Michael Takeo Magruder

Documentation of Selected Projects
De/coding the Apocalypse. 2014

A visual art exhibition exploring contemporary creative visions inspired by and based on the Book of Revelation

- presented by the Cultural Institute at King’s College London in partnership with contemporary art centre MOSTYN and the Department of Theology & Religious Studies at King’s
- artistic research phase funded by the Leverhulme Trust’s artist-in-residence programme
- realised in dialogue with Prof. Ben Quash (academic project lead) and Alfredo Cramerotti (curatorial project lead)

(images) installation views at Somerset House, London, UK, 2014

documentation URL: www.takeo.org/nspace/2014-decoding-the-apocalypse
The Nether Realm. 2014. with Drew Baker and Erik Fleming

A ‘living’ virtual environment that explores the relationship between virtual reality and the real world

- mixed-media installation constructed across OSGrid (OpenSimulator) and various public spaces
- commissioned by Headlong in partnership with the Royal Court Theatre, London
- curated by Sarah Grochala

(top) still image of the ‘living’ virtual island in OSGrid at 100% (left) and 0% (right) life
(bottom) installations at the Royal Court Theatre, London, 2014

documentation URL: www.takeo.org/nspace/sl011
Living Data: 2014-15

A solo touring exhibition that explores the creation of evolving virtual/physical artworks which are generated from the ubiquitous artefacts of the digital domain

· UK tour to venues including: Peterborough Museum & Art Gallery (Peterborough), Dame Hannahs - Seale Hayne Gallery (Newton Abbot), Watermans Art Centre (London), Brindley Arts Centre (Cheshire)

· curated by Lisa Helin

(images) installation views at Peterborough Museum & Art Gallery, UK, 2014

documentation URL: www.takeo.org/nspace/2014-living-data
A project reflecting on programs of mass surveillance and issues of personal privacy in the Information Age

- mixed-media installation (algorithmic video, digital print and publication)
- commissioned by Headlong in partnership with the Cultural Institute at King’s College London
- curated by Sarah Grochala

(‘top) detail of the digital print
(bottom) installation at the King’s Building, London, UK, 2014

documentation URL: www.takeo.org/nospace/2014-prism
**Data_Sea v2.0**, 2013

A full-dome (360°) real-time 3D installation exploring the relationship between astronomy and broadcast media

- computational media (Unity3D and Java)
- commissioned by Victoria & Albert Museum for the *London Design Festival - Digital Design Weekend 2013*
- curated by Irini Papadimitriou

‘(top) still image of the seemingly endless virtual space  

documentation URL: www.takeo.org/nspace/ns036
Visions of Our Communal Dreams v2.0. 2012. with Drew Baker, Erik Fleming and David Steele

A virtual/physical installation exploring issues of hybridity, embodiment and collective creativity in the Avatar Age

- mixed-media installation constructed across OSGrid (OpenSimulator) and various public spaces
- commissioned by body>data>space and the National Theatre in association with KIBLA and King’s College London
- funded by the EU Culture programme with additional support from King’s College London’s Creative Futures fund

(top) avatars visit a clearing full of grasses, flowers and butterflies within the virtual forest
(bottom) installations as part of the Robots & Avatars exhibition, KIBLA, Maribor, SI, 2012

documentation URL: www.takeo.org/nospace/sl010
Deconstructed Metaverse v1.0, 2012, with Drew Baker and Erik Fleming

An artwork examining the underlying technological frameworks that comprise today’s shared virtual environments

- mixed-media installation constructed across OSGrid (OpenSimulator) and physical public space
- commissioned by The Cutting Room in partnership with Nottingham Playhouse
- funded by the National Lottery through Arts Council England

(‘top’) virtual installation as part of the Dual exhibition, OSGrid, 2012
(‘bottom’) physical installation as part of the Dual exhibition, Nottingham Playhouse, UK, 2012

documentation URL: www.takeo.org/nospace/sl009
Visions of Our Communal Dreams v1.0. 2012. with Drew Baker, Erik Fleming and David Steele

A virtual/physical installation exploring issues of hybridity, embodiment and collective creativity in the Avatar Age

- mixed-media installation constructed across OSGrid (OpenSimulator) and various public spaces
- commissioned by body>data>space and the National Theatre in association with FACT and King’s College London
- funded by the EU Culture programme

(top) First Sunrise (concept artwork), computer-generated digital mural
(bottom) installations as part of the Robots & Avatars exhibition, FACT, Liverpool, UK, 2012

documentation URL: www.takeo.org/nspace/sl008
*Insurance.AES256* 2011

A project reflecting on issues of information freedom and secrecy in today’s ever-shifting media landscape

- mixed-media installation (algorithmic video, digital prints and publication)
- commissioned by QUAD, Derby for *All that Fits: The Aesthetics of Journalism*
- curated by Alfredo Cramerotti and Simon Sheikh

(top) still image from the algorithmic video
(bottom) installation at QUAD, Derby, UK, 2011

documentation URL: www.takeo.org/nspace/2011-insurance_aes256
(in)Remembrance [11-M], 2010

A series of interrelated artistic interventions and works reflecting on the Madrid train bombings of 2004

- mixed-media installation (9 artworks and publication)
- a project for Manifesta 8: the European Biennial of Contemporary Art
- Museo Regional de Arts Moderno (MURAM) Cartagena, Spain, 2010
- commissioned by the Manifesta Foundation
- curated by Chamber of Public Secrets (Alfredo Cramerotti & Khaled Ramadan with Rían Lozano)

documentation URL: www.takeo.org/nspace/2010-(in)remembrance_11m
Vanishing Point(s) 2010 with Dr. Hugh Denard

A site-specific installation conjoining the principles of ancient Roman fresco art with digital virtual worlds in the idiom of stained glass

- constructed across Second Life and a public space
- commissioned by Digital Humanities 2010

('top) physical installation in the Great Hall of the Grade I listed King’s Building, Strand, London, UK
(bottom) still image of the ‘living’ virtual garden constructed in Second Life

documentation URL: www.takeo.org/nspace/sl005
Data_Plex (economy) v1.0. 2009

A networked, real-time 3D installation that is generated from and evolves with the global financial markets

- computational media (VRML: Virtual Reality Modelling Language and Java)

(top) installation at *After the end/False records*, Les Rencontres Internationales, curated by Nathalie Hénon and Jean-François Retzig, La Tabacalera, Madrid, Spain, 2009,

(bottom) still image of the ever-changing virtual city

documentation URL: www.takeo.org/nspace/ns031
Changing Room v1.0. 2009. with guest artists

A collaborative mixed-reality installation exploring the mutability and reusability of artefacts, concepts and situations in the Digital Age

- constructed across Second Life and a gallery space
- commissioned by Eastside Projects with funds from Arts Council England’s Digital Content Development Programme
- curated by Gavin Wade

('top) installation in Eastside Projects’ 2nd Gallery, Birmingham, UK, 2009
(bottom) views of the re-mixed virtual space in Second Life by participating artists Wong, Zhao, Benloch and Scott

documentation URL: www.takeo.org/inspace/sl004
Data Double (El Lissitzky iteration) 2009

Fabricating a shared environment between reality and virtuality

- constructed across Second Life and a gallery space
- commissioned by Eastside Projects with funds from Arts Council England’s Digital Content Development Programme
- curated by Gavin Wade

(top) physical installation as part of the Abstract Cabinet Show, Eastside Projects, Birmingham, UK, 2009
(below) virtual installation in Eastside Project’s “mirrored” virtual gallery in Transitional Space, Second Life

documentation URL: www.takeo.org/nospace/sl003
The Vitruvian World, 2008, with Drew Baker and David Steele

A multi-nodal and recursive installation existing in three distinct yet interconnected spaces - the virtual, the physical, and the network connecting them

- constructed across Second Life, a gallery space and the Internet
- commissioned by Turbulence.org with funds from the Andy Warhol Foundation for the Visual Arts

('top) image montage of the artwork’s virtual, physical and networked components
(bottom) installation at Virtual/Physical Bodies exhibition, curated by body>data>space>, Centre des Arts d’Enghien-les-Bains, Paris, France, 2008

documentation URL: www.turbulence.org/Works/vitruvianworld
**Addressable Memory**, 2007-9

A solo touring exhibition reflecting upon the critical and aesthetic notions of ‘memory’ within this age of ubiquitous technologies and global networks

- UK tour of 20+ artworks: Peterborough Museum & Art Gallery (Peterborough), Brindley Arts Centre (Cheshire), Shrewsbury Museum & Art Gallery (Shrewsbury), Gibbard Gallery (Harlow) and South Hill Park Arts Centre (Bracknell)
- funded by the Esmée Fairbairn Foundation
- curated by Lisa Helin

(images) installation views at Brindley Arts Centre, UK, 2008

documentation URL: www.furtherfield.org/reviews/addressable-memory
Rhythmic Space(s) . 2007 . with King’s Visualisation Lab and the Hochschule für Musik Carl Maria von Weber

A mixed-reality performance updating and extending Adolphe Appia’s notions of ‘living space’

- realised within The Great Hall of Hellerau and Second Life
- commissioned by Trans-Media-Akademie Hellerau for CyNetArt 2007, Dresden, Germany

An installation considering the aesthetics of information flow and global news networks

- computational media (Flash and Java)
- commissioned by The Courtauld Institute of Art with funds from Arts Council England

('top) installation at Culture Bound exhibition, Courtauld Institute of Arts, London, UK, 2006-7
(bottom) still image of the artwork

documentation URL: www.takeo.org/nospace/ns017
Data_Sphere v1.0. 2006

A networked, real-time virtual/physical sculpture created from and reflecting upon global events

- computational media (VRML: Virtual Reality Modelling Language and Java)
- commissioned by Arts Council England

(top) installation at Virtual/Physical Bodies exhibition, curated by body>data>space, Centre des Arts d’Enghien-les-Bains, Paris, France, 2008
(bottom) surface detail of the virtual body

documentation URL: www.takeo.org/nspace/ns020
Net:Reality and Communion v1.0 2005

(top) **Net:Reality**: a touring group exhibition curated by Michael Takeo Magruder focusing on New Media artworks that use live data from the Internet

(bottom) **Communion**: a New Media art installation that considers the aesthetic and informational qualities of language within today’s technologically-enabled and multicultural society. Set of 40 digital banners constructed from Duratrans and aluminium.

- installation at 20-21 Visual Arts Centre, North Lincolnshire, UK, 2005
- commissioned by Arts Council England

documentation URL: www.net-reality.org
**Data_cosm v1.0** 2005

A networked, real-time virtual realm generated from the unending flow of news media

- computational media (VRML: Virtual Reality Modelling Language and Java)
- commissioned by Arts Council England

(top) installation at Digital Resources for the Humanities and Arts, Dartington College of Arts, UK, 2006
(bottom) still image of the ever-shifting digital expanse

documentation URL: www.takeo.org/nspace/ns015