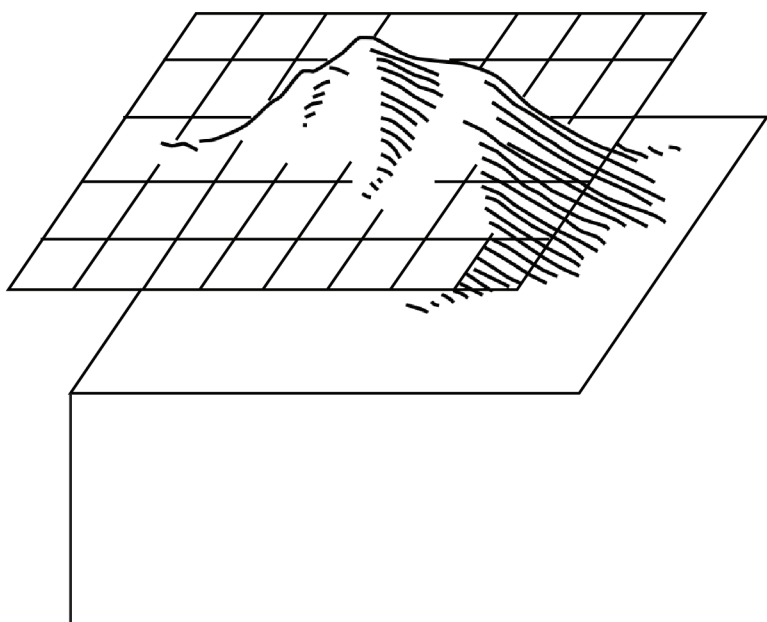
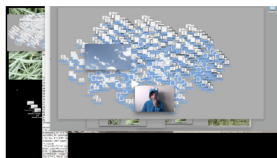


POST/ NATURAL



98% AIR

SYMBOLIC LIMITS OF THE
NATURAL AND ARTIFICIAL



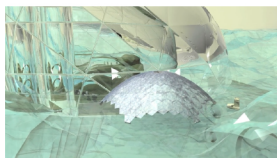
SITE SPECIFIC INSTALLATION BY TIANA BIRRELL

Birrell's work seeks to activate the materiality of information and its agency within the landscape and local economies. Her research has looks into the data centers and the copious amount of water used to cool the servers as a way to bring a materiality to the interconnected network of signals and communication called the Internet. She uses the desktop as a space to contemplate place, a complicated web-of-sites, and as a tool to its perception as ether.



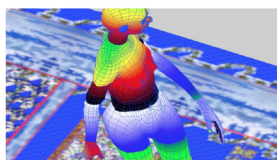
INTEGRATIVE ONTOLOGICAL PRACTICES BY BETA PLUS SYSTEMS (2016) BY SELDEN PATERSON. 6:23

Integrative Ontological Practices by Beta Plus Systems is the leading self help & healing system for modern cyborgs. We offer you the possibility of a wholer mind and more complete self, as provided through an understanding of the core principle of Tertiary Natural Consciousness.



gLASS (2014) BY SNOW YUNXUE FU. 2:30

gLass is made in the light of the film Solaris by the Russian filmmaker Andrei Tarkovsky. It desires to emulate "uncompromised meditations on human nature and the purpose of existence, with a profound undercurrent of spirituality" (quote from Roger Ebert).



PATHEXTRUDE (2017) BY BRENNA MURPHY. 4:45

In PathExtrude, Brenna Murphy employs 3D animation software to render a bridge to the other side, where we gaze at abstruse patterns and explore otherworldly architectural spaces through a first-person POV that hearkens back to early computer games.



NAMING THINGS: SHELF_LIFE [NEW NATURE] (2016) BY LOCALSTYLE. 1:32

A metal shelf menagerie, as metaphor to Borges written list, hosts a myriad of representatives from the animal world: virtual creatures mobilize and the remains of once living entities intermingle with animals that have been molded, carved, sewn, or folded. One of twelve sections that comprise the twenty-minute video installation "Naming Things"



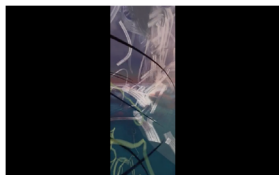
BIN_GARDEN (2017) BY JOO YOUNG LEE. 3:16

.bin_Garden is a virtual garden built with 3D models of styrofoam cup, plate, container, packaging and plants collected from 3D Warehouse. The work started from a reflection on the life-cycle of material and its politics. Where does a once-lived thing or a bulk of .bin files go after its simulation is done? And what is the life-cycle and the politics of digital fossils that were left? While imagining a post-nature garden, the work also borrows the form of Shan shui landscape, which refers to a style of traditional painting depicting mountain and water.



ENFRAMING (2017) BY NICK FLAHERTY. 13:30

As the planet dies, a few fortunate citizens are able to evacuate to off-world colonies. The rest of humanity is left to suffocate in the exhaust.



TRAMPLE (2014) BY SNOW YUNXUE FU. 0:40

Trample is an experimental 3D animation that is inspired by the shape of the Chinese vertical scroll landscape painting. The virtual camera within the long rectangular shape reveals and conceals aspects of the digital island, providing a meditative space for the viewers.



NAMING THINGS: DINING TSARS (2016) BY LOCALSTYLE. 2:57

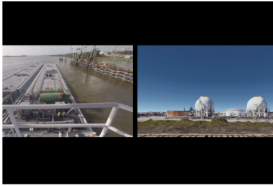
In the spirit of Borges' imaginary Chinese encyclopedia "The Celestial Emporium of Benevolent Knowledge", Dining Tsars creates a dreamy speculative banquet scene as the site where three different worlds overlap and interpenetrate, superimposing Catherine the Great's exquisite dinnerware, taxidermied peacocks and porcelain figurines as they appear to melt and decay, while vigilant Haniwa horses secure the perimeter, and an inquisitive flock of bio-bots explore the territory.



THE OTHER SIDE / EL OTRO LADO (2017) BY RICARDO COBIAN. 1:48

A utopian vision that is not about building walls but about thinking more ambitiously about the mutual relationship between Mexico and United States and about what borders really mean between countries. With technology, those borders are just becoming symbolic

limits. The reality is that there exists a very strong mutual dependency of economies and trades. The wall has been disruption of animal habitat, loss of vegetation, negative labor relations, missing creative vision and lack of cross-cultural appreciation. The Anthropocene vision in the animation breaks down the walls through sound as police authorities from both sides of the borders hacked from the archive towers in the customs headquarters.



LA-18 (2017) BY MEG ERWIN. 4:48

Growing up along the Lower Mississippi River, it was custom to see hazy grey smog linger above the levees. With oil refineries making up the majority of the 85-mile riverfront stretch from Baton Rouge to New Orleans, this route has shifted nicknames from "Plantation Alley" to "Cancer Alley". LA-18 begins an exploration of the highly secured and elusive interiors of these refineries while questioning the romanticism of Louisiana landscapes



PRIM LIMIT (2009) BY ETEAM. 32:21

If second lives have grown into the landscape of social network space and avatars engage a full range of human emotions and experience, it follows that they would eventually encounter existential questions. A plot of land is purchased in the online network of SecondLife and a simple questions is asked: Where do discarded 3D objects go and can we build a dumpster to accommodate them? (VDB)



(IOP B+) INSTRUCTIONAL HEALER (2016) BY SELDEN PATERSON. 2:46

A non-prescription introductory healing AVStim by Integrative Ontological Practices.



PHYTOVISION: SLOW SUBLLIME (2017) BY LINDSEY FRENCH

"Phytovision" is a body of work that invites the viewer to adopt a phytocentric perspective. Scientific research has indicated that many plants can perceive light and shadow, as well as the colors red and blue. These vignettes were shot in the Catskills with a slow motion camera, facing away from more historically imaged landscapes and toward small weeds and forest flowers.