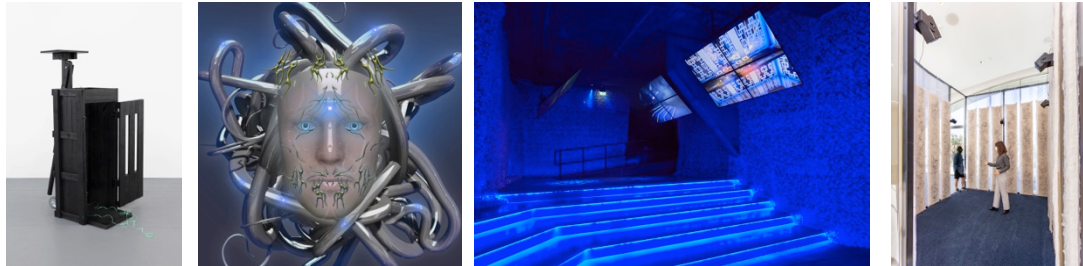


## LACMA Art + Technology Lab Announces 2021 Grant Recipients



(Image captions on page 3)

(Los Angeles—July 14, 2021) The Los Angeles County Museum of Art (LACMA) is pleased to announce the recipients of its 2021 Art + Technology grants. The grant awards include monetary and in-kind support for projects that engage emerging technologies. LACMA issued the 2021 Request for Proposals in December 2020, and the museum received over 900 submissions, the most in the program’s eight-year history. The grant recipients selected for 2021 will explore reimagined ideas for rocket science, virtual reality and 3D video, multiplayer game spaces, and video gaming technology.

The Art + Technology Lab and its artist projects receive the support of an advisory board composed of leading innovators across a variety of technological industries. Advisory board members lend their experience and expertise and help drive the conversation around how museums will use new technology in the future. Advisory committee members include Hyundai, Snap Inc., SpaceX, and Google. Artists Micol Hebron and Dan Goods and technologist Chris DeFay are participating independent advisors, and Tobias Rees, founding director of the Berggruen Institute’s Transformations of the Human Program is a visiting advisor.

The Lab is part of The Hyundai Project: Art + Technology at LACMA, a joint initiative exploring the convergence of art and technology. Hyundai Motor has been supporting LACMA since 2015 on a variety of projects, including acquisitions, exhibitions, scholarship initiatives, and programming.

“This spring, we reopened LACMA’s galleries after more than a year of closure due to the pandemic,” said Joel Ferree, program director of the Art + Technology Lab. “Though much of the world was closed or restricted during this time, artists continued

to innovate and create. This year, we received an overwhelming response to our request for artist proposals—the most in the program’s history—which reaffirms the lab’s mission as a space that supports experiments in design, creative entrepreneurship, collaboration, and interdisciplinary dialogue.”

**2021 Art + Technology Lab recipients:**

**American Artist** will reimagine the field of rocket science to foreground the ideas of science fiction author Octavia E. Butler, and their own roots in America’s Second Great Migration. The community of Altadena, California, home to Butler and Artist, and the neighboring NASA’s Jet Propulsion Laboratory, will serve as a basis for this research. Ultimately, the project aims to build a machine in the form of the historic 1936 GALCIT Rocket Motor Test that incorporates Butler’s notion of “change.” American Artist’s project is called *Collective Head*.

**Lukas Avendaño, EYIBRA (Abraham Brody), NNUX (Ana Lopez), and Oswaldo Erreve** will work with performance, virtual reality, and 3D video to express the multiple spiritual bodies based on the muxe identity of the Zapotec people of Mexico. Centered on the experience of Avendaño, a muxe artist, the group will use avatars to challenge gender norms in Western society. Avendaño, Brody, Lopez, and Erreve’s project is called *MUXX*.

**Jaqueline Kiyomi Gork and Rhett LaRue** will develop a multiplayer game space that uses sound as its main modality for navigation and interaction. Giving consideration to empathy and intimacy, they will disrupt the traditional structure of gaming experiences, developing an experience based on collaboration and listening. Gork and LaRue’s project is called *Inhabit360*.

**Lawrence Lek** will employ video game technology to create an interactive road movie that explores non-Western perspectives of technology and the theme of empathy for the non-human other. The narrative is centered on a rebellious autonomous vehicle named Theta and is set in a virtual world where digital surveillance and artificial intelligence have redefined the socio-political landscape. Lek’s project is called *Death Drive*.

The Art + Technology Lab’s 2021 artist projects were evaluated on various criteria, including artistic merit; relevance to current issues in technology and culture; potential to generate models, methods, and data for future public use; and the opportunity for meaningful public engagement.

For more information, extended biographies, and descriptions of each artist project, visit [lacma.org/lab](https://lacma.org/lab).

## About the Art + Technology Lab

Inspired by the spirit of LACMA's original Art and Technology program (1967–71), which paired artists with technology companies in Southern California, the Art + Technology Lab at LACMA supports artist experiments with emerging technology. Through sponsors, the Lab provides grants, in-kind support, and facilities at the museum to develop new artist projects. To date, more than 40 artists from around the world, including Finland, Ghana, Ireland, Korea, Mexico, Switzerland, the United Kingdom, and the United States, have received awards through the Art + Technology Lab.

## Free Public Programs at the Art + Technology Lab

The Art + Technology Lab hosts free public programs throughout the year, featuring the work and processes of the grant recipients. The public is invited to engage with the Art + Technology Lab artists and learn more about their projects and ideas. To receive information on upcoming Art + Technology Lab projects, contact [lab@lacma.org](mailto:lab@lacma.org).

## Credit

The Art + Technology Lab is presented by



The Art + Technology Lab is made possible by Snap Inc. Additional support is provided by SpaceX and Google.

The Lab is part of The Hyundai Project: Art + Technology at LACMA, a joint initiative exploring the convergence of art and technology.

Seed funding for the development of the Art + Technology Lab was provided by the Los Angeles County Quality and Productivity Commission through the Productivity Investment Fund and LACMA Trustee David Bohnett.

## About LACMA

Located on the Pacific Rim, LACMA is the largest art museum in the western United States, with a collection of more than 142,000 objects that illuminate 6,000 years of artistic expression across the globe. Committed to showcasing a multitude of art histories, LACMA exhibits and interprets works of art from new and unexpected points of view that are informed by the region's rich cultural heritage and diverse population. LACMA's spirit of experimentation is reflected in its work with artists, technologists, and thought leaders as well as in its regional, national, and global partnerships to share collections and programs, create pioneering initiatives, and engage new audiences.

**Location:** 5905 Wilshire Boulevard, Los Angeles, CA, 90036. [lacma.org](http://lacma.org)

**Image captions:** AA1000...American Artist, *Server Rack (for Pigford)*, 2021, photo courtesy Miguel Abreu Gallery, New York; ISAACxIBRA by Oswaldo Erreve; Jacqueline Kiyomi Gork, *the input of this machine is the power an output contains*, 2021, *Made in L.A. 2020: a version*, installation view,

Hammer Museum, Los Angeles, photo: Joshua White; Lawrence Lek, Temple OST, Installation at 180  
The Strand London, courtesy of Sadie Coles HQ, photo credit: JackHems