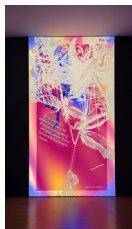


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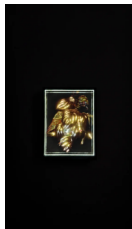
LaJuné McMillian

A Voyage Home, 2026

Custom software (color, silent), computer, screen or projector

Edition of 3, 1 AP

\$8,500.00,
screen additional



LaJuné McMillian

Arctic Kiwi, 2026

Video (color, silent), Looking Glass holographic display

Dimensions variable

1 min, loop

Edition of 1, 1 AP

\$6,500.00



LaJuné McMillian

Hydroponic Ecosystem, 2026

Custom software (color, silent), hydroponic sensors, plants

Inquire



LaJuné McMillian

Passion Fruit, 2026

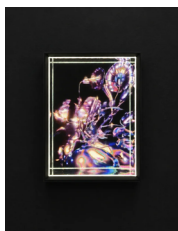
Video (color, silent), Looking Glass holographic display, computer

Dimensions variable

1 min, loop

Edition of 3, 1 AP

\$6,500.00



LaJuné McMillian

Sweet Potato, 2026

Video (color, silent), Looking Glass holographic display

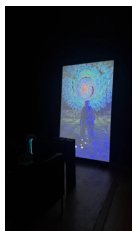
Dimensions variable

1 min, loop

Edition of 1, 1 AP

\$6,500.00

bitforms gallery

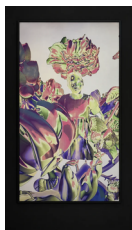


LaJuné McMillian

To See for Oneself, 2026

Custom software (color, sound), computer, keyboard, mouse

[Inquire](#)



LaJuné McMillian

To See for Oneself - Self Portrait 1, 2026

Video (color, silent)

Dimensions variable, portrait orientation

1 min, loop

Edition of 3, 1 AP

\$5,000,
screen additional



LaJuné McMillian

To See for Oneself - Self Portrait 2, 2026

Video (color, silent)

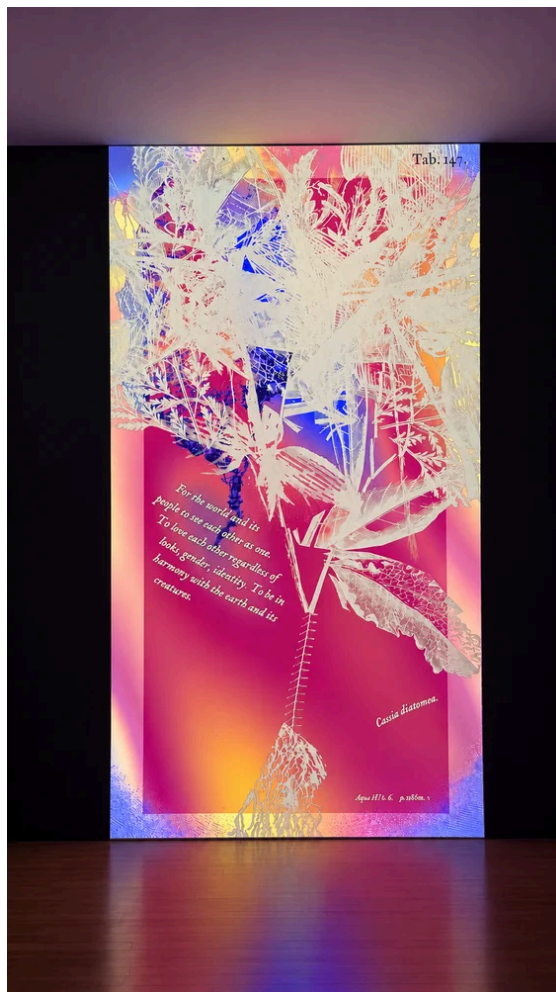
Dimensions variable, portrait orientation

1 min, loop

Edition of 3, 1 AP

\$5,000,
screen additional

bitforms gallery



LaJuné McMillian

A Voyage Home, 2026

Custom software (color, silent), computer, screen or projector

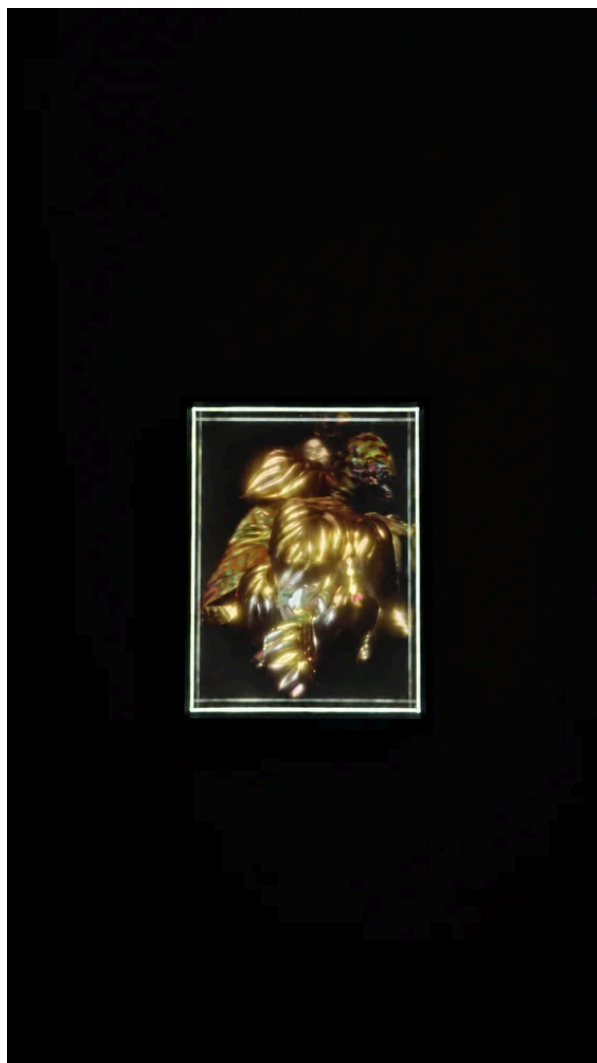
Edition of 3, 1 AP

\$8,500.00, screen additional

Description

A Voyage Home is a generative, software-based projection that layers imagery from the Caribbean islands traveled by naturalist Hans Sloane with prayers from LaJuné McMillian's ongoing collection and conversations between Spirit, Child, and the Portal's Keeper, figures introduced in the exhibition's interactive installation. The work revisits Sloane's botanical expeditions, during which plants and specimens were collected through systems of colonial extraction and enslaved labor, then transported to Britain for study, classification, and documentation. These practices helped establish enduring conventions of botanical knowledge, raising the question of who holds the authority to observe, name, and categorize the natural world. By bringing this history into dialogue with personal and collective reflections, McMillian considers how knowledge is gathered, preserved, and interpreted, and whose voices are included in that process.

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LaJuné McMillian

Arctic Kiwi, 2026

Video (color, silent), Looking Glass holographic display

Dimensions variable

1 min, loop

Edition of 1, 1 AP

\$6,500.00

Description

Arctic Kiwi is a video depicting a three-dimensional rendering of a botanical illustration of the plant. The work draws inspiration from the botanical plates associated with Hans Sloane, whose studies of Caribbean flora contributed to the development of botanical documentation in Europe. McMillian revisits this tradition through digital modeling, presenting the Arctic kiwi as one of three plants selected for their ability to grow harmoniously within the exhibition's hydroponic ecosystem.

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LaJuné McMillian

Hydroponic Ecosystem, 2026

Custom software (color, silent), hydroponic sensors, plants

[Inquire](#)

Description

Hydroponic Ecosystem is a living sculpture composed of an archway supporting plants and hydroponic sensors, bringing ecological processes of growth, nourishment, and renewal into dialogue with computational technology. Functioning as both a physical structure and a metaphor for interconnected systems, the installation reflects McMillian's vision of (re)generative AI, in which intelligence is rooted in reciprocity, care, and collective contribution rather than extraction. The integration of living organisms and technological infrastructure underscores the interdependence of human, machine, and natural systems, proposing a model of coexistence grounded in environmental stewardship and regeneration.

bitforms gallery



LaJuné McMillian

Passion Fruit, 2026

Video (color, silent), Looking Glass holographic display, computer

Dimensions variable

1 min, loop

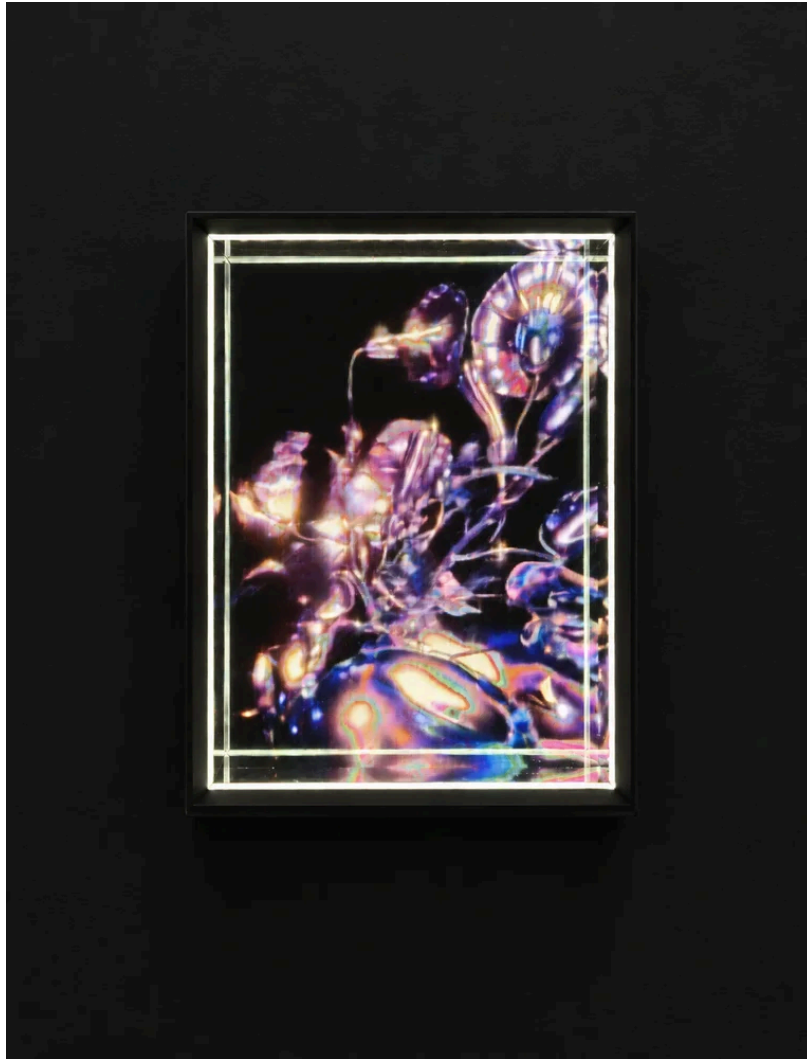
Edition of 3, 1 AP

\$6,500.00

Description

Passionfruit presents a three-dimensional rendering of a botanical illustration, referencing the detailed studies of plants documented in Hans Sloane's historical collections. These illustrations helped establish conventions of botanical representation, although the collection of specimens was deeply connected to colonial systems and enslaved labor. McMillian reinterprets this visual language through digital technology, depicting one of three plants growing together within the exhibition's hydroponic ecosystem.

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LaJuné McMillian

Sweet Potato, 2026

Video (color, silent), Looking Glass holographic display

Dimensions variable

1 min, loop

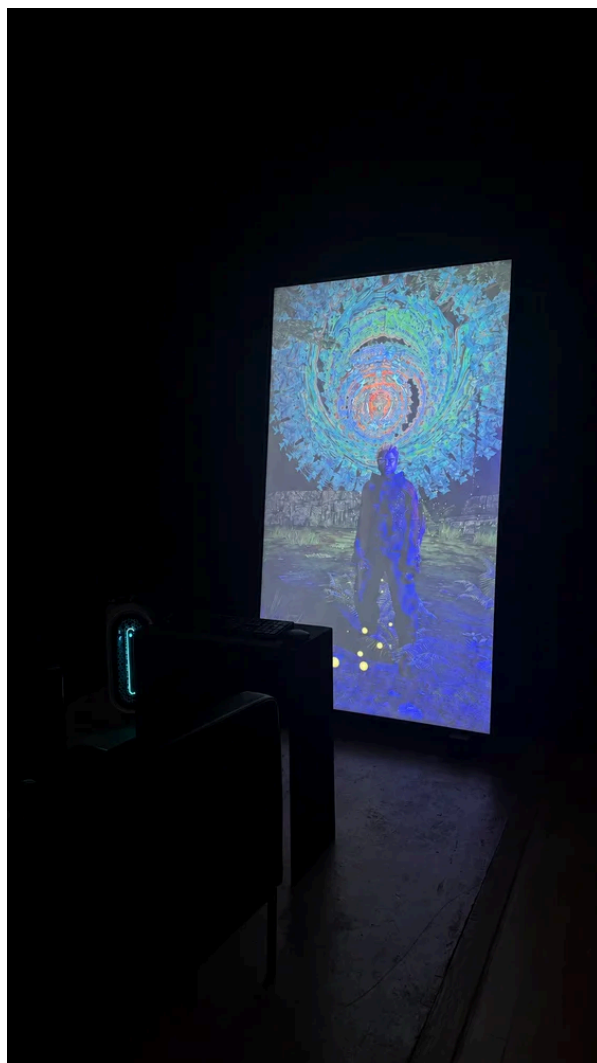
Edition of 1, 1 AP

\$6,500.00

Description

Sweet Potato is a video featuring a three-dimensional rendering of a botanical illustration inspired by the historical plates associated with Hans Sloane. McMillian draws on the visual conventions of early botanical documentation, translating the illustrated plant into a digital form. The sweet potato is one of three species selected for the exhibition's hydroponic ecosystem, alongside Arctic kiwi and passionfruit, for their capacity to grow in harmony with one another.

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LaJuné McMillian

To See for Oneself, 2026

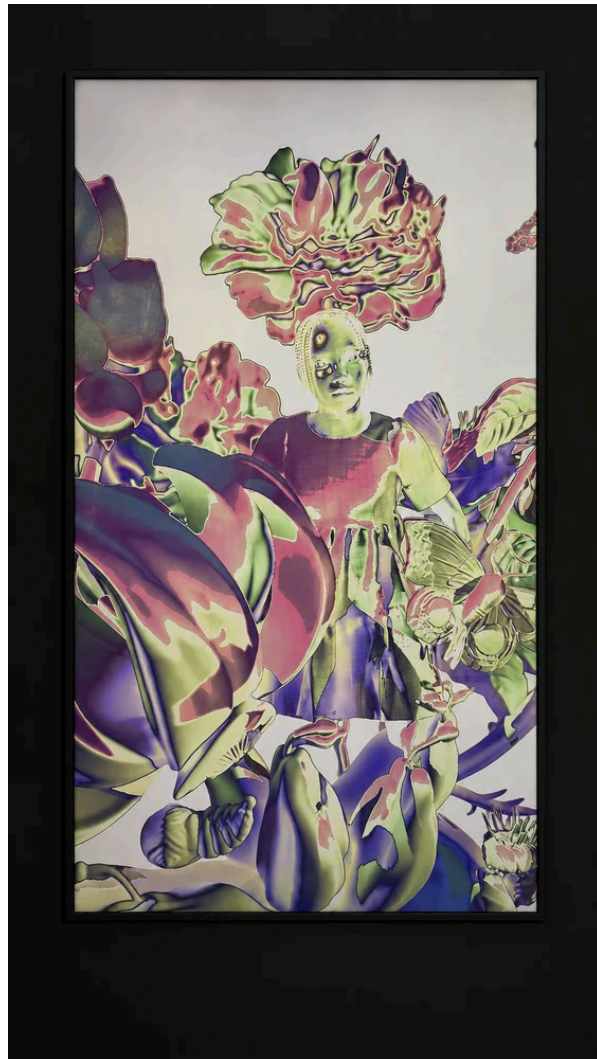
Custom software (color, sound), computer, keyboard, mouse

Inquire

Description

To See for Oneself is an interactive, custom software work that invites visitors into a contemplative conversation with the Portal's Keeper, a character envisioned by LaJuné McMillian as their future self and the guardian of all prayers. Within this exchange, audience members embody the role of Child, engaging the Keeper in a dialogue shaped by their own questions, reflections, and experiences. Powered by a locally hosted language model informed by McMillian's writings and an ongoing collection of more than 1,300 prayers, the work draws on a shared archive of personal and collective knowledge. Rather than following a predetermined narrative, each conversation unfolds uniquely, exploring themes of silence, courage, freedom, and self-discovery. Through this encounter, McMillian considers how artificial intelligence might serve as a space for reflection, connection, and collective understanding.

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LaJuné McMillian

To See for Oneself - Self Portrait 1, 2026

Video (color, silent)

Dimensions variable, portrait orientation

1 min, loop

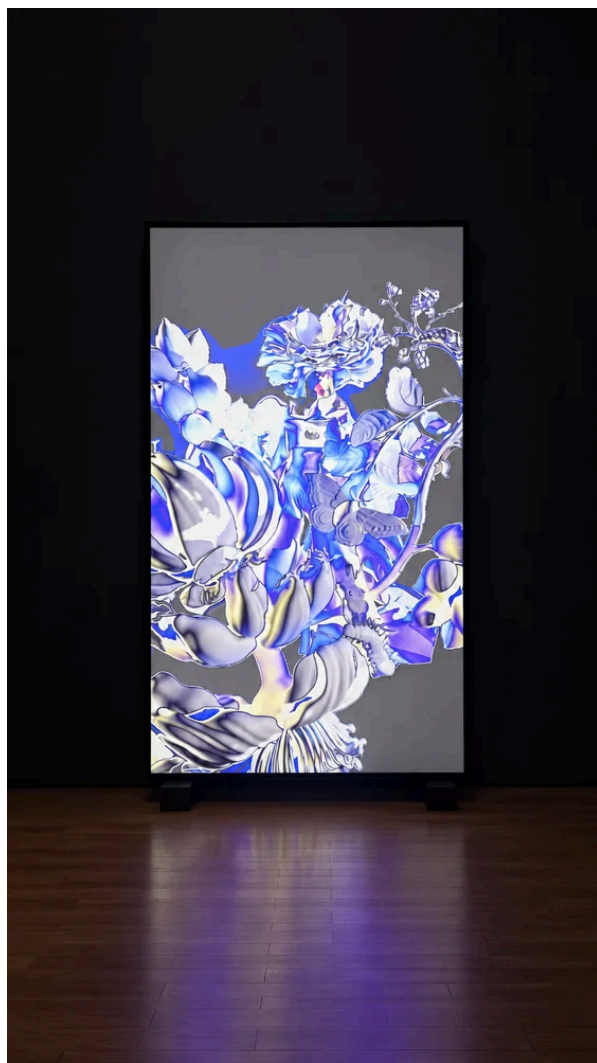
Edition of 3, 1 AP

\$5,000, screen additional

Description

This digital self-portrait depicts McMillian as Child, a character introduced in the artist's interactive software work *To See for Oneself*. Drawn from the work's virtual environment, the portraits capture the artist's younger self, whose perspective visitors are invited to embody during their conversations with the Portal's Keeper. The relationship between Child and Keeper, envisioned as McMillian's future self, establishes a dialogue across different stages of life, exploring themes of memory, identity, and personal transformation.

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LaJuné McMillian

To See for Oneself - Self Portrait 2, 2026

Video (color, silent)

Dimensions variable, portrait orientation

1 min, loop

Edition of 3, 1 AP

\$5,000, screen additional

Description

This digital self-portrait depicts McMillian as Child, a character introduced in the artist's interactive software work *To See for Oneself*. Drawn from the work's virtual environment, the portraits capture the artist's younger self, whose perspective visitors are invited to embody during their conversations with the Portal's Keeper. The relationship between Child and Keeper, envisioned as McMillian's future self, establishes a dialogue across different stages of life, exploring themes of memory, identity, and personal transformation.