

REARMIRRORVIEW

Artist – Anna K.E. / Curator – Margot Norton

Simulation is Simulation, is Simulation, is Simulation...

For the 58th la Biennale di Venezia in 2019

CONCEPT OF THE PROJECT

Anna K.E. – “*REARMIRRORVIEW, Simulation is Simulation, is Simulation, is Simulation...*”

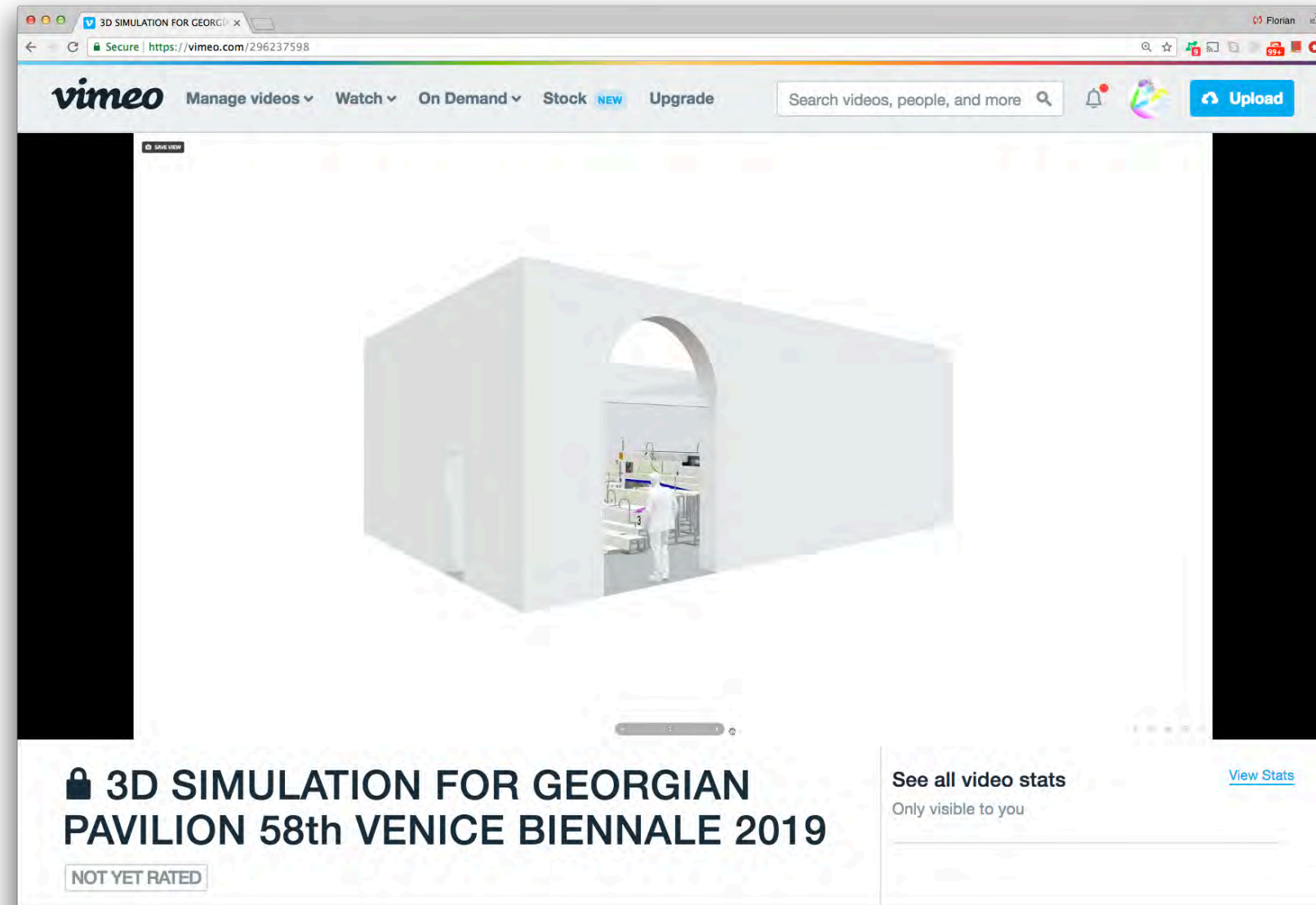
For the 58th International Art Exhibition, la Biennale di Venezia in 2019, Georgian artist Anna K.E. (b. 1986, Tbilisi, Georgia) will create *REARMIRRORVIEW, Simulation is Simulation, is Simulation, is Simulation...* (2019), a new, large-scale architectural environment for the Georgian Pavilion. The work, her most ambitious to date, brings together many of the major motifs in the artist’s work, which she has been avidly producing throughout her career in a dynamic and diverse practice that engages equally with video, sculpture, performance, drawing, and installation. K.E., who was trained as a classical ballet dancer, has an acute sense of how the body moves through space, and her fluid architectural environments suggest a choreography, leading viewers to weave in and around her installations. Her whimsical videos often feature her own body as protagonist, restricted, contorted, or isolated, often pointing toward an evolving interdependency between our corporeal and digital selves. Absurd yet poignant allegories for contemporary life, K.E.’s works invite us to consider unconventional vantage points, illuminating how seemingly incongruous notions can coexist.

K.E.’s structure for *REARMIRRORVIEW, Simulation is Simulation, is Simulation, is Simulation...* will be equal parts public stage, ascending and descending tribunal platform, communal fountain, and sculptural object of observation. Her rising plateaus constructed of steel framework and brightly colored powder-coated tiles will recall a matrix of digital pixels at low resolution, transporting viewers into an environment that suggests a sleek synthetic model. As her title suggests, K.E. here creates a mirror whereby transitional processes are inverted and a flat simulation is crafted into a vibrant multi-dimensional landscape. Interspersed throughout the installation will be a compendium of her videos produced throughout her career, as well as steel faucet-like sculptures based on the original Georgian alphabet, Asomtavruli, which phonetically spell the English word “deranged.” In keeping with the concept of the Venice Biennale, “May You Live in Interesting Times,” K.E. here questions the structures of language and translation, methods by which information and meaning are conveyed. The word “deranged” itself refers to something that has become disturbed, irrational, or unstable—a mistranslation or “alternative fact” that may unhinge commonplace connections between language, form, and perception. As systems and institutions we once thought to be bedrock-stable now reveal themselves to be mere facades, artificial and precariously balanced, or even on the verge of collapse, K.E.’s works remind us of those fundamental idiosyncrasies we share, and which keep us human. – MARGOT NORTON, Curator, New Museum

This project is commissioned by Creative Georgia (Ana Riaboshenko, Director); organized by Simone Subal Gallery and Project ArtBeat; and supported by the Ministry of Education, Science, Culture and Sport of Georgia.

Additional support is provided by: Stern Auto GmbH, Autorisierter Mercedes-Benz Verkauf und Service; Werk5 | New Craft; Goethe-Institut Georgien; TBC Bank; EY; Stamba Hotel Tbilisi; Philara Collection; Carbo Kohlensaeure GmbH & Co. KG.; Dr. Ulrich and Nathan Köstlin; Irakli Kiguradze; Mikheil Chkhartishvili; Ignacio J. Lopez Beguiristain and Laura Guerra; and Deborah Goodman Davis and Gerald Davis.

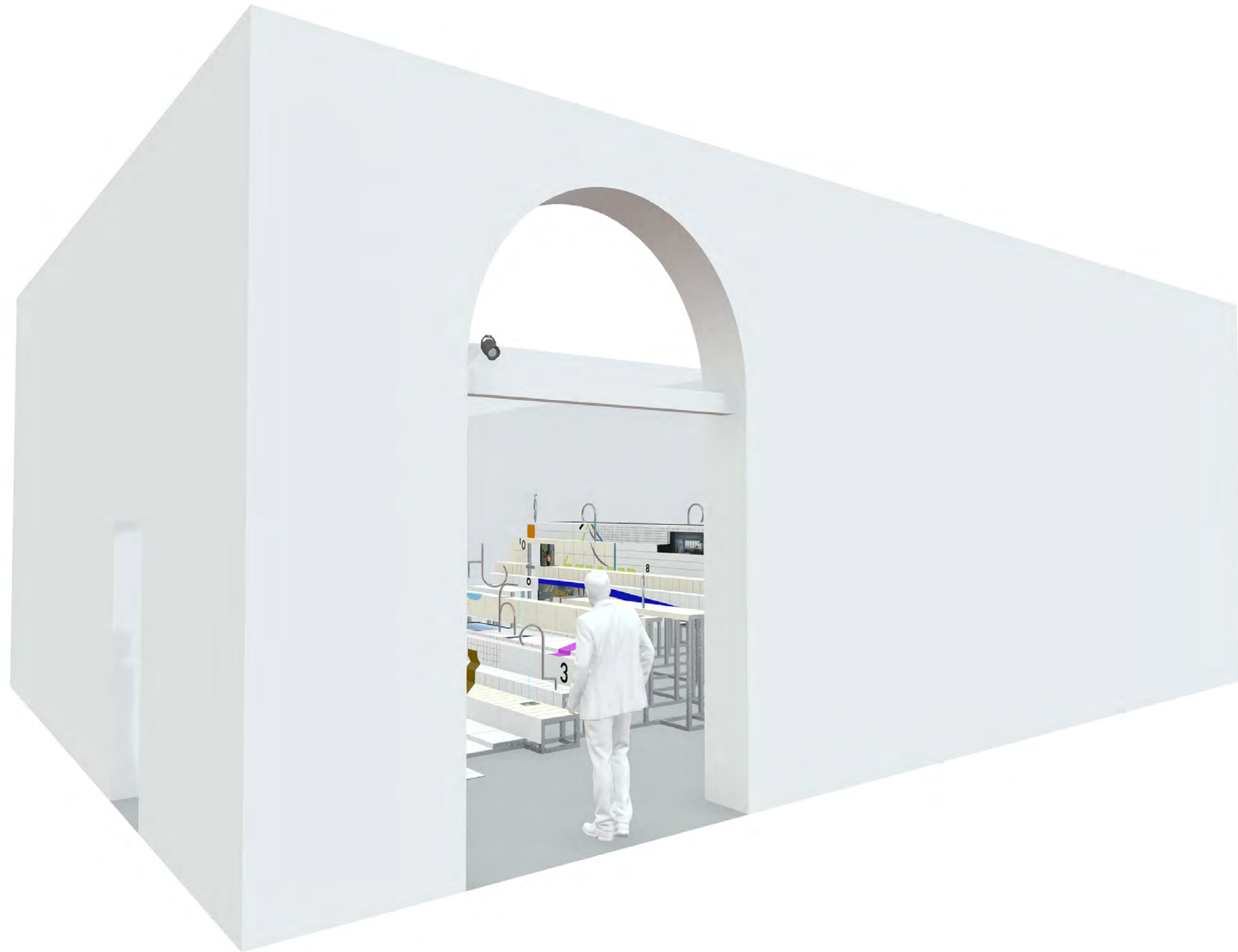
3D visualization: Russell Kirk.



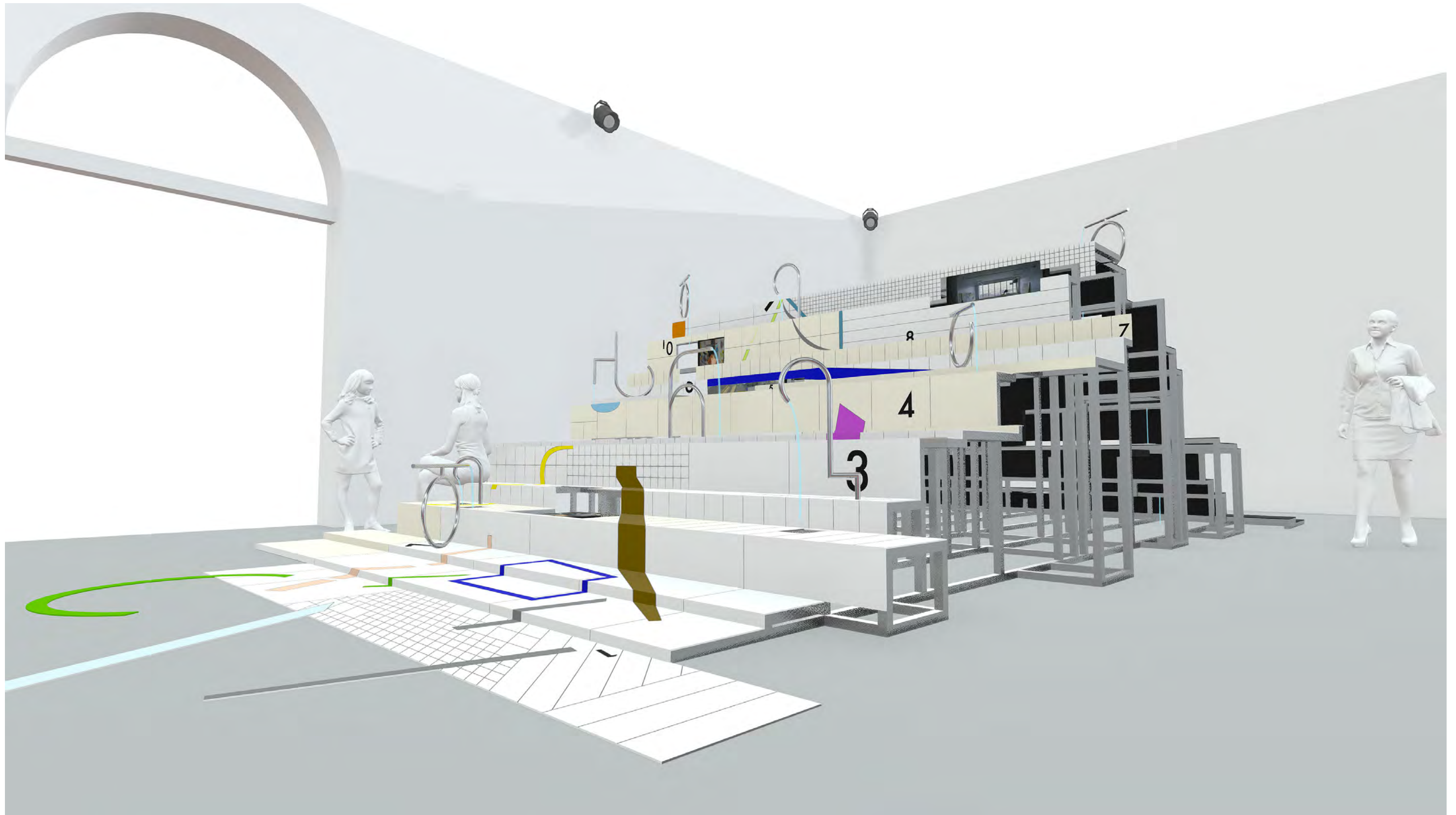
Link to Vimeo for an animated experience of the 3D model:

<https://vimeo.com/296237598>

Password: annake



3D rendering, view from right entrance of the Georgian Pavilion at Arsenale



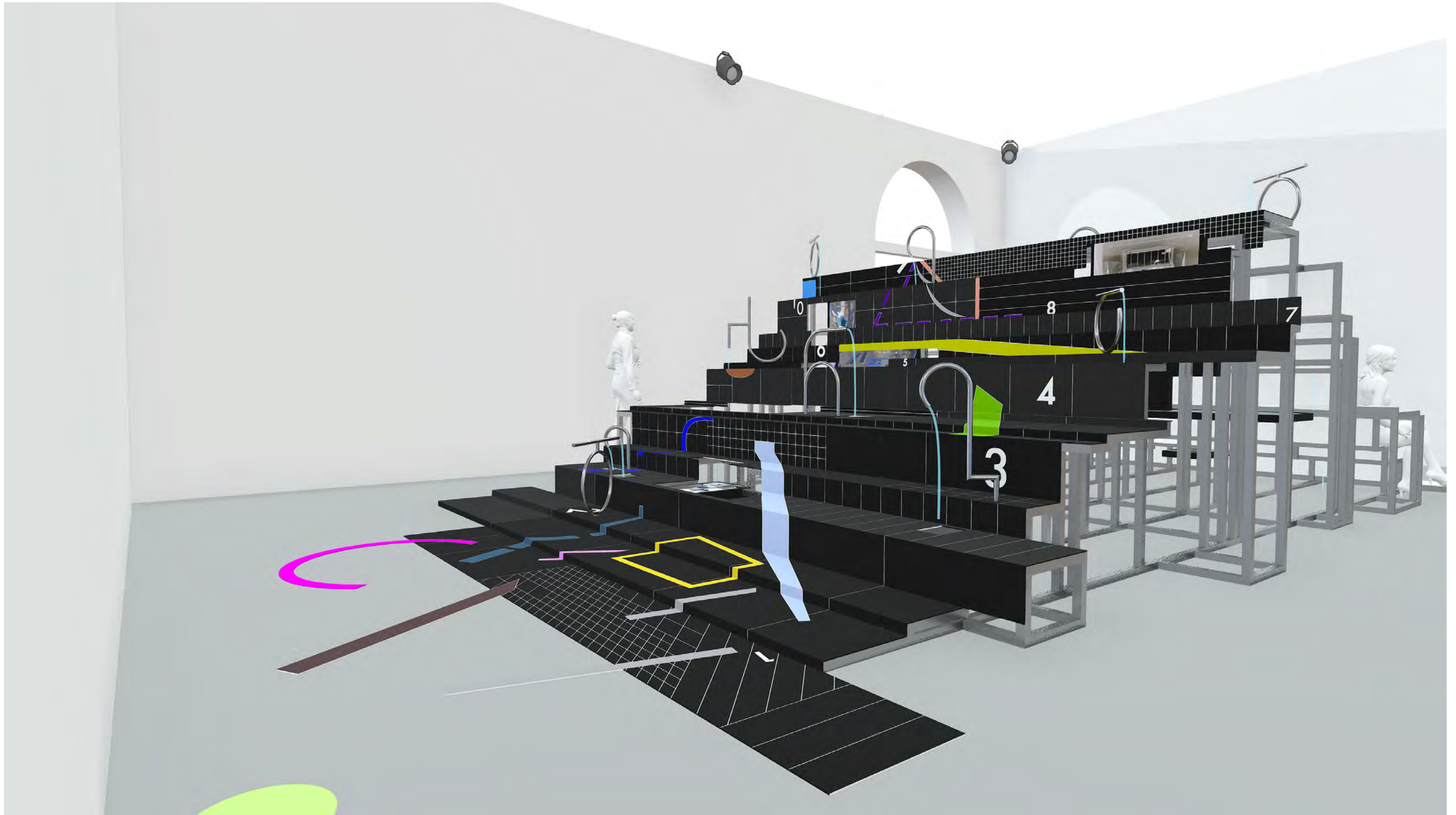
3D rendering, view from right entrance



3D rendering, view from left entrance

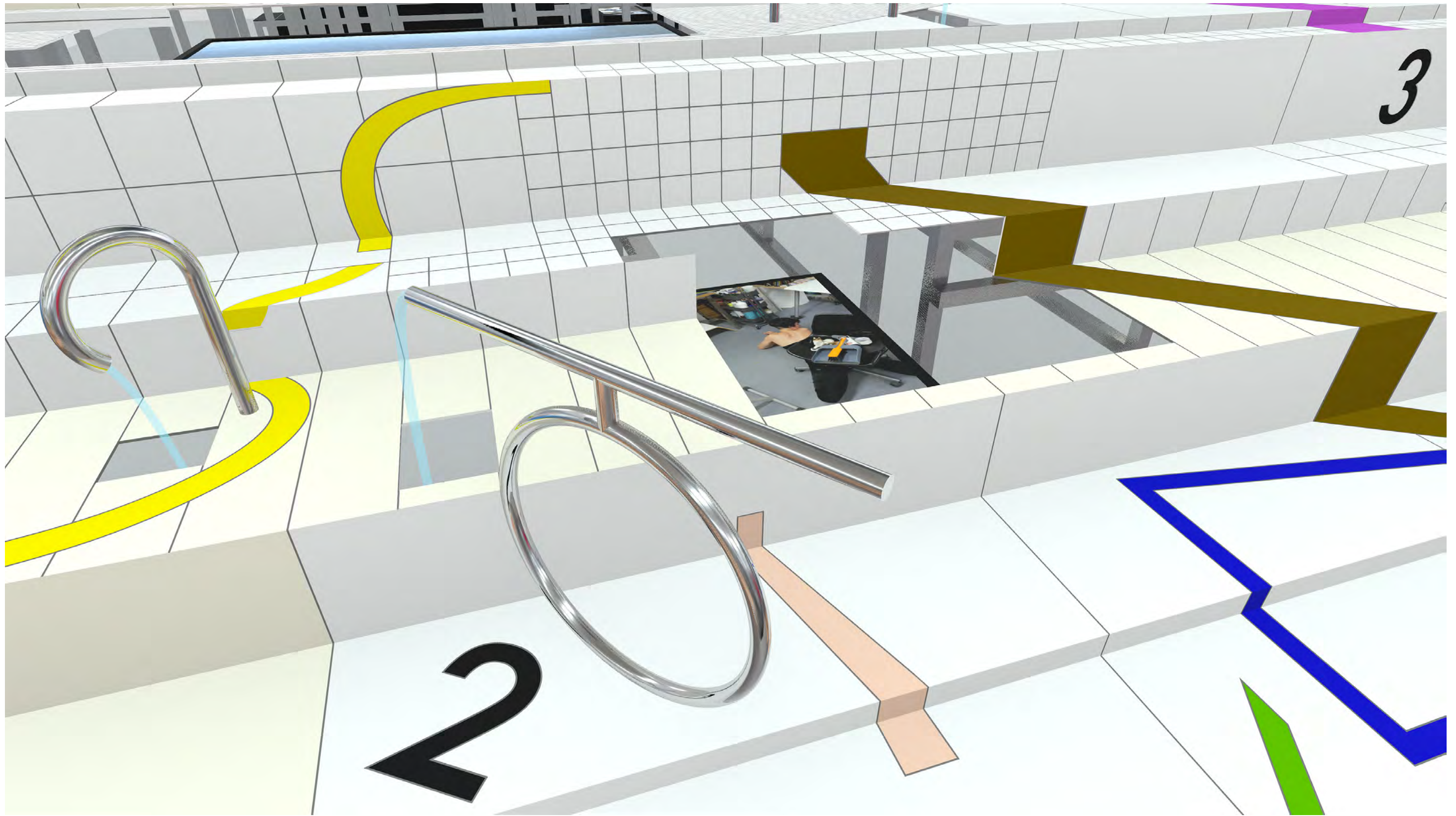


3D rendering, bird's-eye view

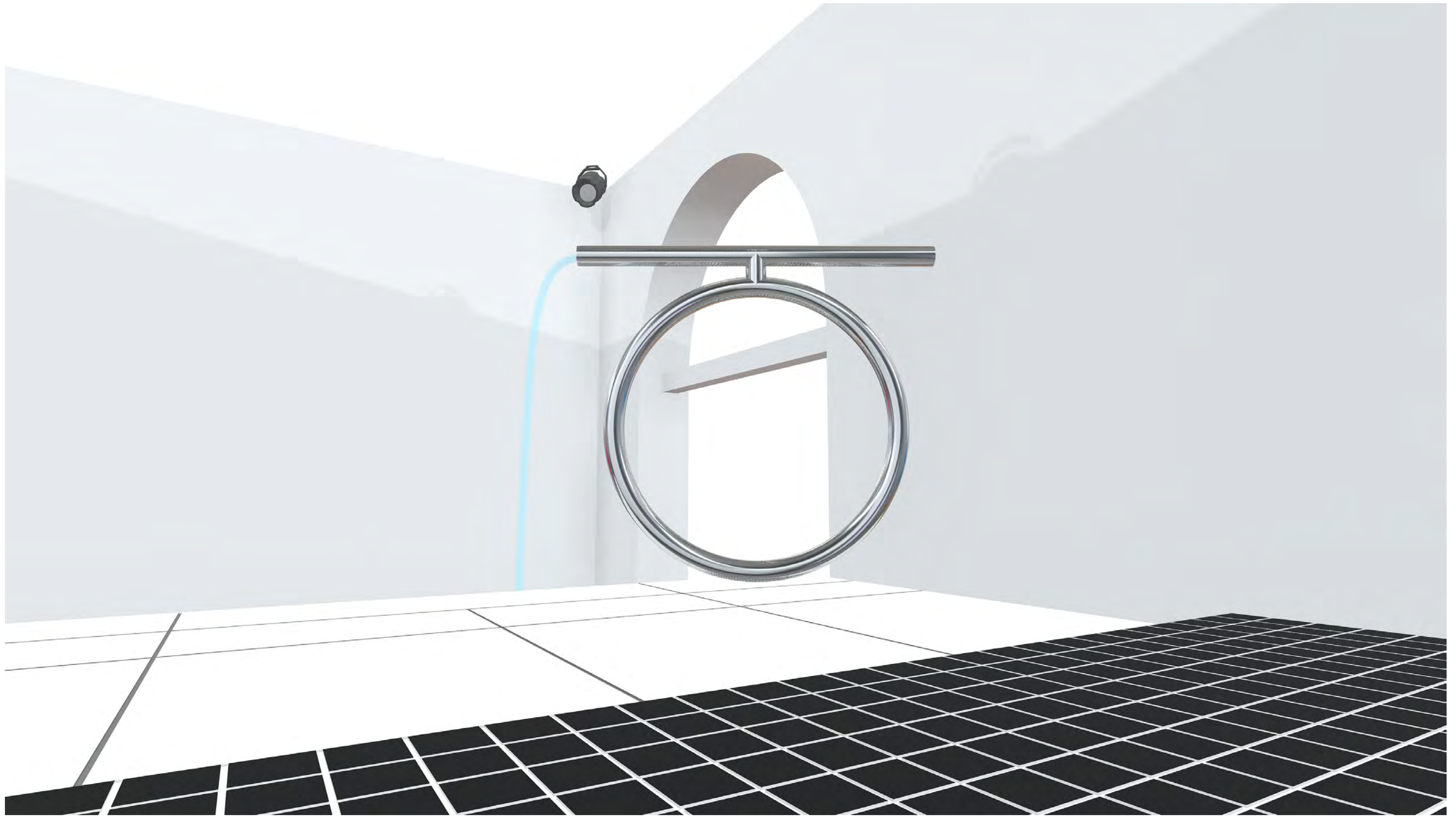




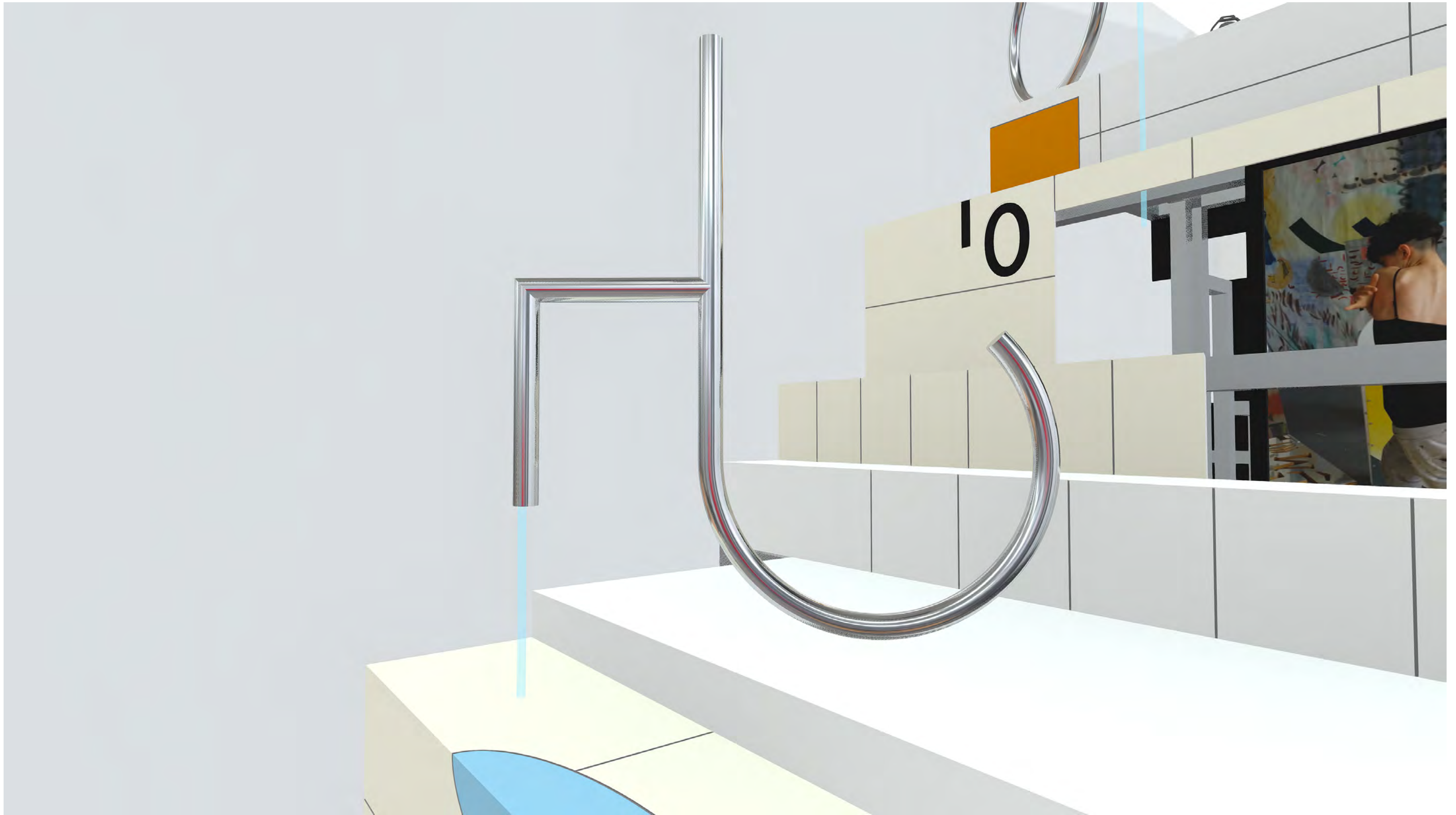
3D rendering, detail



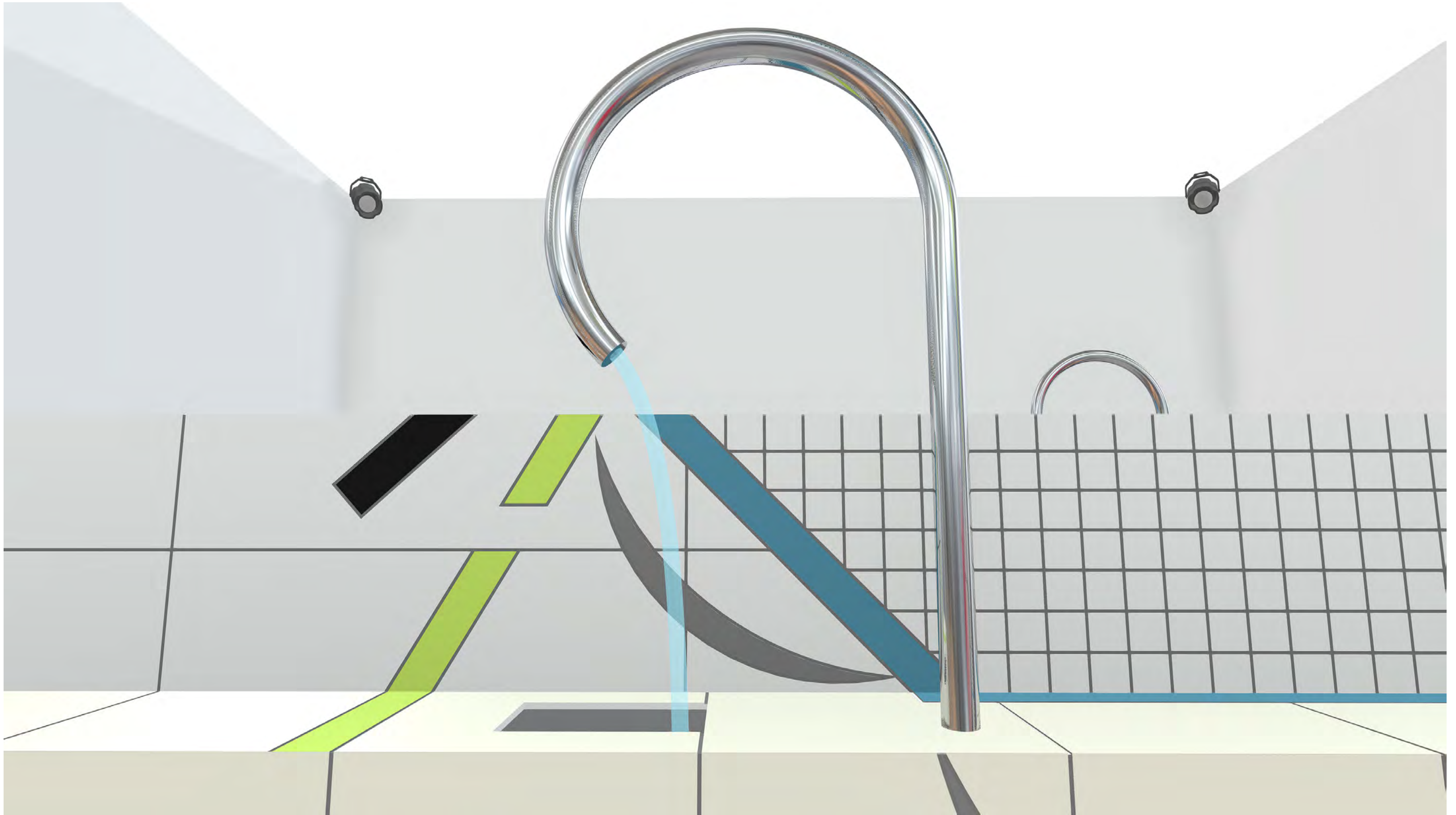




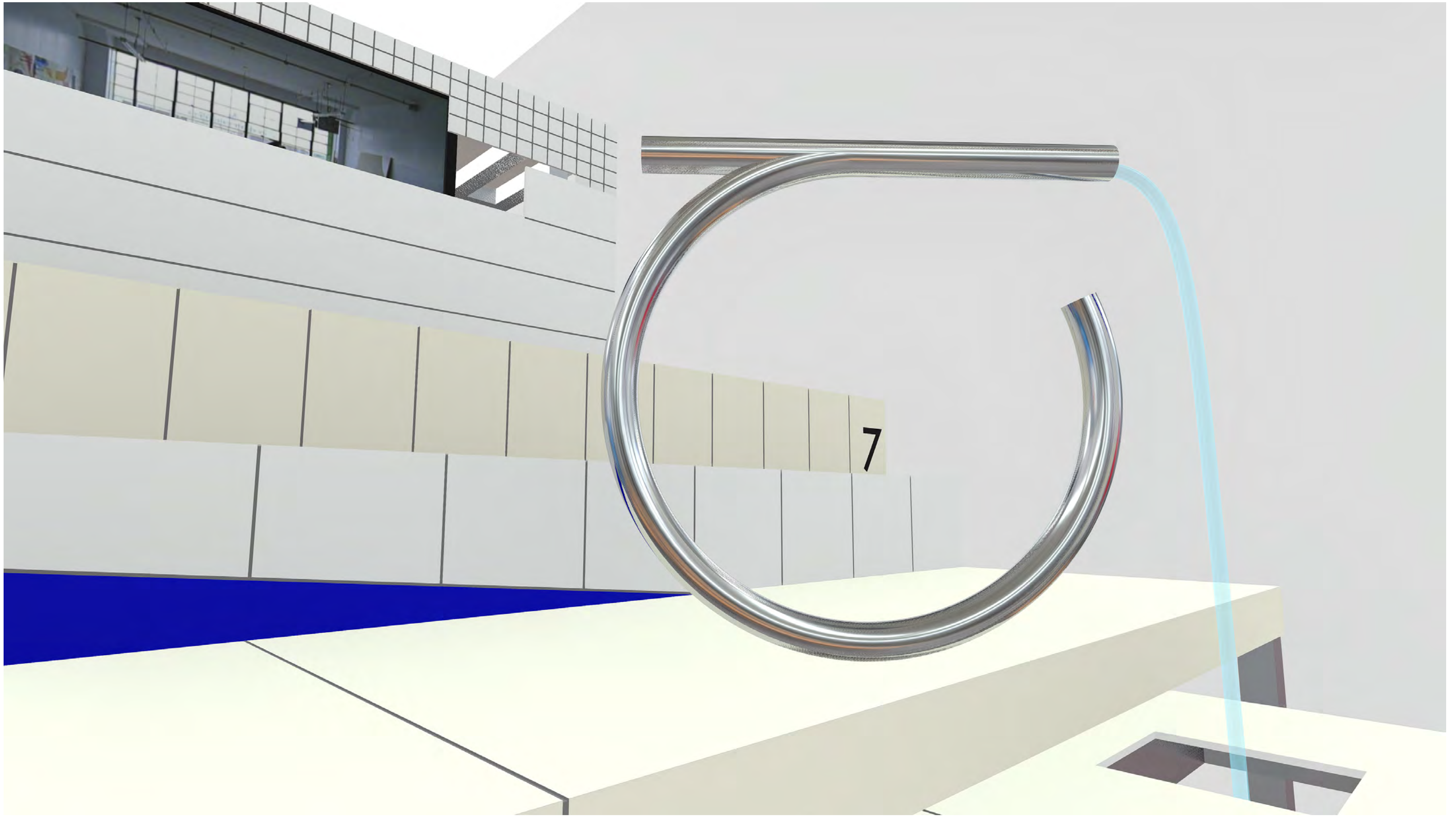
3D rendering, close up view of the letter fountain 'D'



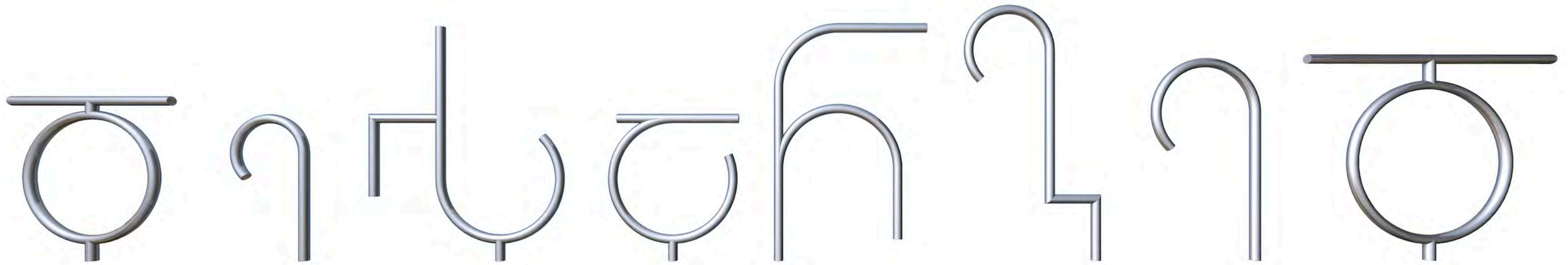
3D rendering, close up view of the letter fountain 'R'



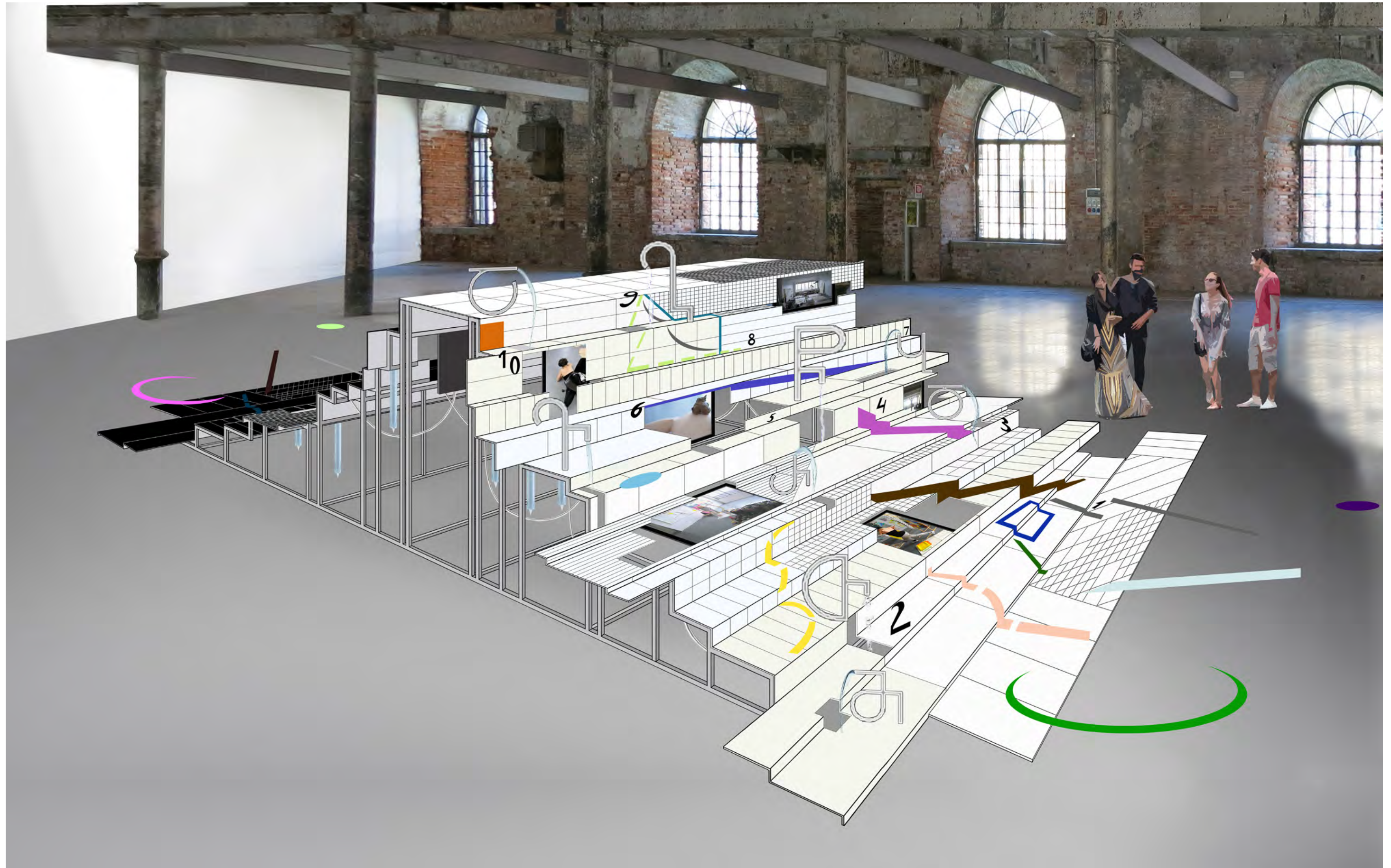
3D rendering, close up view of the letter fountain 'E'



3D rendering, close up view of the letter fountain 'A'



3D rendering of the 8 fountain letters in Old Georgian (Asomtavruli) alphabetic script, spelling the English word: D, E, R, A, N, G, E, D



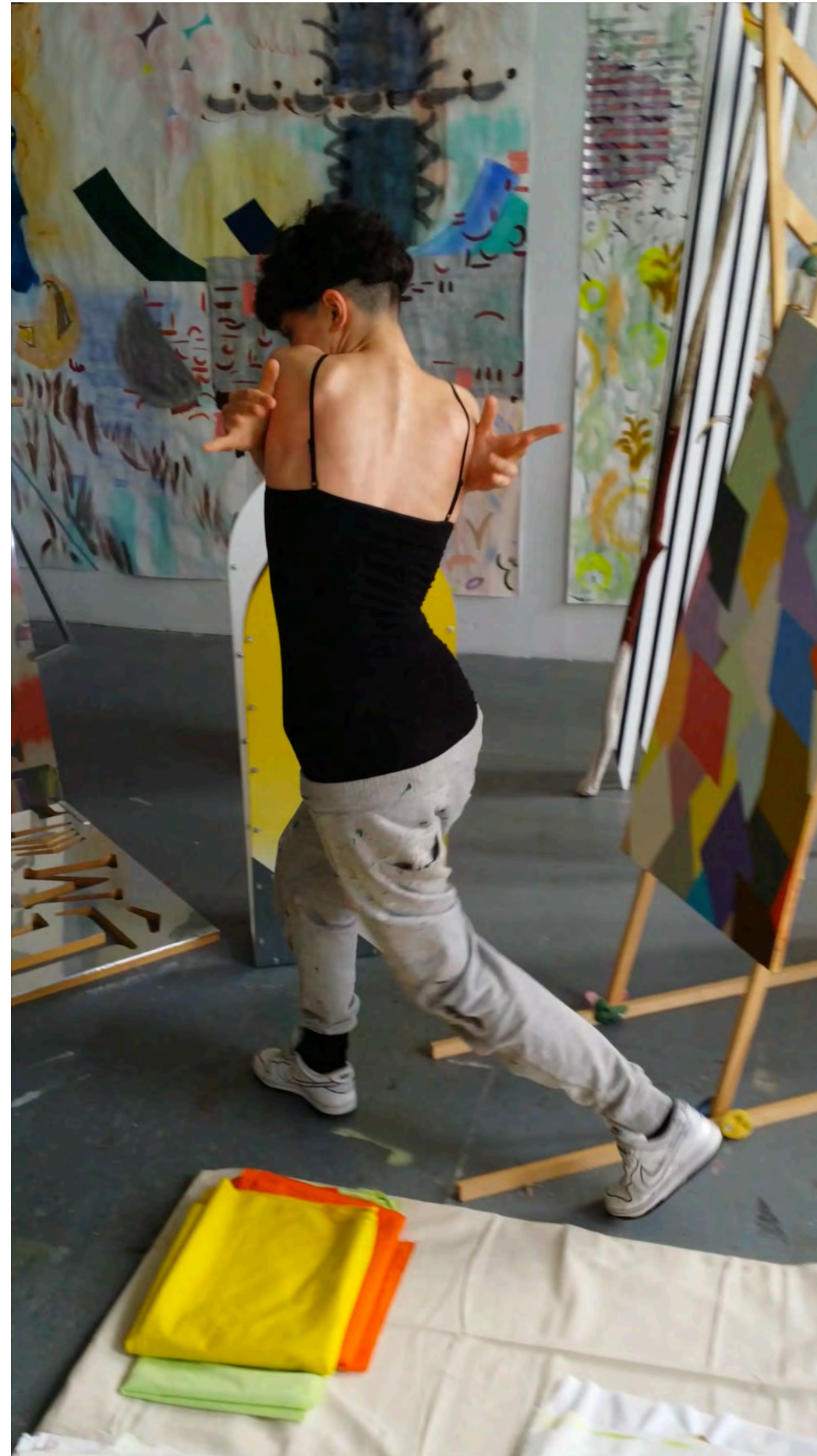
Initial sketch of the project: *REARMIRRORVIEW, Simulation is Simulation, is Simulation, is Simulation...*

Video Components

Teen Factory,
single channel video projection 6.57
min, 2015

Link to Vimeo:
<https://vimeo.com/149541186>

Password: annake





Enough Sugar,
single channel video projection, 8.17 min, 2011

Link to Vimeo: <https://vimeo.com/37148924>

Password: annake





Multiple Keyholes,
3-channel video installation 14.51 min,
2012-2014

Link to Vimeo:
<https://www.vimeo.com/110856223>

Password: annake

