Subculture

CICA Museum September 1 - September 17, 2017 2017.09.01 - 09.17

Featured Artists 참여작가: 백도현, Walter Early, Kun Fang, Genesis Gonzalez, Hyemin Jung 정혜민, Georgie Humphries, JEE HO CHEON 천지호, Atena Karimi, Ligang Luo, James Murphy, Nancy Nieves, Emanuele Napolitano & Zaelia Bishop, Maya Ru, Suah Im 임수아, Morten Rockford Ravn, Dustin Seelinger

백도현

"The Dance of the Ugly Duckling" (2016)

개인이 태어나면서 부터 마주하는 환경, 문화,관습,그리고 선입견 등. 은 거대한 탑으로, 세계관으로 존재한다. 개인의 삶은 이에 더하고, 세우고, 파괴하고, 전승시킴의 참여자다. 이 녹슨 철은 본질을 잃고 왜곡되어진 문화로 우리를 억압하고 자유를 빼았으며, 두려움 또는 전진과 성공이라는 허상아래 우리를 굴복시킨다. 녹슨 철이 말하는 위대함과 전진은 허상이요, 제자리 걸음이며, 원 일 뿐이다. 녹슨 철에 의지 또는 붙들린 상처 받은 영혼은 자유를 갈망한다. 품위도 권위도 두려움도 모두 벗어 던진 벌거벗은 영혼은, 자유 보다 하위 단위인 문화의 허상이 고급진 어휘로 치장을 한들 자유를 팔순 없다. 오직 미친 사랑만을 위해 자유를 버리기 원할 뿐이다.

백도현

저는 영국 골드스미스 대학에서 순수미술을 전공 하고 있습니다.저는 현대의 '관계'가 가지고 있는 특성과 의미에 대해 관심을 가지고 작업을 하고 있습니다. 수단성을 배재한 관계의 의미와 세계화속 가까워지는 지구 그러나 멀어지는 개인과 개인의 관계의 아이러니 등 을 회화, 설치, 퍼포먼스 등의 다양한 형태로 작업을 하고 있습니다.

Walter Early

"Untitled" (2015)

The work included in this exhibition is from an ongoing series using different media to explore ways in which we view and interpret landscape. Drawing from literature, advertising, and art history I question the validity of representations of a pristine, un-manipulated space. Formal inspirations for this series include written descriptions of landscape, various forms of mapping, movement of people and goods through space, and romanticized expectations of experiencing "nature" and "wilderness".

Focusing on subsurface aspects of landscape, these prints are collaged from raw geophysical seismic surveying data from aggressively mined sites. To measure geological boundaries, an acoustic pulse is sent into the Earth's crust; differences in return time define change in density (represented here by change in color). The resulting images use formal landscape attributes of intersecting horizontal and vertical lines to describe the geological underpinnings of fictional places. Color field painting and mandalas are heavily tapped to connect a sense of the sublime or serenity one might feel when overlooking a site with no knowledge of its history.

Walter Early (b. 1983) studied art at the University of Kentucky, and the University of Notre Dame, earning an MFA in 2011. Since that time Early's work has been exhibited nationally and internationally and he has lectured on art in the United States, Canada, and Honduras. In 2012, with support from the Henry Moore Foundation, Early was resident artist at the Museum of Steel Sculpture in Coalbrookdale, England. In 2016 an Individual Artist Grant from the city of Chicago supported his work and in the winter of that year he was a resident at the Grand Marais Art Colony on the shores of Lake Superior. Early recently relocated to and maintains a studio in the Adirondacks of upstate New York.

Kun Fang

"coke and chopstick" (2017), "selfie of kun's face in 360 degree" (2017)

My mother is the ice-cream queen when i feel lonely and sad so i eat it and i feel the sweet temptationMy father is the coke-cola zero suger king who is full of power and bubble when i feel unhappy and weak i will drink and feel so goodI'm their kids my name is the luxury pierre marcolini chocolate of Belgium and my love is the king of strawberry ...they are my parents, my love and me different from the family of my friends and if you want to see our nice life feel, you have to pay!

Kun Fang

than you very very much for give the chance and i will fight every day for my sweet dreams and for give viewers nice places to see discover and feeling of what ever may be.

Genesis Gonzalez

"Sequence 05" (2016)

My art explores photographic relationships between light and color while creating an abstract and interactive experience for my audience. The stimulus for this work originates in my roots, which stem from Latin American cities that are full of vigor, activity and colors. My photographic processes are conducted on the city streets at night while capturing moments and spaces, transforming the traditional cities and places where we live, as well as, providing a new perspective to familiar environments. My purpose as an artist is to create photography using light that connects with

the audience through shapes and colors. My photography artwork establishes relationships with color theory, which are represented in the vibrant colors. The colors in the photography work create energy and life, which is essential in order to achieve the final visual outcome. The graduation between light and dark is where my story begins --generating a supernatural world that transcends reality. The photographic process allows me to capture the unseen world as an abstract environment of shape and color allowing my mind to be free from time and space. The images invite the viewer to develop their own experience, shrouding reality to embrace this unidentified world. The presentation or installation of this work is essential, allowing me to bring the concept and process closer together. Using new and alternative approaches allows me to create a new experience to the traditional photograph. I often place the the work into groups in order to create a narrative that suggests life and energy.

Genesis Gonzalez was born in Caracas, Venezuela and is currently living and working in Miami, FL as an artist, mass media producer & photographer. In her artistic photography and video art, she is experimenting with materials and creating a body of work that seeks to connect with the psychology of color. Genesis graduated from Universidad Catolica Andres Bello, Caracas, Venezuela in 2012 with a degree in Mass Media Production, and graduated from Miami International University of Art & Design in Miami, Florida in 2016 from the Master of the Fine Art.

Hyemin Jung 정혜민

"Isolation"(2016)

외로움에는 '고독(Solitude)'과 '고립(Isolation)'이라는 양가적인 감정이 존재한다. 고립된 상황이 되었을 때 고독의 감정은 자연히 뒤따르기 때문이다. 여기서 고독이란 주관적 심리상태를, 고립이란 객관적 심리상태를 의미한다. 대게 사람들은 외로움에 대해 무감각하다. 외로움을 낯설게 느낄뿐더러 고독과 고립의 관계 또한 모호하게 보고 있다. 그러나 이 시대의 외로움은 결코 낯선 것이 아니다. 외로움은 우리의 시간을 지배하고, 관계를 지배하고, 일상을 지배하게 되었다. 내 것도 네 것도 아닌 모두가 감당해야 할 몫이 된 것이다. 보편적인 것으로 변한 외로움에 대해 지금의 시대에서 어떤 의미로 바라보아야 할 지 타인에게 묻고자 한다.

Hyemin Jung 정혜민

모든 작업은 개인의 경험으로부터 시작되며,사진과 비디오 작업을 통해 동시대 사회적 현상과 심리적 관계에 대해 탐구하고 있다.

Georgie Humphries

"Love Letter"(ongoing project)

Love Letters is an interactive installation consisting of real accounts of sexual assualt stories gathered by the artist. These stories are provided by people of all genders, sexualities, and ages formatted as love letters towards their assailants. The work first appeared in the artist's solo exhibition "Holy Python!" in 2016, and is an ongoing project with accounts still being gathered and added to the piece itself.

JEE HO CHEON 천지호

"육체적 교감" (2017), "술취한 진실" (2017)

속으로생각하는부분이겉으로표현하는것과다를때가있다.이런부분들때문에사람들사이에오해가생기기도하고,겉만보고도속을 알수있는친구가생기기도한다.어렸을적,학교를졸업할때마다전학을다녔었다.그때마다인사와격려등이적힌롤링페이퍼를받았다. 그중에많이적혀있던말은'웃긴친구','재미있는친구'였다. 당시에그부분이좋지만, '마냥가벼워만보이는것'은싫은묘한마음이었다. 나는현재이렇게겉과속이겹치지않는갈 등에있어서둘의연결고리를찾아유쾌하게엮어주는'주술'을제시하고자한다

JEE HO CHEON 천지호

현재작품활동을통해예술이라는것을이해하기힘들다고생각하는사람들에게주말TV에나오는예능프로그램처럼가볍고친숙한접근 을시도하고있습니다.제작품들을통해사람들이예술공간을생각할때 '동네오락실'처럼자유롭고가볍게즐기기를바랍니다.

Atena Karimi

"My Country" (2017)

My work is about different aspects of my country like culture, religion, family, entertainment, news, media, education ...,etc. We are living in this paper of boxed limitations.

Ligang Luo

"Webcam Portrait 1" (2017)

When I first discovered the world of pornography webcams, I went to see naked guys masturbating. The joy of appreciating beautiful faces and bodies and the excitement of observing strangers attracted me. But waiting for the orgasm after a long edging session is tedious and takes a lot of time. I started to try to make the time more productive by drawing them. Although the subjects are engaged in eroticism, the paintings are not overtly sexual. So in a way I find it hard to categorize myself. Beginning with an erotic impulse, I transformed the subject matter from the realm of the erotic to contemporary portraiture. My work also reflects my thoughts about our visual reality in a digital age. In the past we saw everything with raw eyes, but this has been profoundly changed by technology. It has altered the way we observe and perceive. I am interested in how technology affects us and changes the traditional ideas of portrait painting as well as seeing. My paintings have bright colors and simplified

details. The colors are "unnatural" and incorporate reflections from the screens. The simplified details are due to the short period of time I have while painting—my models are not aware of me painting them. This raises another question about how we see and are seen nowadays through the peephole of the Internet.

Ligang Luo is a portrait painter. His curiosity for strangers and his experience of being an outsider brought him to the realm of portraiture. He started painting in high school. He took a range of course including live models drawing and painting, anatomy and landscapes when he was in China. Ligang moved to New York City, graduated from Fashion Institute of Technology and continues to live and work in New York. In addition, he took classes in The Art Students League of New York. All the information gave him a strong base to explore in his portraiture world. His paintings have been featured in several exhibitions in galleries in the city.

James Murphy

"Everyday" (2015)

Current practice involves a lens study of the everyday. It highlights the quotidian rituals that allow a foundation for our hopeful longings. These video meditations of simple human movement against static objects are rendered monochrome, with intent to return attention to the everyday that has been relegated.

James Murphy

'I am a BA(Hons) graduate in Fine Art from the Crawford College in Cork Ireland, currently producing my first animated short film. In the coming months I will be attending a post graduate in philosophy which I know will inform my visual art and narrative film work.'

Nancy Nieves

"A Painterly Walk in the Woods" (2016)

Nancy Nieves

I was born in New York City, New York. As a young girl I attended the High School of Music and Art, in New York City. I hold a Bachelor of Fines Arts from Parsons School of Design and a Masters of Fine Arts from Hunter College, both institutions located in New York City. During my studies at Parsons I entered an exchange program studying at Winchester School of Art in Winchester, England. At the end of the semester I traveled throughout Europe for two months. I explored many museums and historic sites. I visited Spain, Portugal, France, Germany, Italy, Greece and Switzerland. I found inspiration for my work everywhere. These countries and our country, the United States are filled with natural beauty and colorful images. I am always inspired by my environment and North Carolina has inspired me. The North Carolina light to work by is exquisite and I incorporate what I see around me in my work.

Emanuele Napolitano & Zaelia Bishop

"ABACO" (2017)

ABACO is the beginning of a series of human experience surveys through the description of shaping and deteriorating forms, whether they are inanimate material or alive. In this chapter, represented by everyday concepts such as hunger, death, and prayer, the relationship between individuals and animals is highlighted as a monologue of coercion.

Emanuele Napolitano

Zaelia Bishop and Emanuele Napolitano's practice is based on observations of encounter, interaction and fusion between image and vision. Their projects examine in particular the relationship with everyday society, identities and connections between images and social behaviour. Documentation, collection, the exploration of the artefactual dimension, re-representations of images and spaces with various media, or creating a new presence for them, form Their practice.

Maya Ru

"Ancients" (2017), "Liberty" (2017)

I attempt to convey the administrational collapse of America through Grecian surroundings, street art aesthetics, digital rendering, and influences like historical propaganda posters. Juxtaposing images of ancient Greek sculptures and buildings and aligning them in to inspire thoughts of contemporary America, I wish to show the stark similarities between our civilizations, the break down of the current administration's bias against minorities and people of the working class, as well as predicting the end of America's own empire. I think there is a great need to reexamine Greece as a starting place for democracy, and to see where it has been lead through years of political restructure. America is currently undergoing major shift to its political structures and has been a growing concern of many within the country. The objective of the project will be able to shed light on the contemporary emotional subconscious of the American people while examining relics of Greek civilization in an aesthetic that inspires thoughts of societal resistance and counter culture.

Maya Ru was born in Los Angeles, CA to Belizean immigrants, and currently resides in Chicago, IL. As a Caribbean American artist, often she felt the need to showcase herself and her culture through art in order to see the representation of her people

more readily. Either in states of sexual power or in emotional turmoil, each work of art shows a side to minority women that society doesn't portray very often. She focuses on the personal reflection of the inner psych of each of the characters painted and direct these sentiments by use of bright eye-catching color and liberal mark making within my artwork. The portrayal of each piece is direct, calligraphic, and intended to invoke sensations of the immediate.

Suah Im 임수아

"Sie muss gehen" (2016)

한 여자가 자신의 다리에 커다란 목발을 덧댄 채로 긴 스타킹을 신었다. 스타킹 일부는 공간의 한쪽 벽에 고정되어 그녀의 이동을 제한한다. 그녀는 마치 스타킹이 자신을 속박이라도 하는 듯 그것으로부터 벗어나려 한다. 결국 그녀는 스타킹을 힘겹게 끊어내고 자신의 다리에 고정된 목발과 함께 절뚝거리며 걸어간다.

Suah Im 임수아

임수아 작가의 예술적 몰두는 신체 부위를 연상시키는 오브젝트와 재료를 선택하고 관찰함으로써 시작됩니다.그렇게 선택된 유기적인 재료들은 왜곡되고 추상적인 형태와 구조로 변형되며, 이러한 왜곡들은 한 공간 안에서 불안정하고 긴장된 상태를 만들어냅니다.그는 자신의 신체적 연약함과 한계를 인식하고 이러한 신체를 보조할 수 있는 도구와 불안정한 신체와의 관계에 대해 탐구합니다.

Morten Rockford Ravn

"Doughnuts" (2015), "Baking powder" (2016)

Fear and Loathing in GTA V was shot on the camera phone within the virtual world of Grand Theft Auto V, one of the most comprehensive and detailed video games at the time of it's creation. The virtual world of GTA V is based in a faux version of Los Angeles where sophisticated algorithms generate and simulate everything from the weather to investment bankers, prostitutes and surfer dudes. You have complete freedom within the game, and you also have a camera phone which was utilized for the purpose of exploring alienation in the digital age, as well as what can be seen as a new frontier for photographic work. Meta photography in simulated virtual worlds opens up a new dimension and modes of expression for photographers, as they will only come closer in resemblance to our physical world as the technology progresses. As the project evolved, I started seeing the virtual reality as a euphoric drug, a potent form of escapism that will only grow as an anesthetic for existential despair in the future.

Dustin Seelinger

"Post-Punk Parenthood" (2015), "Parentheon" (2015)

As an artist, I have always been interested in storytelling. I have always found that drawing is fundamentally tied to this concept. When the artist draws a scene, be it from an observational or illustrative practice, they are telling a story. With my earlier series, Alt/Verse, I juxtaposed a creation story against the backdrop of parenthood. In this series I explored the dual notion of omnipotence of literally creating life with the struggle of realizing your own mortality, creating characters through portraiture that were both god-like and also flawed heroes. In my more current work, Post-Punk Parenthood, I seek to reconnect with my punk rock roots while also exploring roles as real life parents. This project is multi-disciplinary, utilizing the formats of a self published zine collecting personal stories of parents in the punk music scene, drawing, photography, and video. In the video portion of the project I interviewed prominent figures such as CJ Ramone, the only member of the Rock and Roll group The Ramones to have children, and artist Heather Gabel. Through the collection and creation of images of parenting from individuals that do not adhere to the cultural norm of the role, I hope to break down the stereotypes of family.