

Stranding Shadows by Camila Magrane

On view: September 9 to October 28, 2023

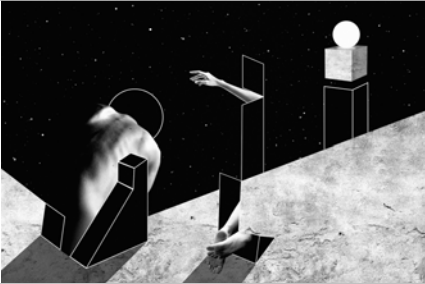
Artist Reception:
Saturday, September 9, from 4pm to 7pm

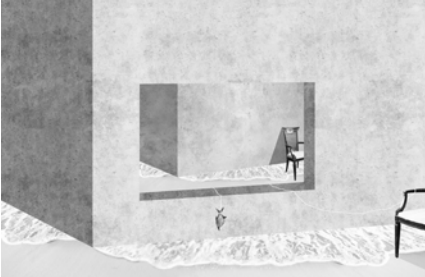


	Exhibition Artwork	Description	Price
		<i>The Return, 2023</i> Color photograph on Dibond panel with Interactive Augmented Reality Component 30 x 30 inches Edition of 3 (Left Wall)	\$3,500
		<i>Revelation, 2023</i> Color photograph on Dibond panel with Interactive Augmented Reality Component 40 x 40 inches Edition of 3 (Front Wall)	\$5,000
		<i>The Witness, 2023</i> Color photograph on Dibond panel with Interactive Augmented Reality Component 30 x 30 inches Edition of 3 (Front Wall)	\$3,500
		<i>Interlude, 2023</i> Color photograph on Dibond panel with Narrative Augmented Reality Component 112x 44 inches (7 panels) Edition of 1 (Right Wall)	\$9,000
		<i>In Linger, 2023</i> Color photograph on Dibond panel with Interactive Augmented Reality Component 30 x 30 inches Edition of 3 (Far Wall)	\$3,500

		<i>The Encounter, 2023</i> Color photograph on Dibond panel with Interactive Augmented Reality Component 30 x 30 inches Edition of 3 (Far Wall)	\$3,500
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Traces Series (2021)

		<i>Woman in A Cabinet, 2021</i> Interactive Augmented Reality Digital Collage Framed to 41.5 x 61.5 inches Edition 1 of 3	\$4,000
		<i>Tension, 2021</i> Augmented Reality Polaroid Framed to 7 x 7 inches Edition 3 of 10	\$300
		<i>Becoming, 2021</i> Augmented Reality Polaroid Framed to 14 x 7 inches Edition 5 of 10	\$600
		<i>Transcendence, 2021</i> Interactive Augmented Reality Digital Collage Framed to 31.5 x 46.5 inches Edition 1 of 3	\$2,600
		<i>Stillness, 2021</i> Narrative Augmented Reality Digital Collage Framed to 31.5 x 46.5 inches Edition 3 of 3	\$2,600

		<i>Compassion</i>, 2021 Augmented Reality Polaroid Framed to 10.5 x 7 inches Edition 2 of 10	\$400
		<i>Gone</i>, 2021 Narrative Augmented Digital Collage Framed to 31.5 x 46.5 inches Edition 2 of 3	\$2,600
		<i>Anticipation</i>, 2021 Augmented Reality Polaroid Framed to 7 x 7 inches Edition 2 of 10	\$300
		<i>Process</i>, 2021 Interactive Augmented Reality Digital Collage Framed to 33.5 x 41.5 inches Edition 2 of 3	\$2,400
		<i>Angst</i>, 2021 Augmented Reality Polaroid Framed to 7 x 10.5 inches Edition 6 of 10	\$400

	<i>Empathy, 2021</i> Augmented Reality Polaroid Framed to 10.5 x 7 inches Edition 4 of 10	\$400
	<i>Synergy, 2021</i> Augmented Reality Polaroid Framed to 7 x 7 inches Edition 5 of 10	\$300
	<i>Rapture, 2021</i> Augmented Reality Polaroid Framed to 7 x 7 inches Edition 7 of 10	\$300
	<i>Counting Sheep, 2021</i> Interactive Augmented Reality Polaroid Framed to 33.5 x 41.5 inches Edition 1 of 3	\$2,400
	<i>Anxiety, 2021</i> Augmented Reality Polaroid Framed to 7 x 7 inches Edition 1 of 10	\$300

				<i>Frustration</i>, 2021 Augmented Reality Polaroid Framed to 7 x 7 inches Edition 1 of 10	\$300
				<i>Impatience</i>, 2021 Augmented Reality Polaroid Framed to 7 x 7 inches Edition 1 of 10	\$300
				<i>Serenity</i>, 2021 Augmented Reality Polaroid Framed to 7 x 7 inches Edition 1 of 10	\$300
				<i>Melancholy</i>, 2021 Augmented Reality Polaroid Framed to 7 x 7 inches Edition 2 of 10	\$300
				<i>Isolation</i>, 2021 Augmented Reality Polaroid Framed to 7 x 7 inches Edition 2 of 10	\$300

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Stranding Shadows is a continuation of my augmented reality (AR) practice where 3D animated subjects and scenery are integrated into physical photographs.

This body of work evolved during a transitional period in my life when I experienced a sense of loss and detachment from people, things, and places close to me. This time of turmoil and disorder led me on a path of vigorous self reflection, mindfulness practices, and a keen curiosity for shadow work. I was heavily inspired by the work of psychiatrist Carl Jung and his writings on the archetype he coined the *shadow*, classified as the dark side of our nature - the rejected side of our psyche that we choose not to see. The impulses, the repressed anger, the unacceptable desires, the insecurities and fears that stem from a place, when realized and confronted, become a source of renewal and a doorway into our individual realities. In a time when my sense of self was

shattered, a disorienting and deeply painful period, I found refuge in the conversations with my shadow and since have strived to cultivate a deep and more intimate understanding of my *Self*. Hence, this work is an homage to the shadow that lurks between the crevices of our thoughts and emotions, and when recognized, can render the light that shines still behind it.

This series marks my first body of work to incorporate color. I chose to limit my palette to a maximum of three colors per image and only apply color through the use of lights. Using a combination of textured blank walls and black void-like backdrops allowed me to focus solely on the figures' relation to the light source and the negative space that embodied them. Using the process of *photogrammetry*, a figure was 3D scanned and constructed in a virtual environment, allowing me to compose, light, and animate the subject both for the production of the static imagery as well as for the virtual content experienced in the AR aspect. Many of the virtual scenes contain the ability to tap, swipe, or pinch components on screen. In certain cases the intent of including interaction is to advance the narrative. In other instances, it's meant to enhance the underlying subtext presented in the static image. Most importantly this tactile quality is incorporated to inspire a sense of playfulness and discovery.



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About the Artist

Camila Magrane is a Venezuelan-American visual artist most noted for her augmented reality (AR) images where she integrates 3D animated subjects and scenery into physical photographs. With a background in video game development and a strong passion for analog photography, her interest lies in developing a dialogue between the virtual and the physical. Magrane's images are inspired by surrealist compositions - rooted in the unconscious, dream-like, sensuous, and unsettling. At the same time, the works reference the graphic hyperrealism of contemporary video game design which continues to be an integral part of her artistic practice. She holds a B.S. in Computer Science and previously worked as a cinematic artist in the game industry. She now teaches independent game design and development classes online.

Camila Magrane has exhibited work internationally in numerous exhibitions, fairs, and festivals. Selected clients include Adobe, California Academy of Sciences, Exploratorium, Gray Area, and the Las Vegas Downtown Grand. Selected press inquiries include *Forbes*, *LenScratch*, *Refinery29*, *Wired Magazine*, and the *Las Vegas Weekly*.

Camila currently lives and works in Twentynine Palms, CA.