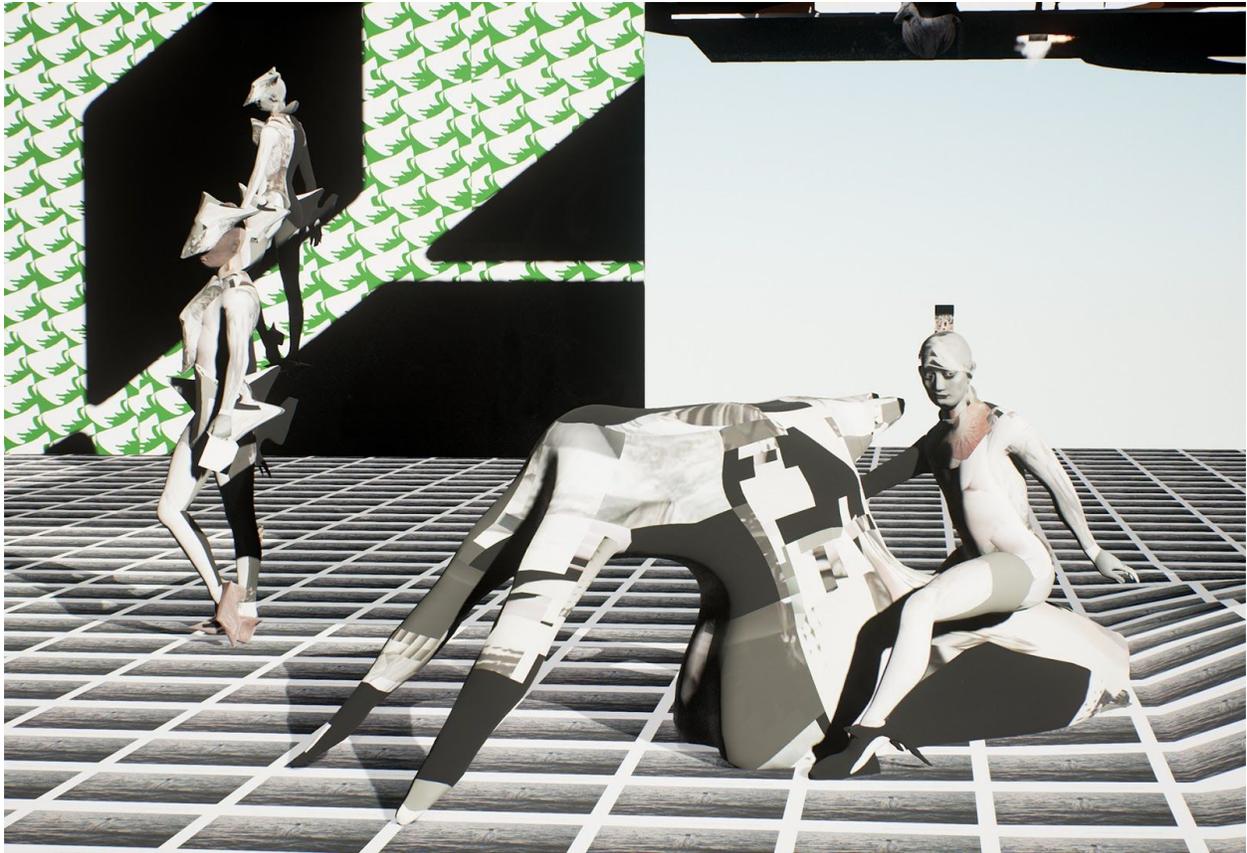


Leo Castaneda

Items in Varied Renders, 2016

IRL



An opening reception for Items in Varied Renders will be held at IRL Miami this Thursday June 30th, from 7:00-10:00pm. Please also note, other formats of this exhibition will be realized at IRL New York in the upcoming months.

IRL is pleased to present Items in Varied Renders, an exhibition of paintings, drawings, video, interactive sculpture and virtual reality by Leo Castaneda. The exhibition plays with ideas of mixed reality- the merging of real and virtual worlds. Forms entering and exiting various mediums create a constant feedback loop; images and textures seen in virtual simulations may originate from physical pieces, and vice versa.

The show's name borrows from the vocabulary of video games, where the word 'item' describes objects of value, tools or even characters with artificial intelligence. In video games, collections of items are assembled in various manners: from menus to showrooms reminiscent of furniture stores. Items in Varied Renders functions as a physical showroom in and of itself, while the virtual environment also functions in part as a showroom of more semi-functional sculptures used for viewing virtual reality environments.

In the virtual space, figures merge into machines, furniture, and body extensions in order to enter their own virtual spaces. The distinction between human and object is blurred by both the figures' lack of interaction with their external environment, as well as the ubiquitous unifying monochromatic textures pulled from Castaneda's paintings, photos and drawings. Personal photos from a trip to the Amazon sit next to appropriated images from diverse sources on the internet and screengrabs of instances in the creation of artworks, various origins and histories blend together as they become abstract textures and patterns. The resulting aesthetic reads modernist alien sci-fi mixed with a gray-scale psychedelia. It is a space somewhere between the past, present and speculative future that merges interior design with videogame arcades, while also inevitably highlighting the design of the exhibition itself.

Leo Castaneda (born Cali, Colombia 1988) is a multidisciplinary artist based out of Miami and New York. Castaneda received his BFA from Cooper Union in 2010, and in 2014 received his MFA from Hunter College. In 2014 Castaneda received a scholarship from the Cisneros Foundation to attend SOMA Summer in Mexico City, and in 2016 he attended the Of Games III residency on art and gaming at Khoj International Artists Association in New Delhi, India. He has also attended a semester abroad in Universitat de Barcelona, Spain, and studied at the New World School of the Arts in Miami.

IRL is located at 8395 NE 2nd Ave Miami, FL 33138. The current exhibition will be open by appointment from June 27th through August 30th. To make an appointment or for any further questions contact info@irl.institute or call 786-384-4856.

In Real Life (IRL formerly known as Jenielift) is an artist run contemporary art institution run by artists Eddie Negron and Marla Rosen.