

AURIEA HARVEY

b. 1971, Indianapolis, IN
Lives and works in Rome, Italy

Auriea Harvey (b. 1971) is an artist living and working in Rome. Her work combines digital and physical processes to create sculptures in physical space and mixed reality. Drawing from her extensive experience in net art and video games in the collaborative groups Entropy8Zuper!, Tale of Tales, and Song of Songs, she brings a synthesis of personal narratives and character development to her sculptures – making the untold visible through form, interaction and immersion. Harvey's practice engages time, media, and material to define sculptural production in the present moment.

The artist begins her process by making scans from life. These scans mutate as they are sculpted, materialized, and combined with Harvey's extensive library including 3D models based on her own clay sculptures, works of imagination that are digitally sculpted, and objects encountered in museums throughout the world. The amalgamation is 3D printed, to which the artist adds organic elements, or translates into bronze, glass or other precious material. The artist also creates purely digital versions of her sculptures that explore virtual materiality, bridging the gap between the digital and the physical, the possible and the impossible.

As Harvey creates her models, she molds characters with their own narratives. Each nexus of elements produces a series of sculptures which she continues until the narrative is complete. Harvey sifts through cultural artifacts, filtering well-known tales through her own retellings to reinvent, reinterpret, and shapeshift.


The artist has been at the forefront of art and technology through many aspects of her career, including seminal net artworks, celebrated videogames, and her current exploration of mixed reality sculpture. Harvey was a pioneer of the first wave of Internet Art, contributing to the first Internet project commissioned by a major institution (the Guggenheim Museum) and winning the first major prize given for an interactive work (from the SFMOMA). She co-authored the Realtime Art Manifesto widely recognised as the foremost call of the independent games movement in the 2000s. Harvey is a leading voice in the resurgence of digital art today with a major survey exhibition at The Museum of the Moving Image, NYC.

The works of Auriea Harvey can be found in the permanent collections of the Whitney Museum, Buffalo AKG Art Museum, HEK Basel, Walker Art Center, KADIST Collection, Rf.C Collection, and Rhizome's Net Art Anthology. She has had international success, including exhibitions at the Tinguely Museum, Basel; the Victoria & Albert Museum, London; the New Museum, New York; The Museum of the Moving Image, New York; and ZKM, Karlsruhe. She is represented by bitforms gallery, NYC.

EDUCATION

- 2004 Game Design Research, Jan van Eyck Academie, Maastricht, Netherlands
- 1993 BFA Sculpture, Parsons School of Design, New York, NY

SOLO EXHIBITIONS

- 2024 *My veins are the wires, My body is your keyboard*, Museum of the Moving Image, Queens, NY
- 2023 *The world we see with our eyes is just a reflection of a reality that we cannot quite grasp.*, Upstream Gallery, Amsterdam, Netherlands
- 2022 *Gray Matter*, Feral File, online
- 2021 , Art Mûr, Montreal
- Year Zero, bitforms gallery, New York, NY
- 2018 *Example #22*, Kasseler Dokfest/BaliKino Kulturbahnhof, Kassel, Germany

GROUP EXHIBITIONS

- 2023 *Simulacrum*, Poortersloge, Bruges, Belgium
- FEMBOT*, The Hole, New York, NY
- The Experiment & FF1.0*, Feral File, online
- Catalyst*, Epoch Gallery, online; Honor Fraser Gallery, Los Angeles, CA
- Mixed Feelings*, Upstream Gallery, Amsterdam, Netherlands
- Is this real? L'arte nell'epoca della game engine culture*, Fondazione Modena Arti Visive, Modena, Italy
- Performance Anxiety*, verse works, online
- Refigured*, Whitney Museum of Art, New York, NY
- 2022 *Fever Dream*, Vortic.art, online
- Future Bodies*, Upstream Gallery, Amsterdam, Netherlands
- Slip.Stream.Slip*, MODAL Gallery, Manchester, United Kingdom
- Fantasmagoria*, LIAF Lofoten International Art Biennial, Kabelvag, Norway
- Digital Combines*, bitforms gallery SF, San Francisco, CA
- Art and the Blockchain*, Ethereum DevConnect Conference, Amsterdam, Netherlands
- 2021 *GLOBAL GALLERY* Porsche x König Gallery, Berlin/Tokyo/Seoul/Madrid/NYC
- Liminal Territories*, pal projects, Paris, France
- Black Future (with Jebila Okongwu)*, Temple University, Rome Art Gallery, Rome, Italy
- Porta Portese*, Spazio Menza, Rome, Italy
- Curator Machine*, SMAK, Ghent, Belgium
- OpenSea Gallery*, Spacio.io with Gazell.io, London, United Kingdom; and, Online
- Sea Change: Digital Art in the Real World*, SuperRare/ Vellum LA/ LA Art Show, Los Angeles, CA; and, Online
- So Excited*, Steve Turner Gallery, Los Angeles, CA
- Auriea Harvey x Foundation: Pop-Up XR*, bitforms gallery, New York; and, Online
- Synthetic Corpo-Reality*, MEET Digital Culture Center, Milan, Italy; and, Online
- NFTism: No Fear in Trying*, Unit London, England
- The New Flesh*, Arcade Project, Long Island City, NY
- The Bardo: Unpacking the Real*, Feral File, online
- The Unbody*, PPOW Gallery, online
- Pieces of Me*, TRANSFER gallery + left.gallery, online
- 2020 *The Archive To Come*, Telematic Media Arts, Los Angeles, CA
- The Tree of Life*, bitforms gallery, New York, NY; curated by Claudia Hart
- 2019 *Death Has a Small Voice (In The Kingdom No. 19)*, Project Project Gallery, Omaha, NE
- a2p/V1*, online; curated by Casey Reas
- 2018 *VIDEOGAMES: Design/Play/Disrupt*, Victoria and Albert Museum, London, England and Dundee, England; Australian Center for the Moving Image, Melbourne, Australia
- Example #22*, Kasseler Dokfest/BaliKino Kulturbahnhof, Kassel, Germany
- 2017 *GLOBALE: Games and Politics*, ZKM, Karlsruhe, Germany
- MinorinthVR*, No Quarter at Starr Space Gallery, Brooklyn, NY
- 2001 *010101: Art in Technological Times*, SFMOMA, online
- 2000 *Her Boyfriend Came Back from the War*, The Last Real Net Art Museum

SELECT EXHIBITIONS AND PERFORMANCES

- 2022 *Menagerie: AR Sculptures*, RomaEuropa Festival, Mattioio, Rome, Italy

- 2021 *Worlding Protocol*, Gray Area Festival, San Francisco, CA and DIORAMA on newart.city
- 2019 *The Coming World: Ecology as New Politics 2030-2100*, Game Club, Garage Museum, Moscow, Russia
Cricoterie VR presented as part of *Tadeusz Kantor: Où sont les neiges d'antan*, Museum Tinguely, Basel, Switzerland
Playmode, MAAT Museum, Lisbon, Portugal
Cricoterie VR + Sculpture, Foksal Gallery, Warsaw, Poland
The Art Happens Here: Net Art's Archival Poetics Rhizome/New Museum, New York, NY
- 2018 *Cricoterie VR* premiere, Palace of Culture and Science, Warsaw
VIDEOGAMES: Design/Play/Disrupt, V&A, London, United Kingdom; Dundee, Australia; and, ACMI (Melbourne)
- 2017 *skinonskinonskin* restored as part of Rhizome Net Art Anthology
- 2016 *L.O.C.K.*, Milan Triennale Museum Game Collection, Milan/Steam/App Stores
- 2010 *Vanitas*, commissioned for The Art History of Games, High Museum, Atlanta, GA
- 2007 *Entropy8Zuper! Retrospective and The Endless Forest ABI GENESIS*, Inmerso cyberlounge, Museo Tamayo, Mexico City
- 2006 *Realtime Art Manifesto* presented as part of Mediaterra Festival, Athens, Greece
- 2001 *The Artist as Expert*, Make World Festival, Lothringer13 Gallery, Munich, Germany; curated by Olia Lialina
Alone Together, Korea Web Art Festival, Seoul, South Korea; and, Online
- 1999 *Wirefire performances*, Every Thursday night at midnight in Belgium

PEDAGOGY

- 2017-present W3 Professor, Kunsthochschule Kassel
- 2017, IULM Milan, Games MFA (Experimental 3D)
- 2019-2020
- 2016-2017 Parsons School of Design, Paris (Drawing, Imaging, 3D)
- 2011, 2013, notgames Festival co-curator, Cologne Game Lab, Cologne, Germany
- 2015

AWARDS

- 2018 Handmade Pixels
- 2017 Künstlerinnenpreis NRW, Nordrhein Westfalen
Belgian Ministry of Culture, Rome arts residency, Academia Belgica
- 2014 Nuovo Award, IGF (Independent Games Festival)
- 2011 VAF Individual Artist Grant
- 2006 Creative Capital Grant, Digital Media
- 1999 SFMOMA Prize for Excellence in Online Art
- 1998 Jerome Foundation Grant/Walker Art Center
Webby Award for Net Art
- 1997 NYFA (New York Foundation For the Arts) Artist Fellowship, Digital Art
Webby Award for Net Art
- 1995 Member's Choice: Emerging Artists at A.I.R. Gallery, NYC

RESIDENCIES

- 2022 The Momentary, Artist-In-Residence Program, Bentonville, AK
- 2021 Digital Art Residency, Gazell.io / Gazelli Art House, London, United Kingdom; and, Online
- 2017 Academia Belgica, Belgian National Academy Residency, Rome, Italy

SPEAKING

- 2022 *Panel #2 on Digital Art and Institutional Models*, EAI Computer Arts Festivals, Online
Systems Collide: Art World and Web 3, Unfinished Camp, Venice Biennale, Venice, Italy
YESTERDAY, TODAY, TOMORROW IN THE METAVERSE, University of Michigan Digital Institute, Online; organized by Marissa Olsen
- 2021 *Art Trends, How Art is Evolving*, Tezos, Art Basel Miami, Miami, FL
Goethe Institute of Korea, Online
NFT Aesthetics, Rhizome.org, Online
- 2000 First Known Talk on Entropy8Zuper.org

SELECTED BIBLIOGRAPHY

- 2023 Diehl, Travis. "Travis Diehl on 'Refigured' - Criticism - e-Flux." eflux.
Whiddington, Richard. "What Can Digital Art Teach Us about Identity in a Hyper-Technologized World? A New Group Show at the Whitney Weighs In." Artnet News.
- 2022 Kent, Charlotte. "Not for Nothing: A New Perspective from Peer to Peer." The Brooklyn Rail.
Benzine, Vittoria. "Game Designer, Sculptor and NFT Artist Auriea Harvey Shows with bitforms gallery at NADA001." Metaverse Post, June 13, 2022.
Editors. "Interview with Auriea Harvey Pioneering Internet-Based and Gaming Art." TheArtGorgeous, June 23, 2022.
Nossa, Bit, and Auriea Harvey. Episode 116: Auriea Harvey, Digital Sculptor. Other. The Creative Metaverse: Vertex Blog, January 14, 2022.
Odufu, Emann, and Auriea Harvey. "Auriea Harvey and the Future of Digital Sculpture." Right Click Save, June 27, 2022.
Satterwhite, Jacolby, and Auriea Harvey. "Auriea Harvey & Jacolby Satterwhite." Edited by Brian Droitcour. Outland, March 14, 2022.
- 2021 London, Barbara, and Auriea Harvey. 2.01 Auriea Harvey. Other. Barbara London Calling 2.0, December 1, 2021.
Editors. "Review: VR, Vast Data Collection and Some Great Art: Untitled, Art Online Fair and Artland." The Art Newspaper - International art news and events, September 28, 2021.
Liou, Caroline Ellen. "When Artists Are Hackers." Hyperallergic, September 7, 2021.
Kent, Charlotte. "The Virtual and the Tangible: Auriea Harvey Interviewed by Charlotte Kent," BOMB Magazine, May 30
Meier, Anika. "Ist Das Kunst Oder Sind Das Nfts?" www.kunstforum.de. kunstforum, August 23, 2021. <https://www.kunstforum.de/artikel/ist-das-kunst-oder-sind-das-nfts/>.
Droitcour, Brian. "From Blockchain to Browser: Exhibiting Nfts, Part One." ARTnews.com, August 19, 2021.
Kent, Charlotte. "The Bardo: Unpacking the (Un)Real." The Brooklyn Rail, May 28, 2021.
Kent, Charlotte. "Auriea Harvey: Year Zero." The Brooklyn Rail, April 12, 2021.
Rewired, Stanford. "'Does Money Manipulate Art?': How Today's Crypto-Art Boom Revisits Questions Raised by 1960s Conceptual Art." Stanford Rewired, April 18, 2021.
Humpries, Stephen. "Is It Art? Nfts and the Surge of Digital Ownership." The Christian Science Monitor, April 9, 2021.
Lorenzin, Filippo, and Auriea Harvey. News From Where We Are #4 - The Radical Friendship series. Other. Furtherfield, April 29, 2021.
Ibrahim, Alif. "Why Creatives Should Care about Nfts: A Primer." It's Nice That. It's Nice That, May 17, 2021.
Lorenzin, Filippo, and Auriea Harvey. Other. *Soundcloud.com: Furtherfield*. Furtherfield, February 9, 2021.
- 2020 Kent, Charlotte. "The Archive to Come," *Brooklyn Rail*, December
Editor. "STW Long Read: Interview with Auriea Harvey," *Scan the World*, November
Haigney, Sophie. "The Unexpected Joy of Internet Art," *The New York Times*, August 26
Kent, Charlotte. "The Tree of Life," *The Brooklyn Rail*, July-August
Steinhauer, Jilian. Heinrich, Will. "2 Art Gallery Shows to Explore From Home," *The New York Times*, June 10
- 2018 Prisco, Jacopo. "Bold, provocative, inclusive: The new face of game design," *CNN Style*, September 7,
Juil, Jasper. "Tale of Tales Interview," *Handmade Pixels*, January 11
- 2016 Priestman, Chris. "The Endless Forest's playful online world could get a remake," *Kill Screen*, November 1

COLLECTIONS

Whitney Museum of American Art
Walker Art Center/Gallery 9
The Kramlich Collection
KADIST Collection
The Buffalo AKG Art Museum
MUDAM Luxembourg
National Bank of Belgium
Rhizome.org/New Museum, Net Art Anthology
RF.C Collection

