Cory Arcangel International Business Machines v.3

### **International Business Machines ₹**

International Business Machines (working title) is the first mid-career retrospective of contemporary artist Cory Arcangel (1978, Buffalo, New York). Aimed at the broadest possible audience, International Business Machines will feature 25 years of the artist's work in popular culture and technology and will be centered around several of the artist's (now) canonical immersive video installations such as Super Mario Clouds (2002), I Shot Andy Warhol (2003), Working on My Novel (2009), Adobe Photoshop Gradients (2007-ongoing), and /Rodeo/ Let's Play: HOLLYWOOD, 2017-2021. The show will also feature the debut of a major new body of work focusing on the rapid advancements and limitations of Artificial Intelligence.

## **Dates**→

2027 +

#### Venues→

The exhibition will take place in two institutions in America, and Norway, in parallel with virtual venues such as coryarcangel.com, https://are.na, Rhizome. org (TBC), EooS, Youtube, Bandcamp, Twitter, and Instagram. Beyond the two co-producing venues, the exhibition could potentially tour to other institutions in the United States, Europe, and Asia.

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In a modern world covered in screens, awash in alerts, and soon to be eaten by AI, now is the time to reflect on what the hell is going on. Positioned to address the "now" more than any artist of his generation, Arcangel has explored the potential and failures of old and new digital technologies, highlighting their obsolescence, humor, aesthetic attributes and eerie influence in contemporary life. In its approach, International Business Machines could introduce the public to an entirely new model of what such a retrospective can look like. Unlike so many traditional exhibitions, this survey has the potential to span physical galleries, virtual sites, and concert venues. Inside the museum walls, Arcangel's pioneering videos and video game installations can be tailored to each space, creating multi-sensory, immersive, and sometimes interactive installations for viewers to experience alongside other seminal works such as Arcangel's Gradient series. Lastly, Arcangel — having spent the past 25 years publishing, and performing his work online — can expand upon each artwork on each museum's social media and websites in addition to his own and partnerships with other web platforms, appealing to both the museum audience as well as his own a broad multi-generational global audience.

# **About Cory Arcangel**¬

Cory Arcangel (born 1978, Buffalo, NY) is an artist living and working in Stavanger, Norway for the past 8 years. Since 2000, he has been profiled in mul-

tiple publications including The New Yorker, New York Magazine, Interview Magazine, and the Guardian as well as been the subject of over 20 institutional exhibitions including Kunstverein Hamburg, Germany (2022), CC Foundation, Shanghai (2019), "Galleria d'Arte Moderna e Contemporanea, Bergamo (2015), Reykjavik Art Museum, Reykjavik (2015), Carnegie Museum of Art, Pittsburgh (2012–13), the Whitney Museum of American Art, New York (2011), Hamburger Bahnhof, Berlin (2010–11) and Migros Museum für Gegenwartskunst, Zürich (2005).

## **Credits**→

Organizer: Cory Arcangel, and Arcangel Studio

Press: TBC

Legal: Crown Law [?]

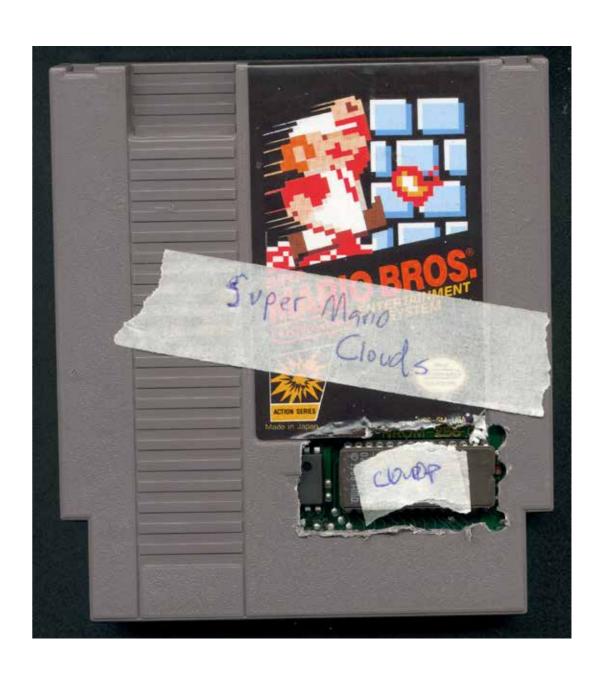
Institutional assistance: Rhizome.org (TBC), Small Data, and Electronic Arts

Intermix (TBC)

Gallery support: Lisson Gallery, and Thaddaeus Ropac Gallery (TBC) Loans: Potential loans could be secured through private collectors in the United States and Europe as well as from the following public institutions: the Albright-Knox Gallery, Buffalo, NY, Carnegie Museum of Art, Pittsburgh, PA, Migros Museum für Gegenwartskunst, Zürich, Switzerland, Museum of Contemporary Art North Miami, Miami, FL, Museum of Modern Art, New York, NY, Neue Nationalgalerie, Berlin, Germany, Smithsonian Museum of American Art, Washington D.C., Tate, London, UK, Thoma Foundation, Santa Fe, and the Whitney Museum of American Art, New York, NY

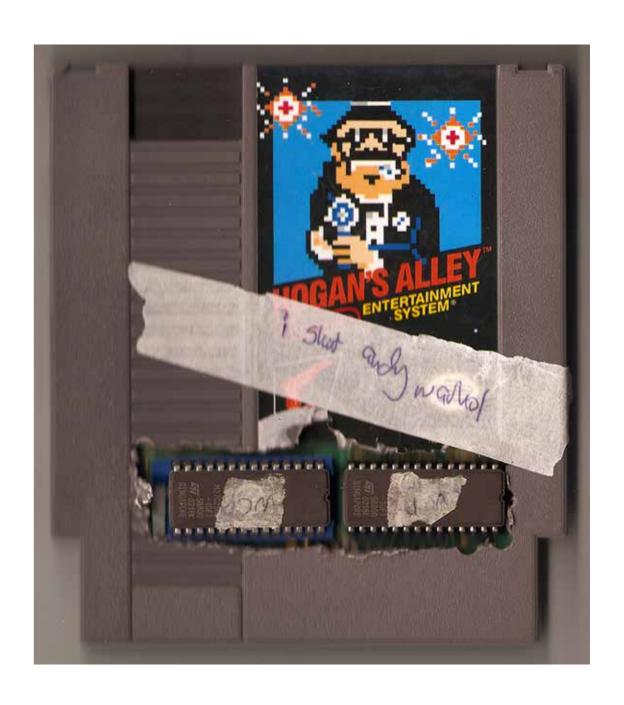
Version: 3, Oct, 30, 2024

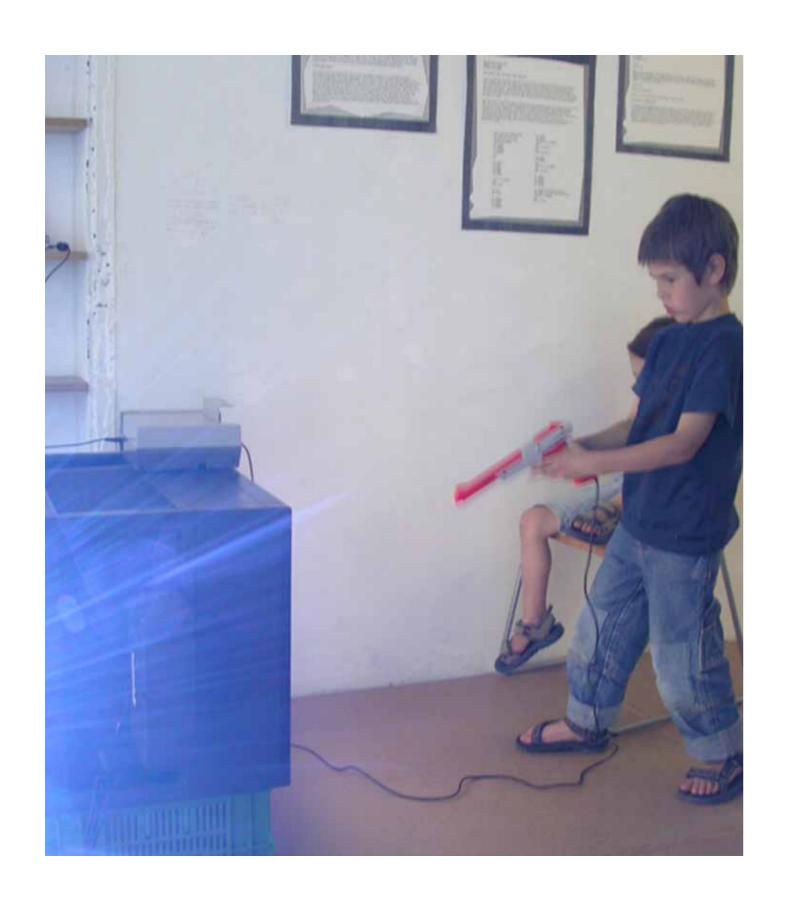
Super Mario Clouds, 2002 Hacked Nintendo Entertainment System game cartridge, Nintendo Entertainment System game console, artist software. Ed. 5 w/ 3APs.





I Shot Andy Warhol 2002 Handmade hacked Hogan's Alley cartridge, Nintendo Entertainment System video game system & lightgun, artist software. Ed. 5 w/ 2APs.

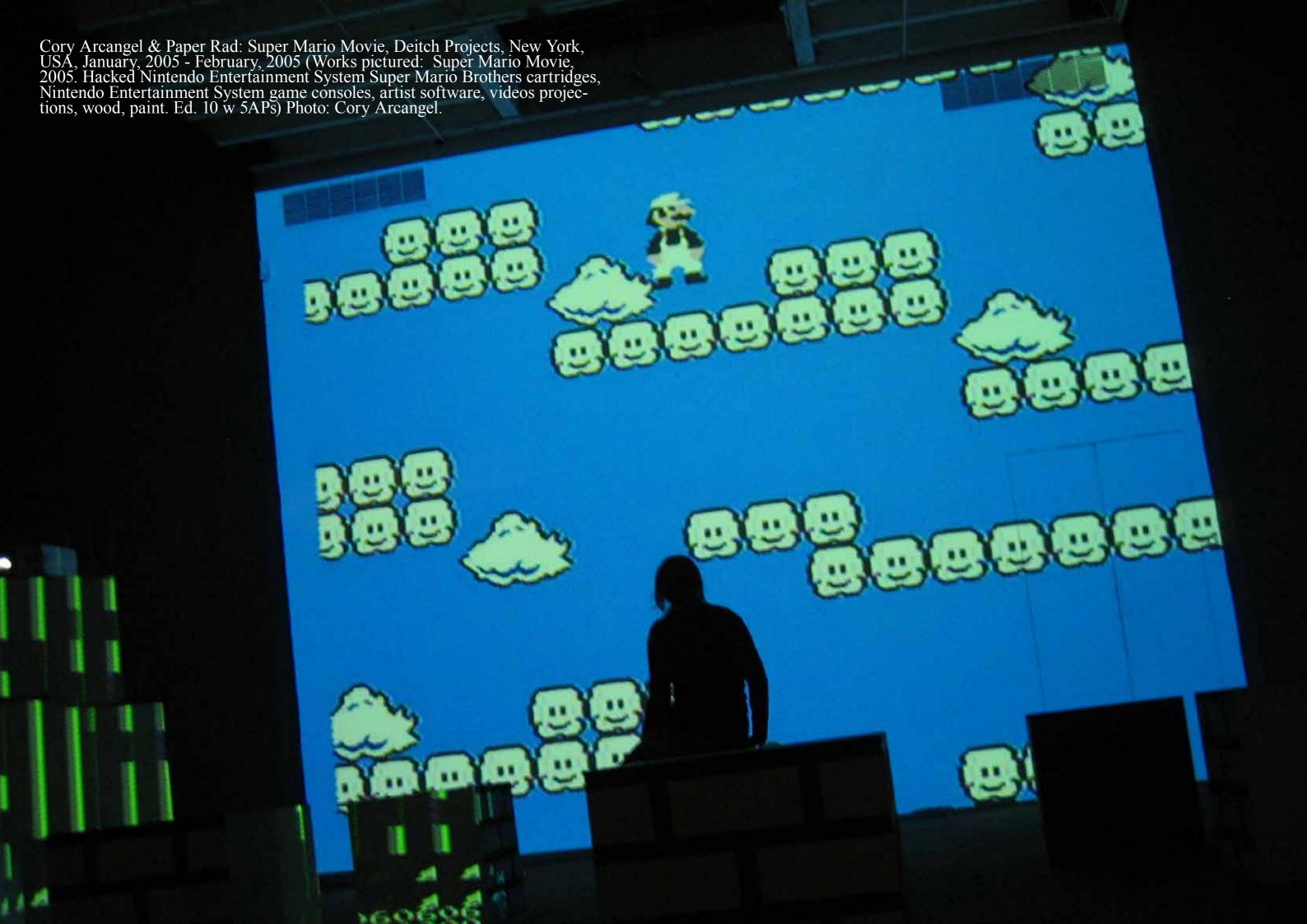








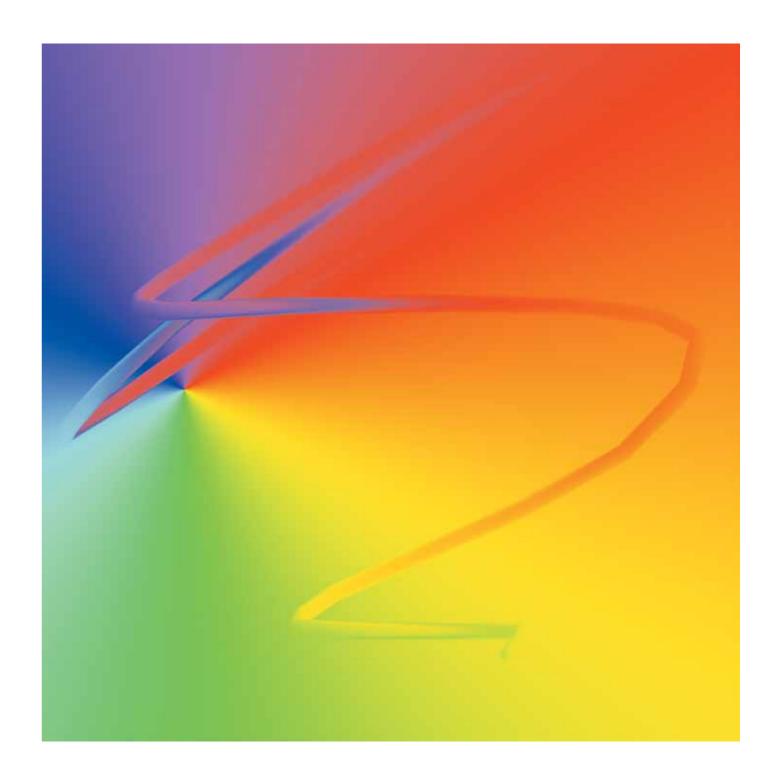




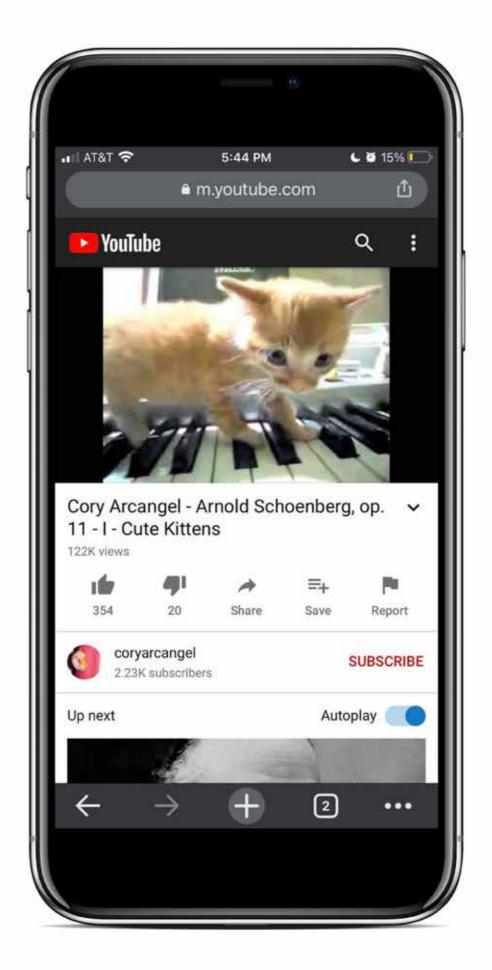
Sweet 16, 2006. Dual channel video. Ed. 5 w/2APs. (Installation view: Power Points, DHC/ART, Montreal, Canada, June, 2013 - November, 2013) Photo: Richard-Max Tremblay.



Photoshop Gradient and Smudge Tool Demonstration, 2007 Inkjet on laminate. 43 x 43 in Ed. 6



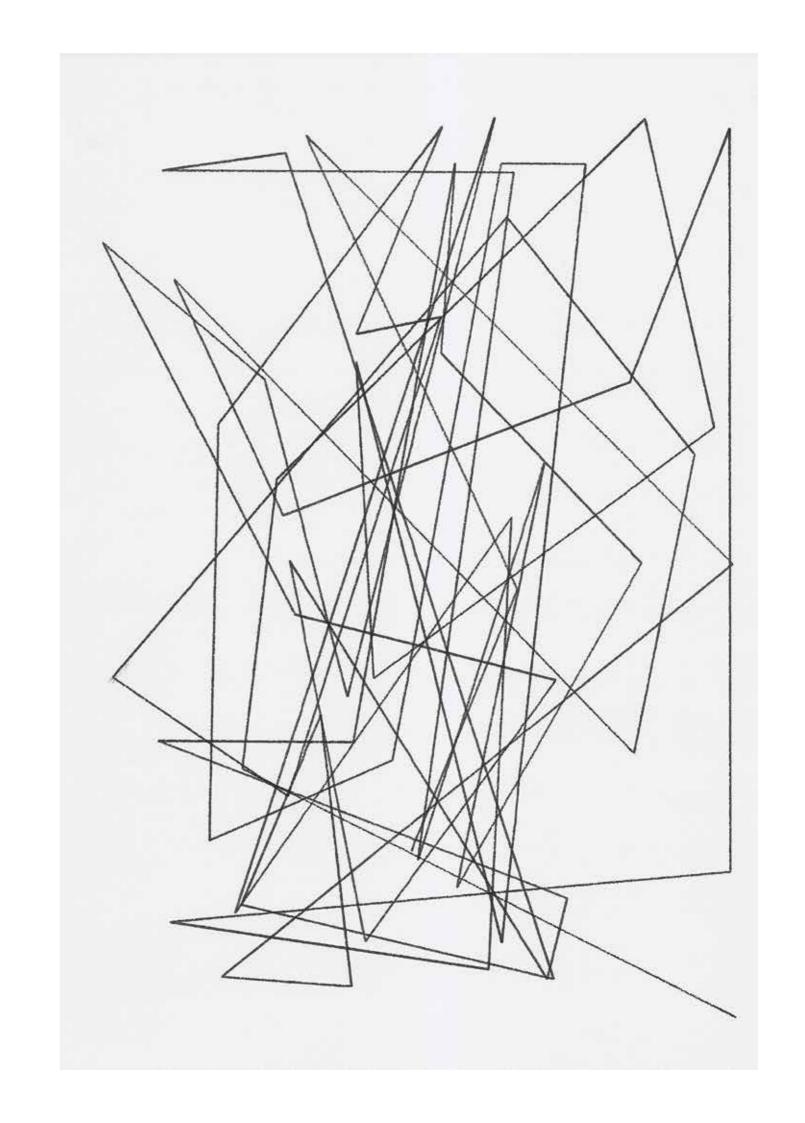
Drei Klavierstücke op. 11, 2009 Single-channel video, Youtube, (optional) contemporary art venue. Ed. 5 w 2APs 15:58 minutes



Numbers in the Dark, Southern Alberta Art Gallery, Lethbridge, Canada, December, 2013. Photo: David M. C. Miller and Petra Mala Miller.



Hello World, 2009 Pen on paper Letter

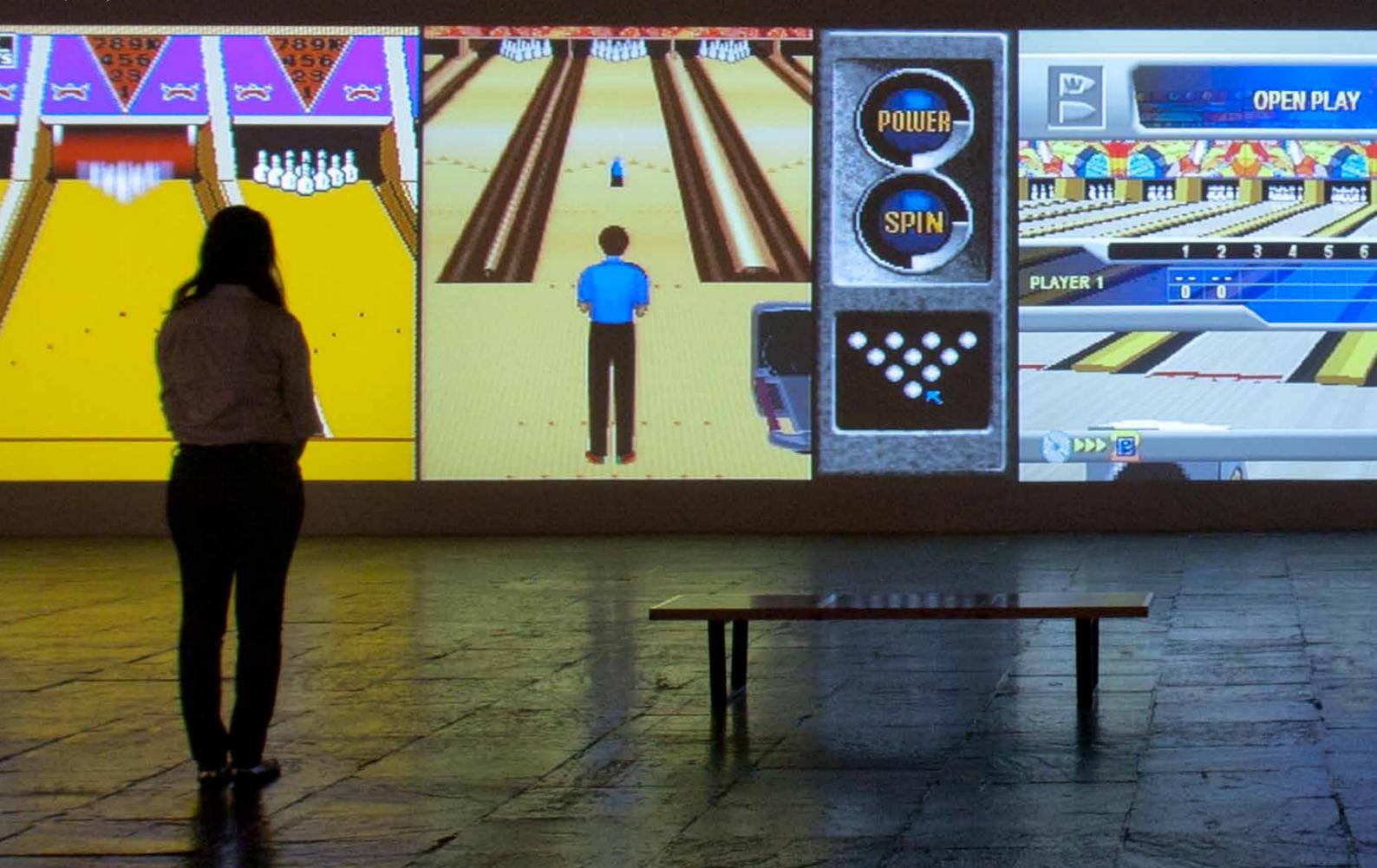


Working on My Novel, 2009 Twitter search results for "working on my novel"



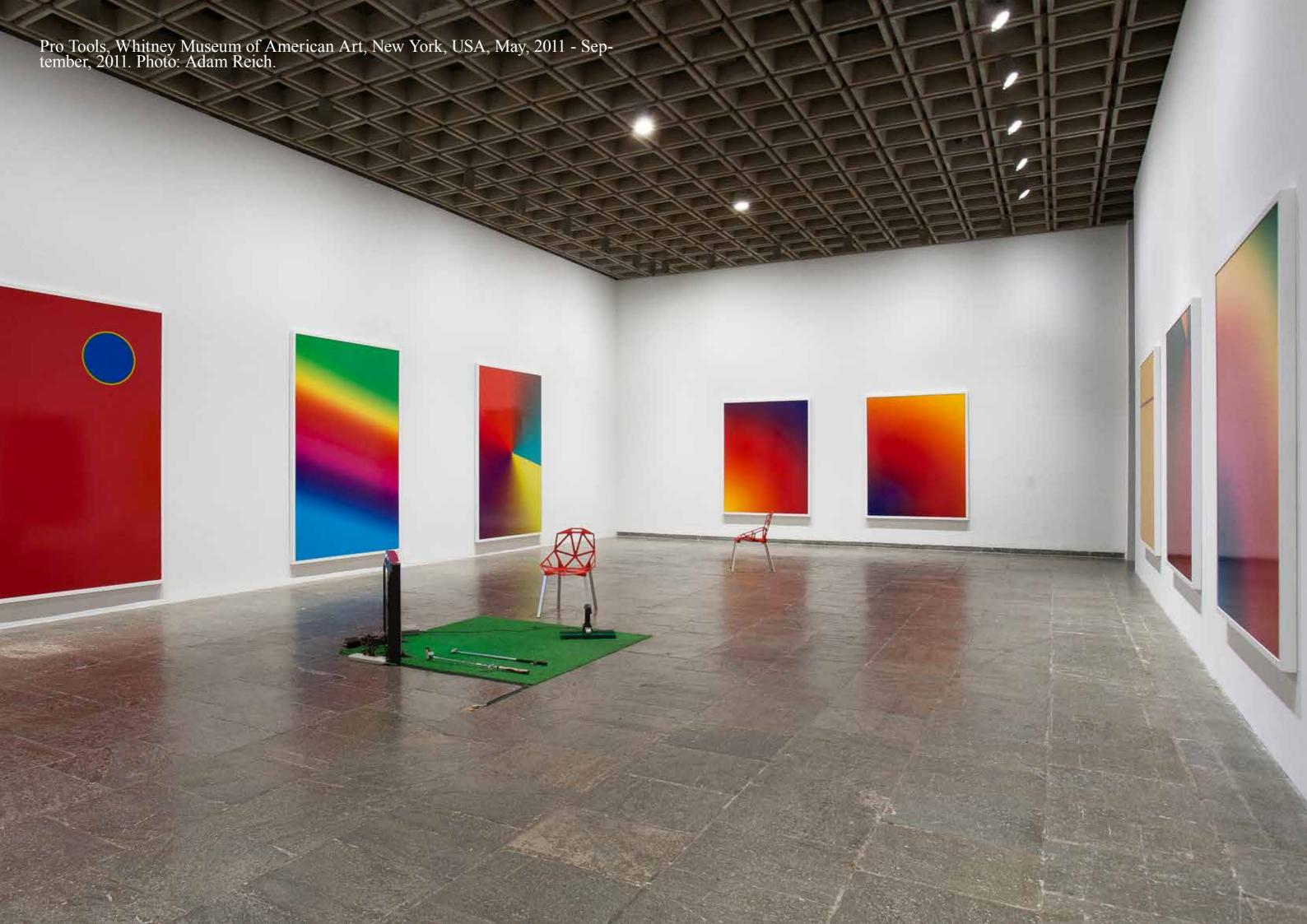


Various Self Playing Bowling Games, 2011. Hacked video game controllers, game consoles, cartridges, disks, video, and artists software. (Installation view: Pro Tools, Whitney Museum of American Art, New York, USA, May, 2011 - September, 2011) Photo: Adam Reich.



Photoshop CS: 84 by 66 inches, 300 DPI, RGB, square pixels, default gradient "Blue, Red, Yellow", mousedown y=11650 x=15550, mouseup y=25100 x=1600, 2011 Chromogenic print 84 x 66 in

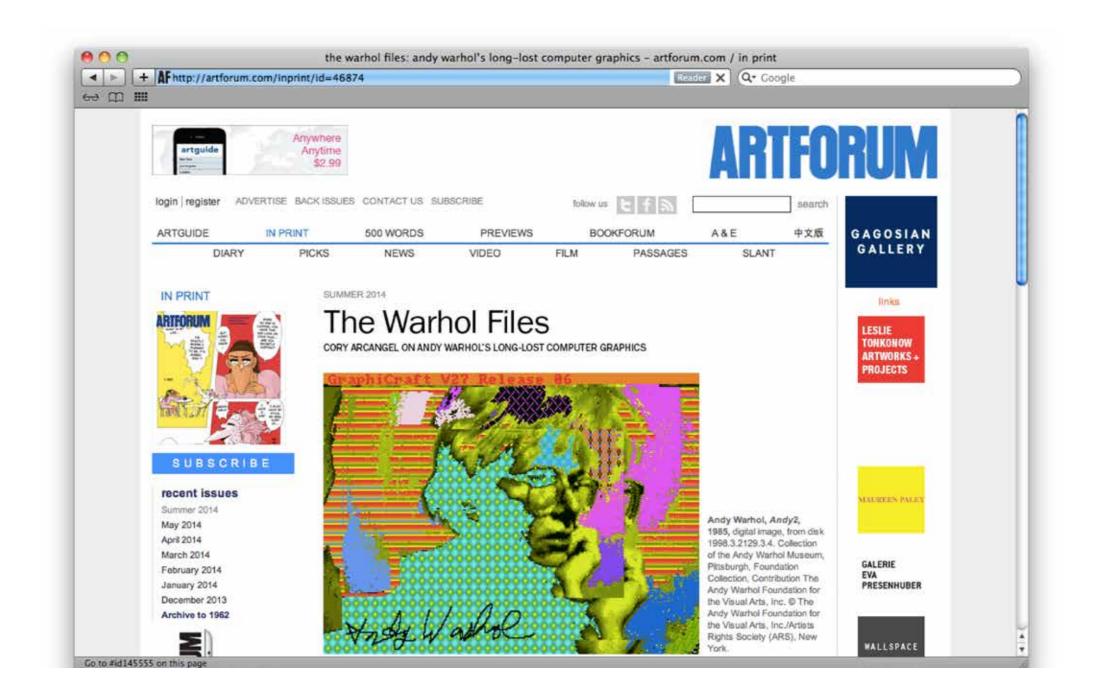






All The Small Things, Herning Museum of Contemporary Art, Herning, Denmark, March, 2014 - September, 2014 (Works pictured: Photoshop carpet for HEART (Photoshop CS: 25800 by 9400 centimeters, 30 DPI, RGB, square pixels, default gradient "Russell's Rainbow", mousedown y=45000 x=224000, mouseup y=16000 x=235000), 2013-2014. Carpet. 25 Clintons 2 Palms and a Taurus, 2013. Sixteen pencil on paper drawings. (x16) 36 x 24 in.. The Source (sculpture), 2013-. Flex 6xA4 Brochure Stand, The Source zines issues #1-4. QuickOffice, 2013. Samsung Galaxy Tab 3 (SM-T310), three HTC Wildfile S (Metro PCS) cell phones, two Samsung Galaxy Prevail II cell phones, cell phone display security devices, table, twist ties, Super Mario Clouds (2002-) & F1 Racer (2004) aka Super Landscape #1 (2005) Nintendo Entertainment System .nes Roms, Android OS Nintendo Entertainment System emulators. Blackberry / Lakes, 2013. 1920x1080 H.264/MPEG-4 Part 10 looped digital file (from lossless Quicktime Animation master), media player, 65–75" flatscreen, armature, various cables. Asshole / Lakes, 2013. 1920x1080 H.264/MPEG-4 Part 10 looped digital file (from lossless Quicktime Animation master), media player, 65–75" flatscreen, armature, various cables. )Photo: Sacha Maric.

The Warhol Files, 2014 TXT, production, archival action.



Hater, 2014 Foam pool noodle, wristband Dimensions variable







Vomit / Lakes, 2015 1920x1080 H.264/MPEG-4 Part 10 looped digital file (from 11 lossless TIFS), media player, 65–75" flatscreen, armature, various cables Dimensions variable

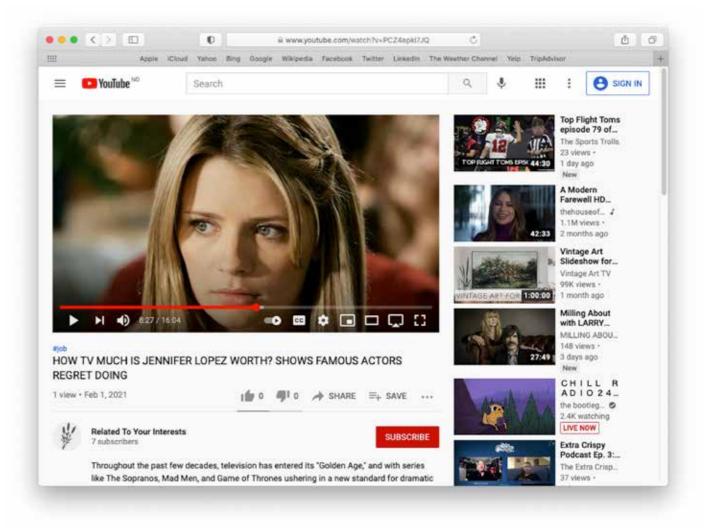


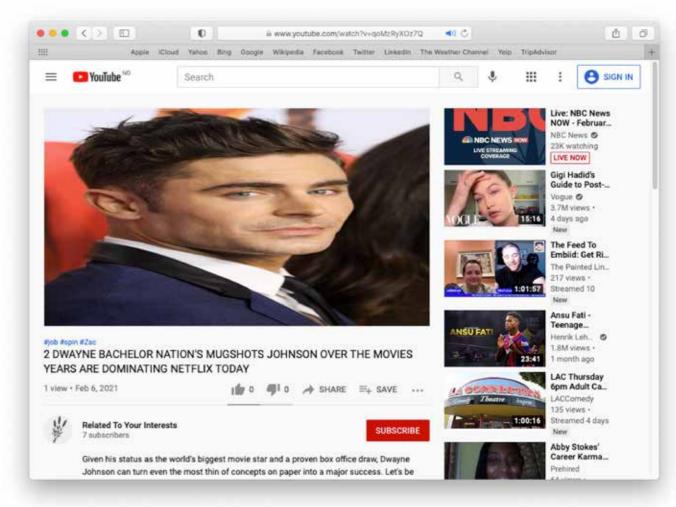


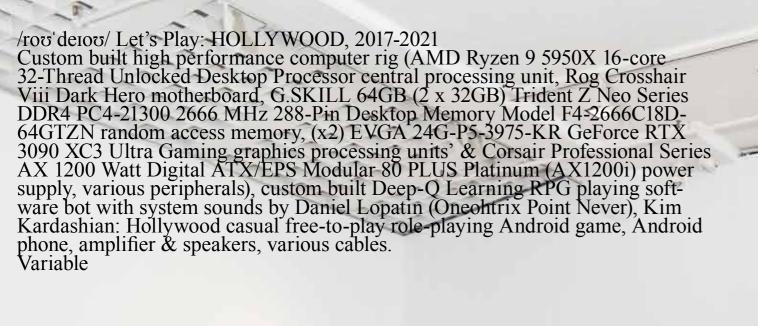
Be the first of your friends, Espace Louis Vuitton München, Munich, Germany, April, 2015 - August, 2015. Photo: Christian Kain.



Cory Arcangel Related to your interests, 2020-2021 Bot generated single-channel videos, online video sharing platform (Youtube), artist software. Variable Ed. 3 + 1AP

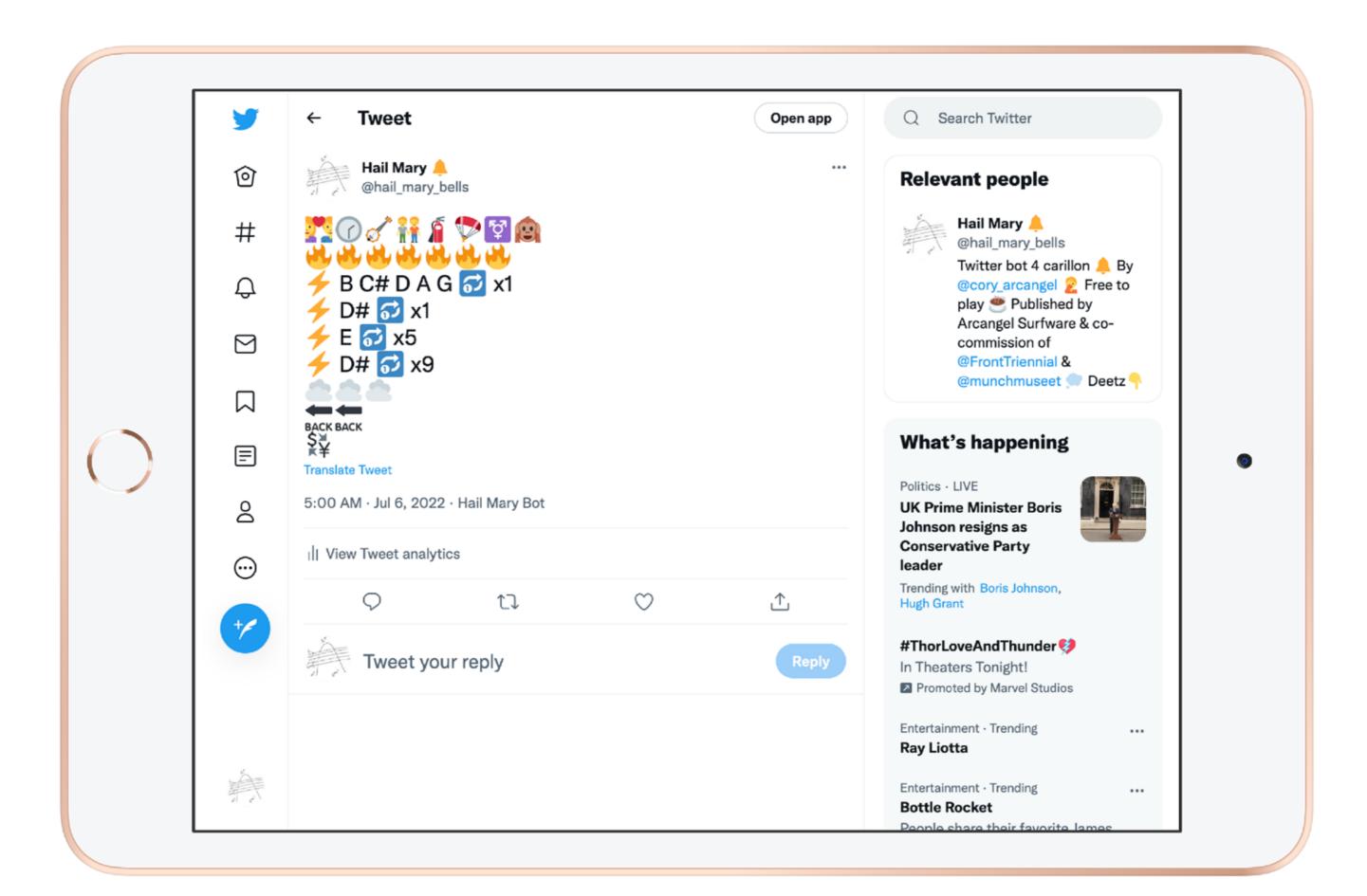








Hail Mary, 2022 American microblogging and social networking service (Twitter), artist software, carillon(s), and carillonneur(s). Variable.



**★**~3.2023.001~2x1.2~E6, 2023 Gold anodized aluminium plate (BWB-Bausilber 2 E6) 200 x 120 x 0.6 cm



