychological relationships between humans and machines in constructed environments. Robertson currently works for the Art Institute of Chicago managing technology for curatorial departments and exhibitions.

**Alfredo Salazar-Caro** is an artist, curator, and producer. His work exists at the intersection of portraiture and self-portraiture, installation, virtual reality, video, and sculpture, and recently has focused on exploring how virtual simulation can affect perceived reality. His work has been exhibited in New York, Chicago, Los Angeles, Miami, London, Berlin, Amsterdam, Caracas, Shiraz (Iran), Mexico City, and other places, and has been featured in publications including *Leonardo*, *New City*, *Art F City*, and *Creators Project*. He lives and works in Mexico City, New York, and Chicago.

#### **Exhibition Credit:**

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