

GAMESCENES. ART IN THE AGE OF VIDEOGAMES (<http://www.gamescenes.org/>)

09/27/2014

Event: "Eddo Stern: New Works" (October 10 - January 24, 2015, UC Irvine, California)



(<http://mbf.blogs.com/.a/6a00d83451ba1e69e201b8d07294c8970c-popup>)

Eddo Stern, *Still Life With Putin (with Cyril Kuhn)*, computer game, 2014

The Beall Center for Art + Technology in Irvine, California presents *Eddo Stern: New Works*. Curated by David Familian, the exhibition features five game based projects: *Darkgame 4.0*, *Vietnam Romance*, *Still Life With Putin*, *House Stern Pachinko*, and *Cruise Control*.

For the past fifteen years, Stern has been exploring the fecund intersection between games and art. Stern has been experimenting with various approaches for game aesthetics that integrate digital techniques such as 3D programming and electronics with non-digital image making methods such as watercolor on paper, calligraphy, and hand sculpted models.

For additional details about the show, see the [press release](#)

(http://beallcenter.uci.edu/sites/default/files/pdfs/08.29.14_Eddo_Stern_PressKit_FINAL-1.pdf).

Eddo Stern: New Works curated by David Familian

Opening Reception: Sat, October 11, 2014 - 2:00pm - 5:00pm

October 10- January 24, 2015

The Beall Center for Art + Technology

Claire Trevor School of the Arts

712 Arts Plaza

University of California, Irvine

Irvine, CA 92697-2775

featured artworks:

Darkgame 4.0, computer game installation, 2014

Vietnam Romance: Levels 1-3, computer game, 2014

Still Life With Putin (with Cyril Kuhn), computer game, 2014

House Stern Pachinko, (with Jon Haddock), computer game, 2014

Cruise Control, computer game, 2013

00:37



HD

Eddo Stern, *Cruise Control*, computer game, 2013, Opening in Westwood, 2013



Darkgame Static

from **Eddo Stern** PLUS

00:51



HD

Eddo Stern, *Darkgame 4.0*, computer game installation, 2014

from **Eddo Stern**

02:41



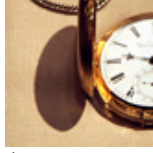
HD

Eddo Stern, *Vietnam Romance: Levels 1-3*, computer game, 2014

LINK: *Eddo Stern: New Works* (<http://beallcenter.uci.edu/exhibitions/eddo-stern-new-works>)
(<http://beallcenter.uci.edu/exhibitions/eddo-stern-new-works>)

Submitted by Matteo Bittanti

Related articles



(<http://www.gamescenescene.org/2013/06/game-eddo-sterns-the-world-is-down.html>)

Event: Eddo Stern's "THE WORLD IS DOWN" (March 17-July 27, Young

<http://www.gamescenescene.org/2013/06/game-art-eddo-sterns-runners-wolfenstein-2002.html>)

Game Art: Eddo Stern's "RUNNERS: Wolfenstein" (2002)

Posted by MATTEO BITTANTI (<http://profile.typepad.com/manybits>) on 09/27/2014 in [3D animation](http://www.gamescenescene.org/3d-animation/) (<http://www.gamescenescene.org/3d-animation/>), [Events](http://www.gamescenescene.org/events/) (<http://www.gamescenescene.org/events/>), [Game Art](http://www.gamescenescene.org/game-art/) (<http://www.gamescenescene.org/game-art/>), [Games](http://www.gamescenescene.org/games/) (<http://www.gamescenescene.org/games/>), [Machinima](http://www.gamescenescene.org/machinima/) (<http://www.gamescenescene.org/machinima/>), [Performance](http://www.gamescenescene.org/performance/) (<http://www.gamescenescene.org/performance/>), [Sculpture](http://www.gamescenescene.org/sculpture/) (<http://www.gamescenescene.org/sculpture/>) | [Permalink](http://www.gamescenescene.org/2014/09/event-eddo-stern-new-works-october-10-january-242015-uc-irvine-california.html) (<http://www.gamescenescene.org/2014/09/event-eddo-stern-new-works-october-10-january-242015-uc-irvine-california.html>)



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