

Brody Condon

Born Mexico, 1974

Lives in New York

Education:

2002 MFA, Visual Arts, University of California San Diego

Selected Residencies:

2004 Rijksakademie van Beeldende Kunsten, Netherlands

2001 Skowhegan School of Painting and Sculpture

Selected Solo Exhibitions:

2008 Santa Monica Museum of Art, CA (Jan)

Machine Project, Los Angeles (Feb)

USF Contemporary Art Museum, Tampa, FL (Oct)

2007 Three Modifications, Virgil de Voldere Gallery, NY

Death Animations, Rotterdam Art Fair, represented by Virgil de Voldere Gallery

2006 DefaultProperties();, Museum Het Domein, Netherlands

Worship, Virgil de Voldere Gallery, NY

2004 Untitled War, Machine Projects, Los Angeles

2003 Waco Resurrection, (with C-level) The Kitchen, NY

Selected Group Exhibitions:

2008 Grandeur, Sonsbeek International Public Sculpture Exhibition, Netherlands (Jun)

Prefused, Mattress Factory, Pittsburgh (Oct)

Try Again, La Casa Encendida, Madrid, Spain (Apr)

Try Again, Koldo Mitxelena, San Sebastian, Spain (Jun)

2007 Enlarge Your Practice, La Friche, de la Belle de Mai, Marseille, France

Gameworld, Laboral Centre, Gijon, Spain

Pulse Art Fair, New York, represented by Virgil de Voldere Gallery

Lawful Evil, Los Angeles Art Fair, Santa Monica (with Machine Project)

2006 Next Level, Stedelijk Museum Post CS, Amsterdam

Art Rock, Rockafeller Center, NY

War and Nature, Virgil de Voldere Gallery, NY

2005 Breaking and Entering, Pace Wildenstein Gallery, NY

Artbase 101, New Museum of Contemporary Art, NY

Dump, Bergen Kunsthall, Norway

Just Do It, (with AM Schliener and Joane Leandre), Linz Kunstmuseum, Austria

State of Play, (with C-level), Australian Center for the Moving Image, Melbourne

Living Apart Together, OdaPark Museum, Netherlands

2004 Whitney Biennial 2004, (with AM Schliener and Joane Leandre), Whitney Museum of American Art, NY

Bang the Machine, Yerba Buena Center for the Arts, San Francisco

Media City Seoul 2004, (with AM Schliener and Joane Leandre), Korea

Rotterdam Film Festival 2004, (with C-level) Netherlands

Cult Classic, Gertrude Contemporary Art Spaces, Melbourne, Australia

2003 Killer Instinct, New Museum of Contemporary Art, NY

<ALT> DigitalMedia, American Museum of the Moving Image, Astoria, NY

Computerspiele von Künstlerinnen, (with AM Schliener and Joane Leandre), Hartware-Projekte, Germany

Get Rid of Yourself, ACC Galerie, Weimar, Germany

L'oding, Gallerio d'Arte Contemporaneo di Siracusa, Italy

Version>03 Technopia vs. Technopocalypse, Chicago Cultural Center/MCA Chicago

Selected Awards:

- 2008 Rockefeller Foundation Media Arts Fellowship (Current Nominee)
- 2006 Creative Capital Grant, NY
- 2005 Interpolis N.V. Grant, Netherlands
- 2003 Franklin Furnace Future of the Present Grant, NY

Selected Bibliography:

- 2007 Art in Review, Karen Rosenberg, New York Times, Nov. 23
Catalog: Gameworld, Laboral Centre, Gijon, Spain
- 2006 GAMING — Essays on Algorithmic Culture, Alex Galloway, University of Minnesota Press
Review: Turning Games Into a New Kind of Art, Roberta Smith, New York Times, Jan 21
Catalog: Breaking and Entering, Pace Wildenstein Gallery
Art of the Digital Age, Bruce Wands, Thames and Hudson
- 2005 At the Edge of Art, Jon Ippolito and Joline Blais, Thames and Hudson
New Media Art, Mark Tribe and Reena Jana, Taschen
Feature: Arte Digitale, Sergio Messina, Rolling Stone magazine Italy, May
Catalog: Just Do It, Linz Kunstmuseum, Austria
Making Sense of a Mod World, Jesse Ashlock, Res Magazine, May/June
Game Art, GEE Magazine (Germany), Danny Kringiel, March
- 2004 Internet Art, Rachel Greene, Thames and Hudson World of Art Series
Review: Frag or Be Fraggged, Joshua Bearman, LA Weekly, July
Feature: Brody Condon: Static Myths, Futures in Play, Rebecca Cannon, Artphoto magazine, July
Review: arts numeriques a New York, Dominique Moulon, Images magazine France, No. 5
Review: Un tissu de verite pour mailler le virtuel, Liberation France, Maria Lechner, Jan 30
Play Time for Grown Ups, Sean Dodson, The Guardian (UK), Feb 19
- 2003 Feature: Video Game Art, The 3rd Year in Ideas Issue, Deborah Solomon, NY Times Magazine
Feature: Online Games Grab Grim Reality, Matt Mirapaul, New York Times, September 17th
Playing for Respect, Alex Galloway, Artforum, December
Digital Art, Christiane Paul, Thames and Hudson World of Art Series
Catalog: Computerspiele von Kunstlerinnen, Hartware-Projekte, Germany
Feature: Out of the Box, Ethan LaCroix, Time Out New York, Issue 41
Interview: Brody Condon, Jonah Brucker Cohen, rhizome.org
- 2002 Adam Killer, Select Parks, Julian Oliver, December, www.selectparks.net

Brody Condon (born 1974, Mexico) is an artist currently based in New York.

Condon graduated with an MFA from University of California San Diego, and attended residencies at the Skowhegan School of Painting and Sculpture and the Rijksakademie van Beeldende Kunsten in the Netherlands.

He has participated in exhibitions at galleries and museums internationally including the Whitney Biennial 2004 in New York, the Stedelijk Museum Post CS in Amsterdam, Pace Wildenstein Gallery and the New Museum of Contemporary Art in New York, the Yerba Buena Center for the Arts in San Francisco, and the Linz Kunstmuseum in Austria.

Condon's work is notable for its seminal influence on the re-purposing of existing games or game structures to create sculpture, performance, and video installation. Extending the software hacking logic learned directly from on-line subcultures, the work often appropriates and then "modifies" historical events, recent cultural artifacts, as well as other artworks. Examples include a 2 hour "Deathmatch" battle between Medieval re-enactors (Untitled War 2004) in a Los Angeles gallery, a computer simulation of the siege of the Branch Davidian compound in Waco, Texas, where viewers play a magical spell and AK47 wielding David Koresh (Waco Resurrection 2003), and the recent series of re-creations of 15th century Northern European religious paintings as non-interactive computer games that play themselves (Youth of the Apocalypse 2007-8).

Website: www.tmpspace.com