Mechanisms
October 12, 2017 - February 24, 2018

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Cameron Rowland, and Danh Vo. Curated by Anthony
Huberman.

Opening reception: Thursday, October 12,
6:30 - 8:30 pm

These days, machines don't look much like
machines. Many aren't even called machines.
Heavy and greasy machinery is absent from
the smooth surfaces of digital interfaces
and the weightlessness of cloud computing--
and no one really calls their computer a machine.

If machines have fallen out of view, it's
because they have gotten so damn efficient.
They are everywhere but seem to be nowhere.
They have become part of the air we breathe,
overseeing our lives and our bodies, from the
way we communicate and consume to how we trade
and how we travel. Some of them are objects
or devices, but others are systems and
infrastructures--a machine can be a thing as
well as a method for organizing things.

Art can't stop the machine--nothing can. Still,
art can add friction back into its circuits
by thickening and muddying all that flows
through them. Art can test existing systems
with inefficient mechanisms, impossible tools,
and elaborate protocols that misalign outputs
from their inputs.

(More information coming soon)

(credit: Garry Neill Kennedy, "The Letter E,"
1980 - 2017)