

Gabe BC, Bio

Gabe BC (Gabriel Barcia-Colombo) is a mixed media artist whose work focuses on collections, memorialization and the act of leaving one's digital imprint for the next generation. His work takes the form of video sculptures, immersive performances, large-scale projections and vending machines that sell human DNA. In all of his projects, BC explores and plays with capturing memories, the role of technology in society, and the virtual and physical identities we create across platforms. His work plays upon this modern exigency in our culture to chronicle, preserve and document life; an idea that BC renders visually by "collecting" human portraits on video.

BC was commissioned to be the first digital artist to show work at the New Fulton Terminal Stop with the MTA Arts & Design program in New York City. His work has been featured in the Volta, Scope, and Art Mrkt art fairs, Victoria & Albert Museum, as well as Grand Central Terminal, and the New York Public Library. He recently received an Art and Technology grant from the Los Angeles County Museum of Art where he created The Hereafter Institute, a company that questions the future of death rituals and memorials and their relationship to technology. His work is part of the permanent collection of the Los Angeles County Museum of Art.

BC served as a member of the artist advisory board at the New York Foundation for the Arts, as well as the education committee member at the Museum of Art and Design. In 2012 BC gave a TED talk entitled "Capturing Memories in Video Art." In 2014 he gave another entitled "My DNA Vending Machine" and was awarded a Senior TED fellowship. In 2016 BC founded Bunker.nyc, a pop-up gallery showcasing emerging art made with technology. Bunker became the first pop up digital art gallery to open in the Sotheby's Auction House in New York Summer 2017. BC is a New York Foundation for the Arts grant awardee and faculty member at the Interactive Telecommunications Program at New York University's Tisch School of the Arts.



Gabe BC (Gabriel Barcia-Colombo)

b. 1982, Los Angeles

Lives and works in New York City

EDUCATION:

2005-2007 Interactive Telecommunications Program, New York University

2000-2004 School of Cinema Television, University of Southern California

SOLO EXHIBITIONS:

2024 "A Chorus" Midnight Moment, Times Square, NY Cape Town Art Fair, South Africa, C24 Gallery

2023 *Purgatory*, C24 Gallery, New York, NY

2022 *Simulations of the Sacred*, The Neon Museum, Las Vegas, NV

2018 *A Point Just Passed*, TPG Manhattan Office, New York, NY

2017 *Pile Up, Bose+Ted*, Villain Studios, Williamsburg, Brooklyn, NY

2016 *The Hereafter Institute*, Los Angeles County Museum of Art: A+T Lab, Los Angeles, CA

Memorial, Bucks County College, Newtown, PA

2015 *New York Minute*, Fulton Terminal, New York, NY

2014 *For Those Who Wait*, Jepson Center, Savannah, GA

The Secret Society Of Forbidden Literature, New York Public Library, New York, NY

2013 *For Those Who Wait*, Electronic Gallery, Salisbury University, MD

2010 *Nobody Leaves, Everybody Goes...*, Bluebox Gallery, New York, NY

GROUP EXHIBITIONS:

2024 Contemporary Istanbul, C24 Gallery, Istanbul, Turkey

"...daquele que é (des)objeto II," Fundação Leal Rios, Lisbon, Portugal

Photo London, Artemis Gallery, London, UK

"The Greatest Emergency Is the Absence of Emergency," Circulo De Belles Artes, Madrid

2023 "The Emotional Show," Marjorie Barrick Museum of Art, Las Vegas, NV

"Platform," Grand Central Madison Concourse, New York, NY

2022 "Brinks of Perception," Artemis Gallery, Lisbon, Portugal

2021 California New Natural Resources Headquarters Building, CA

- "AR Biennale" Kunst Palast, Düsseldorf, Germany
- 2020 "The Archive to Come," Telematic Media Arts Gallery, San Francisco, CA
"Adobe Festival of the Impossible," Virtual Exhibition
- 2019 *Transfigured*, C24 Gallery, New York, NY
- 2018 *LG House of Innovation*, Wallplay, Art Basel, Miami, FL
Nobody Leaves Everybody Goes, California Academy of Sciences, San Francisco, CA
Festival of the Impossible, Minnesota Street Projects, San Francisco, CA
Illum, Midway Gallery, San Francisco, CA
The Hereafter Institute, Jerusalem Design Week, Israel
We are from the Internet Show, MoMAR Gallery, New York, NY
Birth of Aisha, Curated by Gabe Barcia-Colombo, Minefield Girl Memoir,
- 2017 *Bunker X Sotheby's*, Curated by Gabe Barcia-Colombo, Sotheby's Auction House, New York, NY
The Uncanny, Cultivist private residence, New York, NY
- 2015 *What is Luxury?*, V&A Museum London, England
- 2014 *Poetry in Motion*, MTA Arts and Transit, Grand Central Station, New York, NY
Frames Per Second, Flanders Gallery, Raleigh, NC
- 2013 Victorine Contemporary Gallery, Newport, RI
Volta Basel, Muriel Guepin Gallery, Switzerland
ArtMrkt, San Francisco, CA
Lumen, New York Foundation for the Arts, Staten Island, NY
Illuminate, Muriel Guepin Gallery, NY
Scope Art Fair, Muriel Guepin Gallery, New York, NY
- 2012 *Garden*, Dumbo Arts Festival, Brooklyn NY
I Don't Have Time for This S#it, QF Gallery, East Hampton, NY
Luminance, Paley Center, New York, NY
- 2011 *Monitor Digital Arts Festival*, Guadalajara, Mexico
Dumbo Arts Festival, Brooklyn, NY
Geekdown, 92Y Tribeca, New York, NY
Tv of Tomorrow, Yerba Buena Arts Center, San Francisco, CA
Piece of Mind, Elga-Wimmer Gallery, New York, NY
Threads, Hugo Boss Store 14th Street, New York, NY
- 2010 *Vimeo World*, Vimeo Festival and Awards, New York, NY
Dumbo Arts Festival, Brooklyn NY
Last Supper, 3rd Ward, Brooklyn, NY
Patterns of Play, Greylock Art Gallery, Adams, MA
Sustainable Art Fair, Susla Los Angeles, Echo Park, CA
- 2009 *Meetup.Org Arts + Technology Showcase* | New York, NY
Play with Fire, Video Art Festival, Brooklyn, NY
Brooklyn Waterfront Artists Coalition, Redhook, Brooklyn, NY

- Ginsberg Collector Showcase*, Private Home, San Francisco, CA
2008 *Naiveté*, Little Italy, New York, NY
Shhhhhh...Down-Low Show, 3 Legged Dog Media Arts Center, New York, NY
Night with the Residents, New York University, New York, NY
2007 *Siggraph*, San Diego Convention Center, San Diego, CA
Ars Electronica, Linz, Austria
Maker Faire, Austin Texas
Maker Faire, San Mateo, CA
New Interfaces For Musical Expression Conference, New York, NY
2006 *Innovative*, The Mushroom Gallery, New York, NY
Sony Wonder Tech Labs, New York, NY
Epson Learning Worlds, New York, NY

SELECTED AWARDS AND RESIDENCIES:

- 2022 Brown Institute Fellowship, Columbia University, NY
DASH Art Affect Grant, Atlanta, GA
2021 Neon Museum Artist in Residence, Las Vegas, NV
2019 Adobe Augmented Reality Design Residency, San Francisco, CA
2018 Visiting Artist, Luna Fete, New Orleans, LA
2017 Sotheby's Artist in Residency, New York, NY
2016 LACMA Art + Technology Grant Awardee
2015 Top Public Art Works in America: Americans for the Arts
2014 Senior TED fellowship
2013 Open Studio Artist at the Museum of Arts and Design
2012 TED fellowship
2010 Video Panelist New York Foundation for the Arts
2008 Concordia Career Advancement Opportunity Grant
New York Foundation for the Arts Grant in Video
2007 ACM Siggraph Space-Time 3rd Place Award in Interactive Art
Ars Electronica Honorary Mention in Interactive Art
2006 Slamdance Anarchy Online Film Festival Winner
2004 U.S.C. School of Cinema/Television Presidential Scholarship
2000 National Hispanic Scholar

SELECTED COLLECTIONS:

Los Angeles County Museum of Art
Capital Broadcasting Company



MTA Arts and Design
New York University Langone Collection
California New Natural Resources Headquarters Building
Spiegelworld
Neon Museum Las Vegas

SELECTED TALKS:

- 2023 Pabellon, Universidad de Los Andes, Bogota, Colombia
LACMA, Art and Technology Time Based Media Consortium, Los Angeles, CA
Artist Talk, Syracuse University, Syracuse, NY
- 2022 Artist Talk, Design 21: Design After the Digital Class, University of Pennsylvania, PA Artist Talk, IBM Quantum Computing Group, New York City, NY
- 2021 Artist Talk, Yuz Museum, Shanghai, China
Artist Talk, Neon Museum of Las Vegas, Las Vegas, NV
- 2020 "Wix Playground Presents," Wix Playground, New York City, NY
- 2019 "Capturing memories in digital art," Global Developers Forum, Suwon, South Korea
- 2018 "New Directions in Interactive Media" International Center for Photography, New York City, NY
"Capturing and Archiving Memories Through Digital Art" The Institute of Fine Arts, New York City, NY
"Digital Memories," Midway Gallery, San Francisco, CA
"The Future of Augmented Reality with Adobe," Minnesota Street Projects, San Francisco, CA
- 2017 "Keynote Panel," The Spectral Event, New Rochelle, NY
- 2016 "Artist Talk," Bucks County College, MA
- 2015 "Digital Memories and Memorials," Los Angeles County Museum of Art, Los Angeles, CA
"Slowing Down with Digital Art," TedxCapeMay, NJ
- 2014 "Digital Futures," OCAD University, Toronto, ON, CA
"Anything On A Surface Has Space," Donald Judd Foundation, New York City, NY
- 2013 "My DNA Vending Machine," TED Fellows Conference, Whistler, CA
- 2012 "Capturing Memories in Video Art," TED Conference, Long Beach, CA

TEACHING:

Current: Associate Professor at New York University, ITP, Tisch School of the Arts

Academic Director, ITP, Tisch School of the Arts
2011-2012 Adjunct Professor at Borough of Manhattan Community College
2008-2012 Adjunct Teacher at New York University, ITP, Tisch School of the Arts
2015-2019 Visiting instructor New Orleans Arts Council

SELECTED PUBLICATIONS:

2016 Glass Virtual, Real, (Koen Vanderstukken, Black Dog Publishing)
2010 Art and Science Now, (Stephen Wilson, Thames & Hudson)
2007 Making Things Talk, (Tom Igoe, O'Reilly Media)

BIBLIOGRAPHY:

2024 "Somos Siervos De La Tecnología," Santiago Zabala, La Maleta De Portbou, Feb 2024
2019 "Take a Walk Through South Korea's GDF Exhibition," Peter Graham, VRFocus, August 2019
2018 "Calling all artists: Time to try Ar, Adobe says," Stephen Shankland, CNET, June 2018
"These Artists Use AR to Pull You Inside Their Heads," Esme Bella Rice, Wired, June 2018
"Internet Artists Invaded the Moma with a Guerrilla Augmented Reality Exhibit," Mack DeGeurin, Vice Motherboard, March 2018
"Internet Artists Protest Industry Elitism by Augmenting Reality at MoMA," Beatrice Hazlehurst, Paper Magazine, March 2018
2017 "Young Digital Artists Anxious about...Technology," Frank Rose, New York Times, July 2017
"Bunker Gallery Brings Art and Tech to Sotheby's," Sotheby's, July 2017
2016 "What happens to your online life after you die? The Hereafter Institute helps plan second death," Catherine Wagley, LA Weekly, August 2016
"What Happens to a person's Facebook posts after they die?," Carolina Miranda, Los Angeles Times, September 2016
"Slowing Down," NPR Ted Radio Hour, August 2016
"The Afterlife Will be Digitized," Alyssa Bereznak, The Ringer, August 2016
"Funeral of the Future Memorializes with Digital Footprints," Elizabeth Lee, Voice of America, September 2016
"Save as.. At NYC Pop-Up Gallery Bunker," David Graver, Cool Hunting, March 2016
2015 "Museum: Is Time the Only True Luxury Object?" Lili Rosboch, Bloomberg, April 2015

- "Beyond the bling: the most pointless luxuries ever," Kathryn Hughes, The Guardian, April 2015
- 2014 "Vending Machine Dispenses DNA Samples," Serena Chu, PSFK, March 2014
 "A Vending Machine That Let's you Buy Strangers' DNA," Designtaxi, Dorothy Tan, March 2014
 "Gabe Barcia-Colombo dispenses genetics with DNA Vending Machine," Nina Azzarello, Designboom, March 2014
 "Genetic engineering will be as accessible as 3d-printing says DNA Vending Machine Designer," Matt Hussey, Dezeen, March 2014
 "Where Humert Humbert Might Whisper in Your Ear," Masha Goncharova, New York Times Blog, April 2014
 "1.4B Fulton Center opens in Lower Manhattan," Alyssa Zauderer, Pix11, November 2014
 "Brave new weird: Inside the funhouse art experience of TED Fellow Gabriel Barcia-Colombo" Karen Frances Eng, TEDBlog, December 2014
- 2013 "Absence and Memory on the Lower East Side" Allison Meier, Hyperallergic, May 2013
- 2011 "Haunting Holographic Video Sculptures Turn People Into Scientific Specimens," Julia Kaganskiy, Vice, October 2011
 "Gabriel Barcia-Colombo's Clocks at Dumbo Arts Festival," Henrich Schmidt, HuffingtonPost, October 2011
- 2010 "As in the Internet, So in Life Art Pops Up," Interview Magazine, March 2010

PROJECT LIST:

- 2022 Temptation in Paradise (Pink) (Neon Installation)
 The Holy Roller (AI Slot Machine)
 Relic (Neon Sculpture)
 Sin City Saint Machine (Video Sculpture)
 Vegas Vic and Vickie Nicho Boxes (Video Sculptures)
 Can't Help Falling in Love (Video Sculpture)
- 2021 Eden (Augmented Reality Installation at Kunst Palast, Düsseldorf, Germany)
 Half the Pressure Twice the Speed (Video Sculpture at NYU Langone)
 Memento Mori (Augmented Reality Installation at Brookfield Place)
- 2020 Home Sweet Home (Video Sculpture with Infinite Objects)
 Choir (Augmented Reality Sculpture)
- 2019 Collectors (AI Video Sculpture)
 The Flames Rose Around her Nose (Video Sculpture)
 Garden of Eden (Video Sculpture)
 Followers (Video Sculpture)

- Tube III (Video Sculpture)
- 2018 Channel 3 (Video Sculpture)
- Nobody Leaves Everybody Goes (Video Sculpture)
- Birth of Aisha (2:00 loop)
- Descent: Or Do Avatars Dream of Auto-Rigged Sheep? (AR sculpture)
- White Light Afterlife (Ar Application)
- 2017 Pile-Up (Sound Installation for 7 cars)
- Uncanny Valley Vacay (Virtual Reality animation)
- 2016 The Hereafter Institute (performance)
- Monument I (sculpture, vinyl record)
- The Hereafterlife (Virtual Reality Simulation)
- Hereafter Locket (video locket)
- 2015 New York Minute (52 channel Video Installation)
- 2014 DNA Vending Machine (Sculpture)
- Illuminated Verse (5 channel Video Installation)
- Secret Society of Forbidden Literature (Performance)
- Tube II (Video Sculpture)
- 2013 Farm (Video Sculpture)
- Double Yolk 1 (Video Sculpture)
- Double Yolk 2 (Video Sculpture)
- 2012 Tube I (Video Sculpture)
- Cage your Angel (Video Installation)
- 2011 For Those Who Wait (Video Sculpture)
- A Point Just Passed (Video Sculpture)
- Threads (Video Installation)
- Wall (Video Sculpture)
- 2010 Garden (Video Sculpture)
- Time Capsule Taxidermy (Series of Video Sculptures)
- 2009 Separation Anxiety (Video Sculpture)
- 2008 Blend (Video Sculpture)
- Jitterbox (Video Sculpture)
- 2007 Animalia Chordata (Video Sculpture)