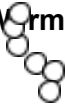


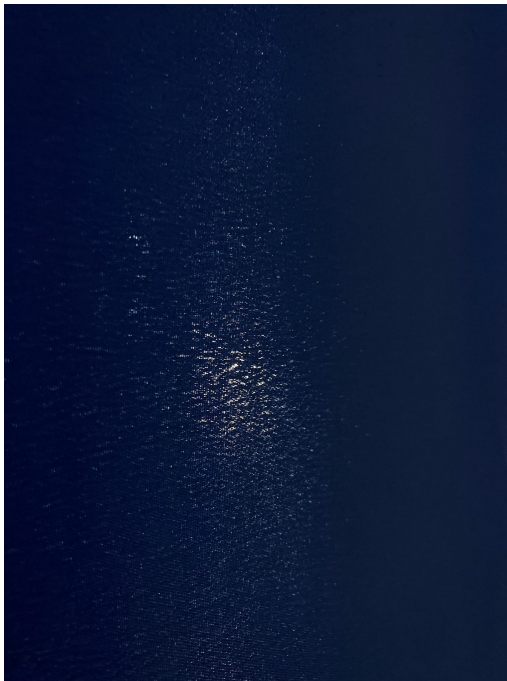
'Brain Worms' 126



Did you ever wonder what it would feel like to bring virtual and augmented reality into a real world (**whatever** that means)? Is it possible to enter an exciting surreal world without wearing a VR headset?

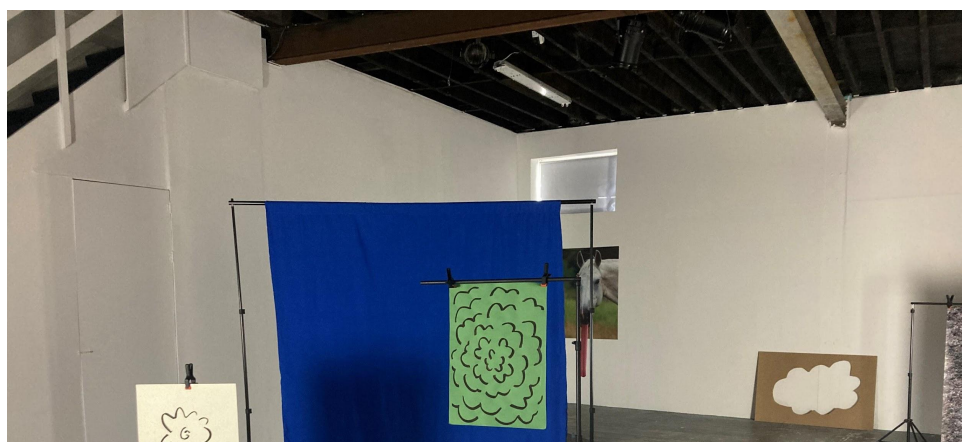


O 'D o n o v a n



opens a landscape of possibilities in her most recent solo exhibition in artist-led gallery 126, Galway.

We saw a deconstructed space of juvenile thoughts which breaks flows of what we



consider a “standard” engagement with an exhibition space. O’Donovan successfully activated a relationship between the works and audience’s inner child. Left Id, ego and superego on the doorstep of 126 gallery.

Generated landscapes of ground & surface and representation of what feels so real yet so digitilized.



Photography as photo // graph

Post image - photo as item, as three-dimensional piece with performative tools where lighting and backdrops create interactive interplay for the viewer. The audience becomes part of the work as much as the work becomes part of them. This continuity// widening possibility for reshaping photography as much as humanity.

One is leaving an exhibition feeling as a successfully critically engaged afternoon of witnessing Elinor O’Donovan transition from an artist to some sort of contemporary biologist.

Together, we unfolded nesting possibilities to infinity

Space of
Repetition / **extension**

Proprioceptive / **kinetic**
engagement

Assimilation (through intervention) // Annihilation

***The



Metaverse (as a landscape of possibilities) or potentiality

Neoteny: *proposing this as a model for significant evolution in contemporary art*

[biological analogy]

What/ where is the neoteny?... unfinished/ inarticulate(open) approach to installing a show... (her process was about going back ... evolving previous mature, 'adult' work through revisiting it in it's premature 'juvenile' state... i.e. allowing work to retain / readopt

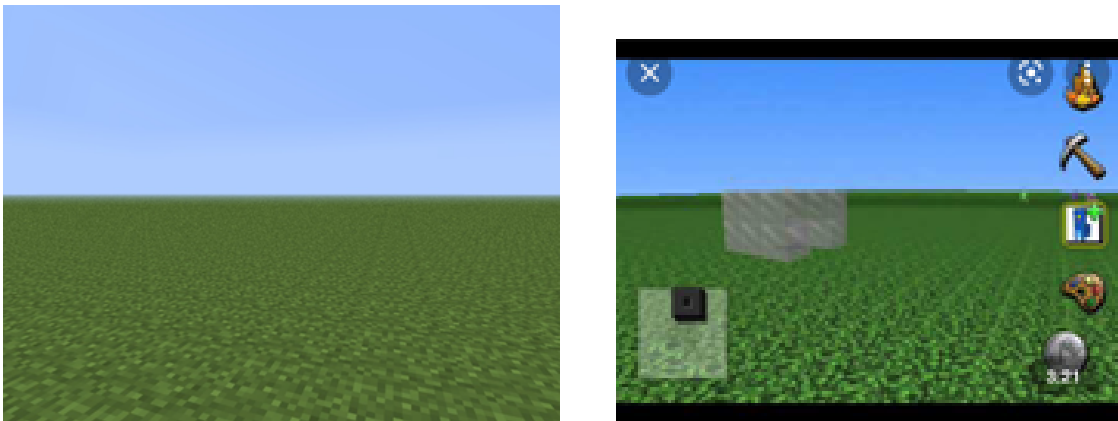
characteristics of the premature... (process/ studio set up etc...)... going back to its initial stage of potentiality ('from here it could have gone all these other ways...?')

Thinking also about ways that this maybe could go wrong? Why does Picasso not really get this in some of his work - where a deliberate attempt at "neoprimitivism" is facetious and awkward. An understanding of what it is exactly you want to challenge and being truthful about what you're doing? What kind of premature quality is forever lost once you learn to lose it and what can be retained?

What a temporary, deliberate retardation of development could lead to in the evolution of the art exhibition.

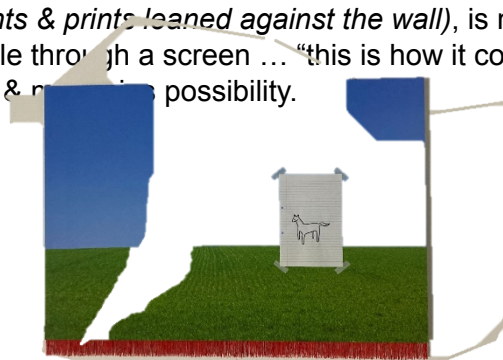
It's the question/ the pointed finger/ the proposition/ the slight possibility... maybe this is how we get somewhere new?

About allowing things to be underdeveloped, and all the possibility that opens up ("make the worst drawing... don't be you"...) less allows for more



^ Minecraft/ EDEN landscapes ^

AR as temporary placement... non 'concreteness'/ 'finishedness' of things... the AR, (in the same way as drawings on paper taped to prints & prints leaned against the wall), is not fixed in the space... it's a 'preview mode' only visible through a screen ... "this is how it could be... what if this... what if here...?" it both extends & maintains possibility.



Perhaps the 'preview' is now the 'postview' especially as we are now post-image (how era-specific...)

Key elements of the review:

- *Text*
- *Images*
- *Mark-making (connecting/ disrupting ideas/ thoughts)*

The gesture;

- *(review as something that opens rather than a final validation of efforts), something that responds, engages & extends*

- *Showing how the way we have engaged has extended ... (kinetic/ digital AR/ shadow light/ backdrop/ mark making/ preview/ adding/ removing/ documenting/ writing...etc.)*

- *Allowing space for further possibilities... & further extension...*

(No one was feeling homesick and everything was nice) * ()
 Brain worms proposes - "I might suggest"

Brain Worms Artist	The Biologist
Proposes a multifaceted environment	Studies multifaceted environment
Engages with the (un)natural world	Engages with the unnaturalised world
Tries not to dictate	Doesn't dictate - assimilates
Post-truth (post image)	Post-truth (unreliable/ ambiguous narration)
Opens the picture	Enters the open picture

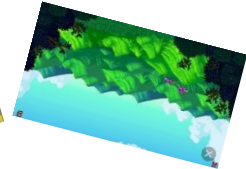
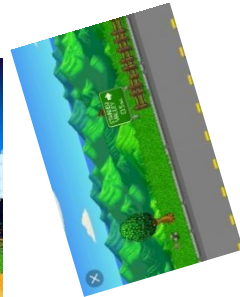
Epic in the mundane

Epic in the mundane (the pool)

PRE//VIEW MODE > postview mode?

Landscapes: (just begging for intervention)

Stardew Valley



Squid Game



Moonrise Kingdom

Napoleon Dynamite



