

Magic Circle
Clare Gatto & Kara Güt
Curated by Isabella Nimmo
Museum of Contemporary Art Detroit
November 9th - Feb 23 2024

In Magic Circle, collaborators Clare Gatto and Kara Güt present a constellation of multimedia and sculptural assemblages that give new aesthetic language to the hybrid nature of contemporary life. The exhibition uses references to popular video game vernacular and motifs to offer a portal to an "in-between" realm: a tangible yet ambiguous environment that embodies the porous and evolving duality between virtual and corporeal worlds.

Within gaming culture, the term "magic circle" describes the moment in which the normal rules and reality or the world are suspended and replaced by the artificial reality of the video game. Through the works on display, Gatto and Güt bend and transfer this idea to the material world. By building on elements of media studies and queer theory, the artists seek to simulate a momentary glitch in the system and disrupt the typical binary logics that guide and define us in the everyday.

Magic Circle invites visitors to wander within the gray zone: a space to play with the dichotomies of the present and push against the limits of the real.

Image checklist:
[Photo credit: Clare Gatto]

magic circle 1:
Magic Circle, 2024. Installation view.

magic circle 2:
Stepping Stone 1, 2024. 36W x 24D x 24H ". Looped video encased in faux stone.

magic circle 3:
Magic Circle, 2024. Installation view.

magic circle 4:
Magic Circle, 2024. Installation view.

magic circle 5:
Stepping Stone 2, 2024. 36W x 24D x 24H ". Looped video encased in faux stone.

magic circle 6:
Stonesword, 2024, 36W x 36D x 60H ". Looped video encased in faux stone.

All other images can be listed as Magic Circle, 2024. Installation view.

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