

UPSTREAM GALLERY

KLOVENIERSBURGWAL 95 - 1011 KB AMSTERDAM - THE NETHERLANDS

The Interfaced and the Compass: Playing Realities

Kévin Bray

6 September – 18 October 2025

Upstream Gallery proudly presents its second solo exhibition with Kévin Bray (1989): *The Interfaced and The Compass: Playing Realities*. Structured as a fictional game inventory, the exhibition *The interfaced and the compass* assembles a visual archive of objects, symbols, and images across two rooms: one staging the digital versions, the other their physical counterparts. Together they expose four co-existing layers: the digital and the physical, the pre-idea and the post-idea. Each layer remains partial without the others while participating in the same reality. A floor grid operates as interface, serving as map and memory, where assets sit side by side as remnants of a game that resembles many games at once: no fixed goal, only encounters.

At the center is Oan, a protagonist who crosses thresholds rather than worlds. Moving between layers, they return with relations, tools, signs, companions that reframe both rooms, suggesting that fiction and matter co-produce reality. The exhibition proposes that our digital life, as much as fiction, is not the opposite of the real but one of its engines. Games, feeds, and stories do not merely represent the world, they organize attention, institute rules, and script action. In this sense they may not be "true," but they are real. Real in their effects on bodies, habits, and infrastructures. Each artefact functions as a "prop" that activates practices across rooms. Inventory becomes a way to read how imagination sediments into things, and how things, in turn, reactivate imagination.