WHERE ART AND TECH COLLIDE

Drawn from the permanent collections of the Nevada Museum of Art with several key loans from contemporary artists, *Where Art and Tech Collide* highlights the various ways that artists use technology to inspire wonder and curiosity.

Every year, the Museum, in partnership with the Desert Research Institute’s Science Alive program, hosts a statewide conference to explore best practices in Science, Technology, Engineering, Arts, and Math (STEAM) Education. The 2020 NV STEAM Conference focuses on the T in STEAM, highlighting and celebrating the ways artists and interdisciplinary practitioners leverage new and emerging technologies to change the way we see the world. Art about technology, art made with technology, and art made by technology all help humans explore our relationships to the increasingly digital and virtual world of the future.

*Where Art and Tech Collide* features artworks by Andy Diaz-Hope, Trevor Paglen, Kal Spelletich, Leo Villareal, and Gail Wight, among others, which serve as springboards for thought, learning, and discussion. Camille Utterback’s work, *Precarious*, is the centerpiece of the exhibition. Utterback is an internationally acclaimed artist and a 2009 MacArthur Fellow. A pioneer in the field of digital and interactive art, Utterback writes custom computer code to create digital wall “drawings.” In this work, the motion of visitors results in colorful, constantly changing forms projected onto the gallery wall. Utterback
encourages visitors to interact with *Precarious* and each other, using movement to create a shared, embodied experience.

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