

**THEIR
WILL
BE
THE
END
OF
YOU**

BRENDA (BZ) ZHANG

CELESTE MARTORE

JONATHON KEATS

KELLY SKYE

KEVIN BERNARD MOULTRIE DAYE

ORESTIS HERODOTOU

RENA TOM

ROMIE LITTRELL

STEPHANIE ANDREWS

STEPHEN STANDRIDGE

YULLA PINKUSEVICH

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| Gray Area

| San Francisco

THE END OF YOU

As we become ever more aware that Earth and all its inhabitants are part of a living, dynamic system, we begin to question the usefulness of the boundaries society has set up.

The human body is driven and comprised by a vast variety of organisms. Our cities both affront and absorb the landscape. The effects of our actions extend into geological time and even into outer space. Despite this, we often view humanity as separate from nature, instead of part of a greater living system. If everything is entangled, from the microbe to the macroeconomy, how can we rethink our relationship with the living world?

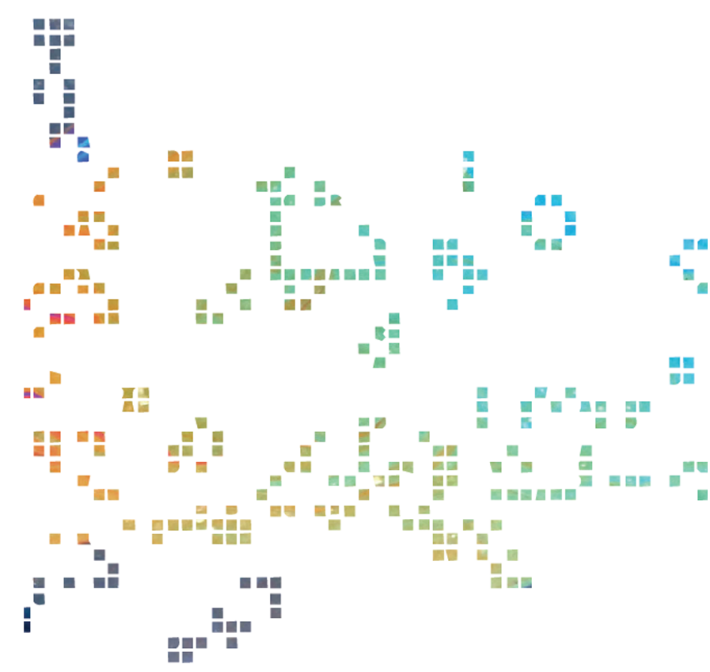
THE END OF YOU invites you to expand your perceptions of self. What might happen when we stop seeing ourselves as individuals acting in isolation, and experience the world as localized expressions of a much bigger whole?

THE END OF YOU is a new sensory art experience providing new perspectives on our environment. In this immersive experience, you will explore installations brought to life by dynamic visual projections, meditative spaces for reflection, and learning hubs to re-envision your place in changing our world.

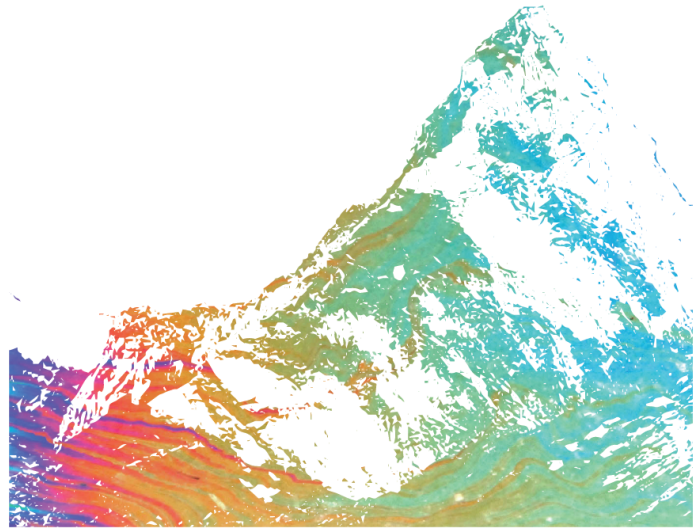
The show opens February 7, 2020 at the Gray Area / Grand Theater in San Francisco's Mission District.

With support from the John S. and James L. Knight Foundation, Gray Area has been collaborating with Gaian Systems to explore the potential of immersive art for social impact through the Experiential Space Research Lab.

The artists creating this exhibition were selected from our Open Call for art, Reworlding: Art Of Living Systems.



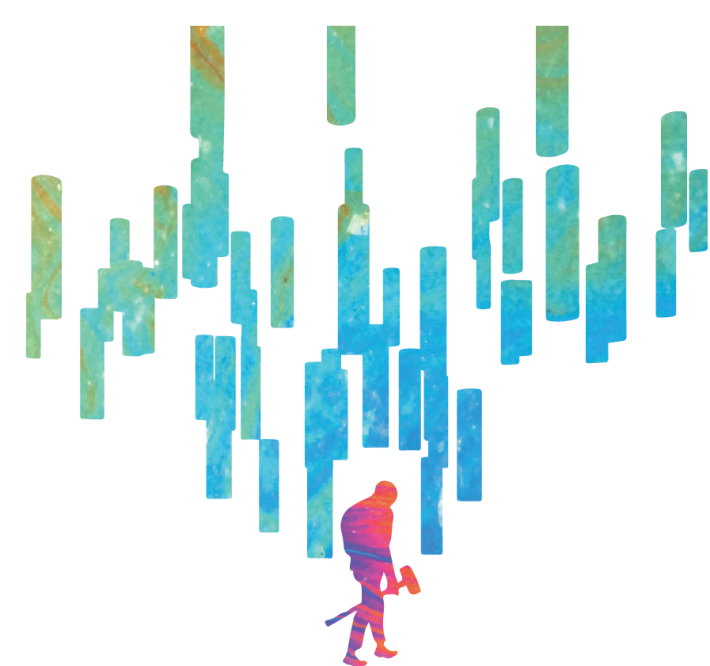
An Immersive Game of Life is an interactive, familiar, and fantastical experience modeled after Conway's *Game of Life* illustrates the emergent complexity of systemic lifeforms. By walking into the lush simulated landscape and engaging with the tactile props, the viewer triggers the game's mechanism and witnesses how simple rules define a complex, living, and ever-changing world.



Aldo Leopold's term, "to think like a mountain," encourages us to attempt a complete appreciation for the profound interconnectedness of the elements in the ecosystems, an ecological exercise using the intricate web of the natural environment rather than thinking as an isolated individual. *Terminal Blurring* provides the audience with a vehicle for an introspective journey of discovery across the entire magnitude of Gaia.



The Uncanny Forest sits as the backdrop to the show confronting the environmental crisis through abstract and surreal representations. Viewers moving through the space trigger different sounds that make the environment unique to each visit. The virtual audio and visual environment embedded throughout the space represents a forest at different scales, fighting for its life through harsh rains and devastating fires. This virtual life and death cycle echoes the arid and inclement weather cycles as they shift out of balance, creating a digital mirror that reflects simultaneously the sublime of the natural world and the of its collapse.



THIS HAMMER is a kinetic memorial to the ongoing radioactive cleanup crisis in San Francisco's Hunters Point and the recent discovery of a highly radioactive object in a parcel of Hunters Point that had been declared safe since 2004.

Named after James Baldwin's 1963 KQED documentary about Bayview - Hunters Point, *THIS HAMMER* is comprised of 75 paper lanterns (one for each year since the nuclear contamination of Hunters Point) that are inscribed with headlines from the Bay Area's oldest Black newspaper, the *San Francisco Bayview*. As visitors move towards the object, its radiation signature responds by illuminating the lanterns with increasing intensity and color relative to their proximity, challenging viewers to consider what it would mean to take on the chemical Body Burden of living in a toxic environment that their Black neighbors have done for almost a decade. What happens when we lay our Burden down? Who will carry the weight?



This repository, *The Archive of Human Nature*, holds the history of *Homo sapiens*, randomly sampled material evidence of three hundred thousand years of human existence on Earth. Accumulated without intentional bias and displayed without judgment, objects are preserved for future categorization, assessment, and appropriation by every species. The archive will expand independently of human evolution or extinction, persisting for as many millennia as human nature is relevant to life on this planet. All organisms are encouraged to contribute artifacts in their midst.



The Luxuriant Prolific Undying invites viewers to embark on a guided audiovisual meditation while intimately immersed in a tree root. Visitors will be invited to lie down under a Red Alder root and gain a rare perspective, or sit upon stump slabs in front of an Incense Cedar root and take in the sights and smells, while listening to a guided audio meditation. This installation confronts the impermanence of life by creating a space to contemplate one's own death, and the mortality of all living things.



The Room of Relations is a space for encountering expanded forms of multispecies agency and kinship on a living planet. The interactive videos, projections, audio, and printed works immerse viewers in sites of expanded "personhood" that are part of the global movement for the rights of nature. Through this lens, the space explores the re-emergence of a worldview that recognizes the landscape as a living being, inviting a familial sentiment of care and belonging.



Identity Portal invites visitors to embrace an augmented visual identity of the self, and transports them into the hidden parts of the living world. In this portal, the viewer's self is reflected through the eyes of the elements of nature. *Identity Portal* provides each visitor a new expanded identity by issuing a customized card totem which activates elements within the expanded world of the exhibit.

