

Discontinuities, Dreams and Diversions

Curated by Dr. Shannon McMullen and Fabian Winkler, MFA

Rueff Galleries, Pao Hall of Visual and Performing Art
Sept. 14 – 25, 2015

Reception:

Friday, September 25th, 2015 2:00pm - 3:30pm

Discontinuities, Dreams and Diversions features art and design work that critically investigates realities of technology in contemporary culture and provocatively asks questions about the possible futures they foreshadow.

Are they desirable?

Can they be changed?

What are forms of participation?

The exhibition title suggests that technology and culture cannot be interpolated linearly into the future but that they are rather shaped by constant ruptures and complex interactions, which are cleverly revealed in the work of the invited artists.

Participating Artists/Work



Zach Blas

Facial Weaponization Suite

Zach Blas, *Fag Face Mask*, 2011-14.

Zach Blas' *Facial Weaponization Suite* goes beyond the dichotomies of “good/evil” or “safe/unsafe” in the context of facial detection software and the politics behind it.

The custom molded facial masks included in the exhibition make it impossible for computer vision algorithms to detect and/or discriminate based on gender, race and sexual orientation.

<http://www.zachblas.info/projects/facial-weaponization-suite/>



Adam Harvey, *Look N° 5 (b)*, 2010.

Adam Harvey
CV Dazzle

Adam Harvey's *CV Dazzle* explores how fashion can be used to camouflage from face detection technology, the first step in automated face recognition. An ongoing collaboration between hair stylists, makeup artists, and fashion designers CV Dazzle presents stunning visual images that critically respond to increased computer vision systems in public domains and social network platforms, such as Facebook.

<http://cvdazzle.com/> and <http://ahprojects.com/projects/cv-dazzle/>



Mark Shepard, *Ad Hoc Network Travel Mug*, 2008.

Mark Shepard

Sentient City Survival Kit

Our cities are “smart” and getting smarter as information processing capability is embedded throughout more and more of our urban infrastructure. Mark Shepard's *Sentient City Survival Kit* presents a range of speculative technologies for data privacy in increasingly networked and technological urban environments.

<http://survival.sentientcity.net/> and <https://mitpress.mit.edu/books/sentient-city>

The exhibition will be further contextualized by a reading area/social space in the gallery that features current books on artists and scholars' responses to emergent technologies, some of which were written by the invited artists themselves (e.g. Mark Shepard's edited volume “Sentient City: Ubiquitous Computing, Architecture, and the Future of Urban Space,” MIT Press) or produced specifically for this exhibition (e.g. Adam Harvey “CV Dazzle Style Guide”).