LACMA Art + Technology Lab Announces 2018 Grant Recipients

DreamWorks Animation and Snap, Inc. Join Art + Technology Lab Advisory Board

(Los Angeles—June 14, 2018) The Los Angeles County Museum of Art (LACMA) is pleased to announce the recipients of its 2018 Art + Technology grants. The grant awards include monetary and in-kind support for projects that engage emerging technologies. LACMA issued the 2018 Request for Proposals in December, 2017, and the museum received over 430 submissions. The four grant recipients selected for 2018 will work with neural networks, genetic engineering, navigation systems, and bio-mimetic robotics.

The Art + Technology Lab and its artist projects enjoy the support of an advisory board composed of the leading innovators across a variety of technological industries. Advisory board members lend their experience and expertise and help drive the conversation around how museums will use new technology in the future. Announced today is the addition of two new board advisors: Chris deFaria, President of DreamWorks Feature Animation Group and Farnaz Azmoodeh, Director of Engineering at Snap, Inc. These two partners join current advisory committee members representing Accenture, Google, Hyundai and SpaceX. Artists Micol Hebron and Dan Goods and technologist Chris DeFay are participating independent advisors. The Lab is part of The Hyundai Project: Art + Technology at LACMA, a joint initiative exploring the convergence of art and technology.

"Since launching its seminal Art and Technology Program in 1967, LACMA has facilitated the exchange of ideas across different fields" said Michael Govan, LACMA CEO and Wallis Annenberg Director. "In the last five years, the Art + Technology Lab has distinguished itself as a program that enriches the dialogue between artists and the thriving technology community on the West Coast."

2018 Art + Technology Lab recipients:
Tahir Hemphill will create a neural network to examine how cultural production is

influenced by artificial intelligence, ultimately engaging participants to explore what is gained, lost, and transformed in the process. The neural network will be trained on the Hip-Hop Word Count, a big data project created by Hemphill that applies Natural Language Processing to a database of approximately 200,000 hip-hop songs from 1979 to the present day. Hemphill's project is called *Implications of a Rap Neural Network.*

Jen Liu will combine genetic engineering and labor activism to investigate the production of synthetic meat and highlight the plight of female factory workers in South China. As part of the project, Liu will prototype wearable sculpture/accessories and develop 3D animations to connect the public to her explorations into the transference of genetic messages. Liu's project is titled *PINK SLIME CAESAR SHIFT*.

Sarah Rara will research human navigation and how it is mediated by video images. In addition to working with the Lab's advisory board, Rara will continue her work with Caltech's Dickinson Lab, where her research initially took shape. The project is called *Ellipsoid Body*, - a reference to a ring-shaped brain structure within fruit flies that is needed for navigation.

Diana Thater will develop a new body of work that is focused on bio-inspired and bio-mimetic robots. Working in video, the endeavor will investigate how these machines adapt the neurophysiology and behavior of their animal models. Thater's project is called *The Zeroth Law*. The work of Diana Thater is in LACMA's collection and was the subject of a major exhibition *Diana Thater: The Sympathetic Imagination* (November 22, 2015–April 17, 2016). This exhibition was supported by Hyundai Motor Company as part of The Hyundai Project at LACMA.

The Art + Technology Lab's 2018 artist projects were evaluated on various criteria, including artistic merit; relevance to current issues in technology and culture; potential to generate models, methods and data for future public use; and the opportunity for meaningful public engagement.

For more information, extended biographies, and descriptions of each artist project, visit lacma.org/lab.

About the Art + Technology Lab

Inspired by the spirit of LACMA's original Art and Technology program (1967–71),

which paired artists with technology companies in Southern California, the Art + Technology Lab at LACMA supports artist experiments with emerging technology. Through sponsors, the Lab provides grants, in-kind support, and facilities at the museum to develop new artist projects. To date, more than 20 artists from around the world, including Ghana, Ireland, Korea, Mexico, Switzerland, the United Kingdom, and the United States, have received awards through the Art + Technology Lab.

Free Public Programs at the Art + Technology Lab

The Art + Technology Lab hosts free public programs throughout the year, featuring the work and processes of the grant recipients. The public is invited to engage with the Art + Technology Lab artists and learn more about their projects and ideas. To receive information on upcoming Art + Technology Lab projects, contact lab@lacma.org.

Credit

The Art + Technology Lab is presented by:

The Art + Technology Lab is made possible by Accenture, Snap, Inc., and DreamWorks Animation. Additional support is provided by SpaceX and Google.

The Lab is part of The Hyundai Project: Art + Technology at LACMA, a joint initiative exploring the convergence of art and technology.

Seed funding for the development of the Art + Technology Lab was provided by the Los Angeles County Quality and Productivity Commission through the Productivity Investment Fund and LACMA Trustee David Bohnett.

About LACMA

Since its inception in 1965, the Los Angeles County Museum of Art (LACMA) has been devoted to collecting works of art that span both history and geography, mirroring Los Angeles's rich cultural heritage and uniquely diverse population. Today LACMA is the largest art museum in the western United States, with a collection of over 135,000 objects that illuminate 6,000 years of art history from new and unexpected points of view. A museum of international stature as well as a vital cultural center for Southern California, LACMA shares its vast collection with the Greater Los Angeles County and beyond through exhibitions, public programs, and research facilities that attract over 1.5 million visitors annually, in addition to serving millions more through community partnerships, school outreach programs, and creative digital initiatives. LACMA's main campus is located halfway between the ocean and downtown, adjacent to the La Brea Tar Pits and Museum and the future home of the Academy Museum of Motion Pictures. Dedicated to serving all of Los Angeles, LACMA collaborates with a range of curators, educators, and artists on exhibitions and programs at various sites throughout the County.

Location: 5905 Wilshire Boulevard, Los Angeles, CA, 90036. lacma.org

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