

APRIL 6 – JUNE 8 2019

CONSTANT CHANGE

How do we seek out and ground ourselves in the notions of the familiar and the constant, in relation to our inherent desire for change / advancement / development? We strive. Or do we? What are our adaptive, inclusive and access strategies? What do these manifestations and relationships look like? Where are the intersections between constant and change?

The Comox Valley Art Gallery has instigated a gathering of communities to look at and re-imagine possibilities for how humans, machines and data interface. The projects and events woven into the Constant Change thematic program offer unique starting points for inquiry into the shifting terrain of shared language, intuitive and resonant gestures and communications – internally and in the world around us. The thematic program highlights creatives engaged with high and low technology in their lives, work, education and practices. The gallery instigated laboratory spaces for dialogue and presentation. The projects and events woven into this program offer unique starting points for inquiry into the shifting terrain of shared language, intuitive and resonant gestures and communications – internally and in the world around us.

CONVERGENT PROGRAM – CONSTANT CHANGE

SOLO EXHIBITION

APRIL 6 – JUNE 8 / CVAG – SOUTH GALLERY, WINDOW GALLERY, GEORGE SAWCHUK GALLERY

Participatory Exhibitions

HEATHER KONING – SEEING THROUGH TECHNOLOGY / AT WILL

SATURDAY APRIL 6 / 1– 5PM

PUBLIC OPENING / ARTIST TALK / COMMUNITY ENGAGEMENT

Heather Koning / Matt Adamson, Spaces VR / VR Residency Artists / SD71 NIDES ENTER + E2

MORE CONSTANT CHANGE

VIRTUAL REALITY ARTIST'S RESEARCH + CREATION PROJECTS

APRIL 6 – 12 + APRIL 28 – JUNE 8 / TUE–SAT 10AM–5PM / CVAG GATHER:PLACE

Virtual Reality Creative Residency sponsored by Spaces VR

VR Artists: Angela Bedard / Cassidy Gehmlich / Clive Powsey / Emma Heitzmann / Roxanne Fortin

FRIDAY MAY 31 / OPEN HOUSE / 2PM–8PM with PUBLIC RECEPTION 5PM

SPACES VR – 68 29th ST #6 Courtenay / 250.871.1484 / spacesvr.ca

virtual reality research + creation projects – interactive presentations hosted by SPACES VR

SD71 NIDES ENTER + E2 PROGRAM (ECADEMY OF NEW TECHNOLOGIES, ENGINEERING + ROBOTICS)

APRIL 6 – 12 + APRIL 28 – JUNE 8 / TUE–SAT 10AM–5PM / CVAG GATHER:PLACE

technology and arts-based experiments – concept design, production and prototypes

FRIDAY MAY 17 2–5PM + FRIDAY MAY 31 10AM–5PM

COMMUNITY MAKE ART PROJECTS: CALLING ALL ROBOTS / CVAG GATHER:PLACE AND PLAZA

technology and arts-based experiments facilitated by ENTER + E2 program students and teachers

open house / demonstrations + community engagement – everyone welcome / all ages



580 DUNCAN AVENUE COURTENAY BC V9N 2M7
250.338.6211 | COMOXVALLEYARTGALLERY.COM

HOURS TUESDAY TO SATURDAY 10-5
ADMISSION: DONATIONS GRATEFULLY ACCEPTED

CVAG gratefully acknowledges the support of Canada Council for the Arts, BC Arts Council, Government of Canada, Province of BC, City of Courtenay, Town of Comox, Comox Valley Regional District, BC Gaming, Spaces VR, Navigate Nides, Nakeestla Bed & Breakfast, Sure Copy, SD71 Printshop, ABC Printing & Signs, and Hitec Printing. We especially thank all of our volunteers, donors & members.

CVAG acknowledges with gratitude that we are on the Unceded Traditional Territory of the K'omoks First Nation.

CVAG PRESENTATION – GATHER:PLACE

RESEARCH AND CREATION PROJECTS

VIRTUAL REALITY PROJECTS SPONSORED BY SPACES VR
ANGELA BEDARD / CASSIDY GEHMLICH / CLIVE POWSEY
/ EMMA HEITZMANN / ROXANNE FORTIN

SD71 NIDES ENTER + E2 PROGRAM – TECHNOLOGY
AND ARTS-BASED EXPERIMENTS

GROUND LEVEL GALLERY PLAZA

CVAG PRESENTATION –
GEORGE SAWCHUK GALLERY

HEATHER KONING

AT WILL

(PARTICIPATORY)

CVAG PRESENTATION – SOUTH GALLERY

HEATHER KONING

SEEING THROUGH TECHNOLOGY

(PARTICIPATORY)

RECEPTION HUB

HEATHER KONING

CONSTANT CHANGE

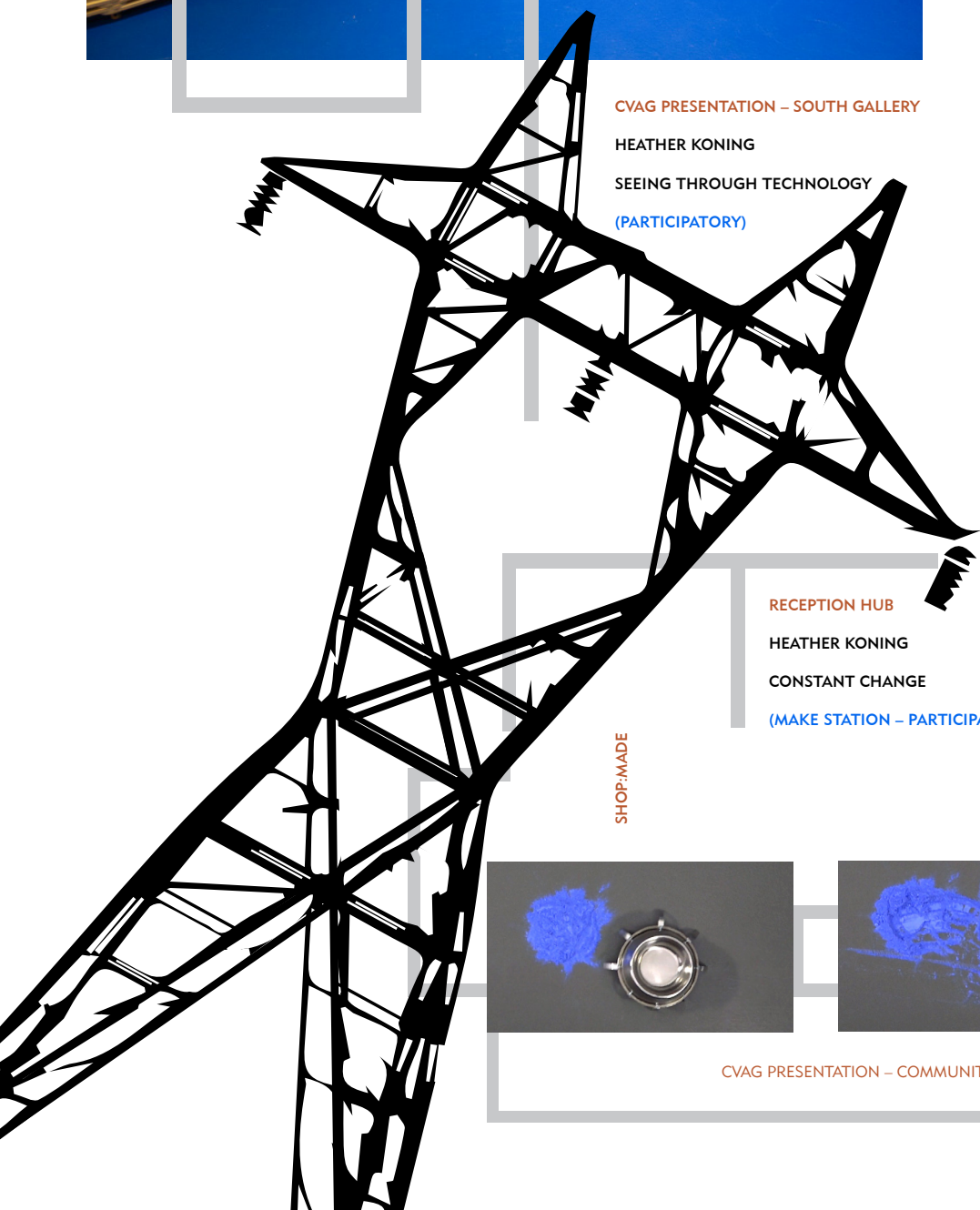
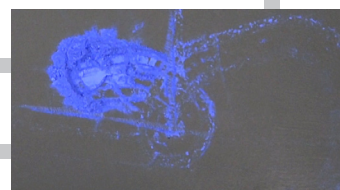
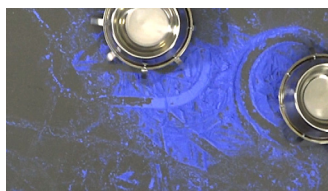
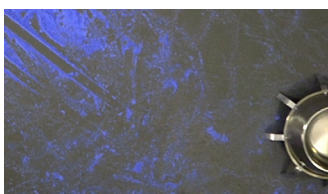
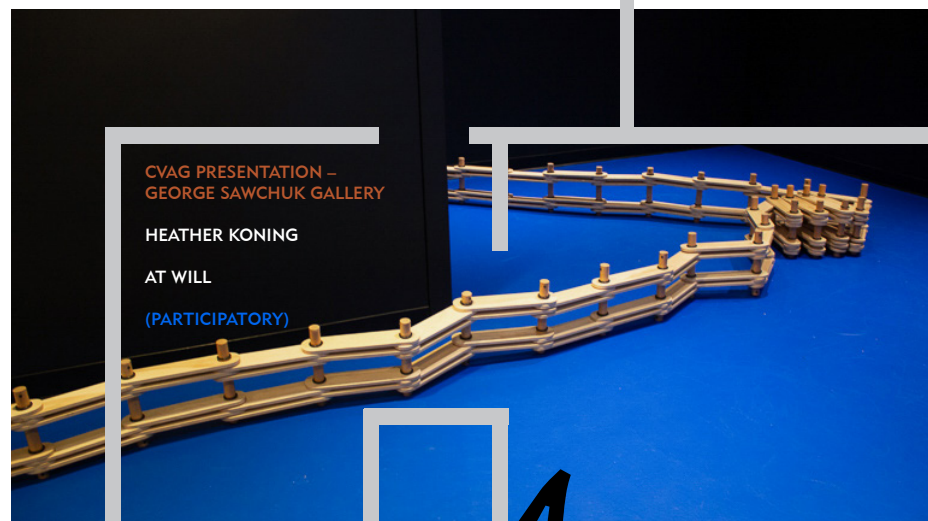
(MAKE STATION – PARTICIPATORY)

SHOP:MADE

BUILDING
ENTRANCE

ENTER

CVAG PRESENTATION – COMMUNITY GALLERY



<p1>HEATHER KONING>KONING HEATHER>HEATHER HEATHER>HEATHER KONING>HEATHER KONING>KONING</br>

SEEING THROUGH TECHNOLOGY

There is a machine, an app, an algorithm for every job including human connectedness. Power-on, login, turn-up, tune-out. *Seeing Through Technology* acknowledges the false familiarities of participating in a media filtered lived experience. The distorted intimacy and comfortable distance provided by consensual digital voyeurism. I choose this life. I choose it over and over. Not because it is addiction that cannot be broken. But, because, however many mindless dangers and distractions, the human spirit still prevails. I keep pace: bending, changing, remaining ultimately a relational being.

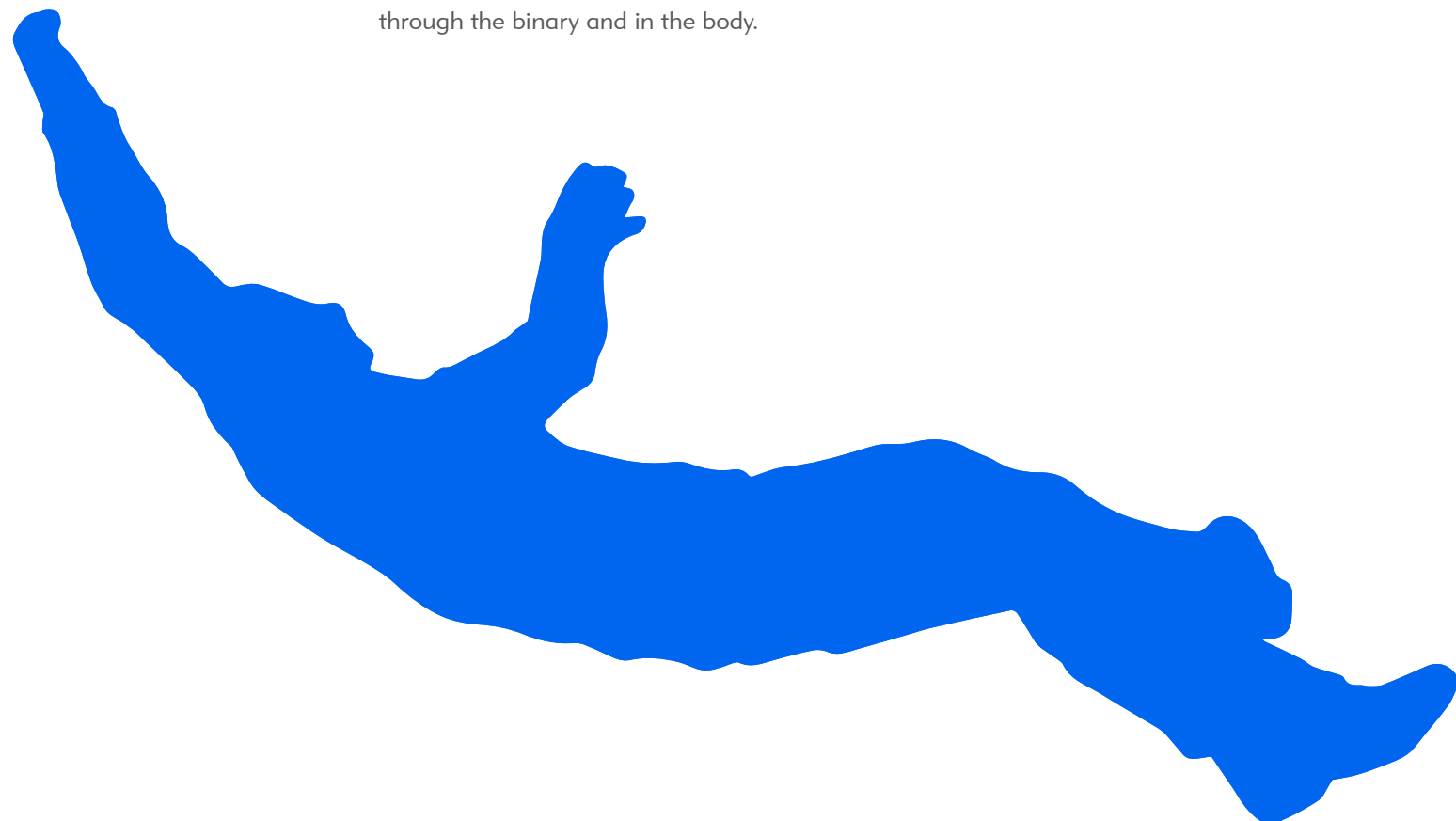
– Heather Koning

Koning's "stark visual backdrop of a rapidly changing technological world" wraps the gallery walls and slips in long shadows onto the floor, parts move, the viewer drifts in a landscape of binaries becoming a player in the play. There is a sliding and shifting in a landscape of on / off – off / on. A light is cast on the unseen / insights change / perspective shifts. Here is a place to tap into the innate ability to find humour, to play, and to experience human connectedness through the binary and in the body.

SEEING THROUGH TECHNOLOGY

site specific installation, robotics, single channel video on screen, multichannel video on ipad, robotics, found objects, make station, interactions, extension cords, stencils, acrylic paint, reflective paint. dimensions: variable

CVAG PRESENTATION:
SOUTH GALLERY
WINDOW GALLERY
RECEPTION HUB
APRIL 6 – JUNE 8, 2019



AT WILL

A pulley is a simple machine. A wheel with a grooved edge around which a chain passes. It acts to make work lighter. It can do so by changing the direction of a force, increasing the distance or speed of its power, transferring the energy from one place to another or increasing the magnitude of its strength. Machines are everywhere in our daily lives and make peoples' existence much simpler. As a child, I played with an un-greased bike chain. I would pass it back and forth, snaking it through my fingers and coiling it around itself. The movement was automatic, aimless and easy. *AT WILL*, another chain without a sprocket to grab hold of has the same kinetic invitation that beckons the viewer to maneuver it. Unlike the chain of my youth, the sculpture's movement requires a concerted effort. To do so involves strength and persistence. The shape *AT WILL* is left to rest in is a negotiated dance and a surrendering of your intentions.

– Heather Koning

AT WILL

interactive installation, single channel video on screen, acrylic paint, baltic birch, rubber o-rings, imac, scanner, digital xlr camera, printed matter, drawing supplies, stools. dimensions: variable

CVAG PRESENTATION:
GEORGE SAWCHUK GALLERY
MARCH 2 – JUNE 8, 2019

The small gallery room is a confined sphere of influence. *AT WILL* sits on its blue plane, an abandoned story of a previous encounter. The work is a provocation waiting, an opportunity to engage, to set an intention, to assert the will by taking it into hand – bending and folding its skeleton, engaging in a kinetic dialogue.

Wills collide - tensions dissolve - wills collaborate. Intention and will become hybrid form. A memory of the instigation resides in the body. Technological traces are captured for a screen to bear witness and to lay down for the hand to carry away. Always, that persistent recalcitrance of wills remains, waiting for the dialogues to come.



to be continued...