

COSMIC ANALOGUES

BIRTY BOZEN

Campbell Arcade, Melbourne

20TH November – 11TH December 2021



**CITY OF
MELBOURNE**

**CREATIVE
SPACES**

COSMIC ANALOGUES

Curated by Penny Walker-Keefe

Cosmic Analogues invites artists to come together and share their passion for cosmology.

Each artist selected for this exhibition reaches to connect with the vastness of the universe through their practice. Artistic processes are analogous to astronaut activities, and artworks are informed by looking backwards in time at space exploration and contemplating its future.

Underneath it all bubbles a deep reverence for the astronomy that has allowed us to understand the universe and our place in it. Artists work to create a common ground between outer space and our relationship to it in everyday life on Earth. Through art we can connect to the cosmos in our own small way.

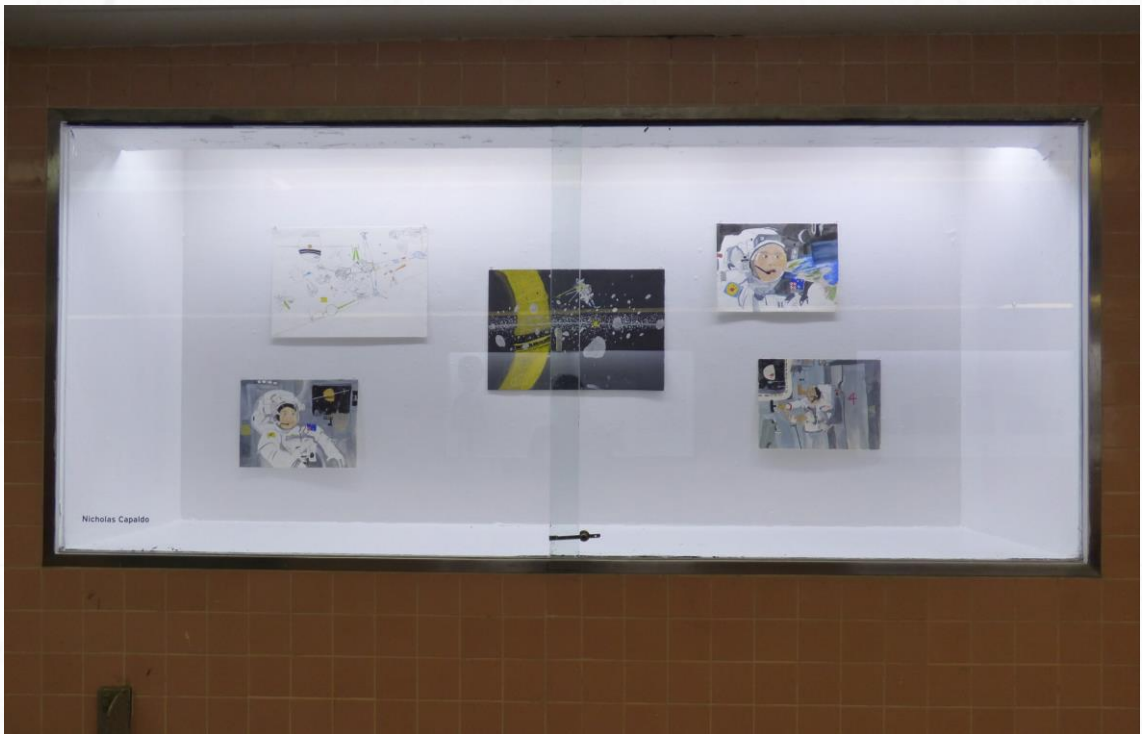
Featuring Neil Aldum, Roy Ananda, Tom Buckland, Nicholas Capaldo, Stefan Eichhorn (France), Steph Fuller, Project Gemini, Michaela Gleave, Ronnie Van Hout, Clare Humphries and Penny Walker-Keefe.

This exhibition was made possible with the support of The City of Melbourne and Creative Spaces. A big special thank you to Clare Humphries and Sophie Fox for your install excellence.

We would like to acknowledge the traditional custodians of this land, the Bunurong Boon Wurrung and Wurundjeri Woi Wurrung peoples of the Eastern Kulin Nation and we pay our respects to their elders, past, present and emerging.

NICHOLAS CAPALDO

Nicholas is an artist working with Arts Project Australia, creating otherworldly space scapes through painting and drawing.



TOM BUCKLAND

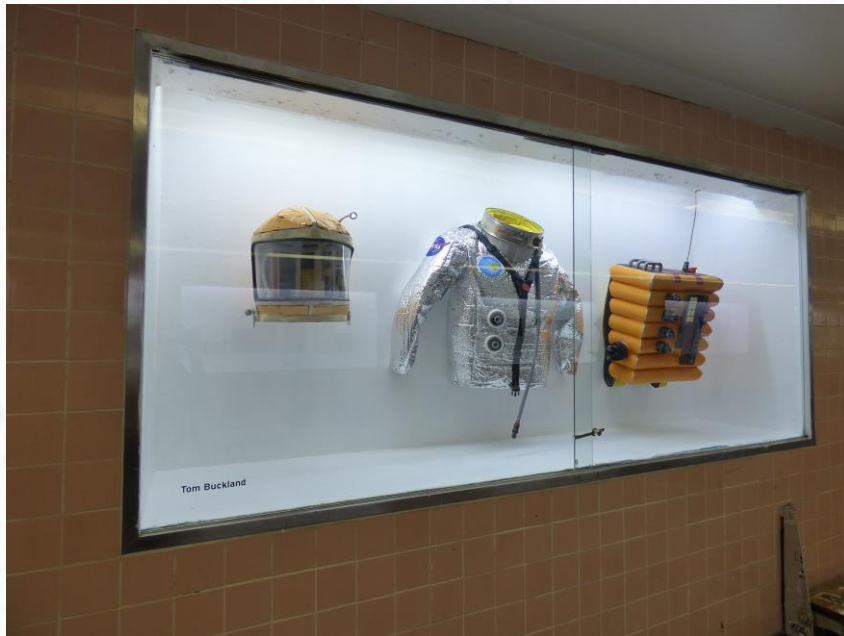
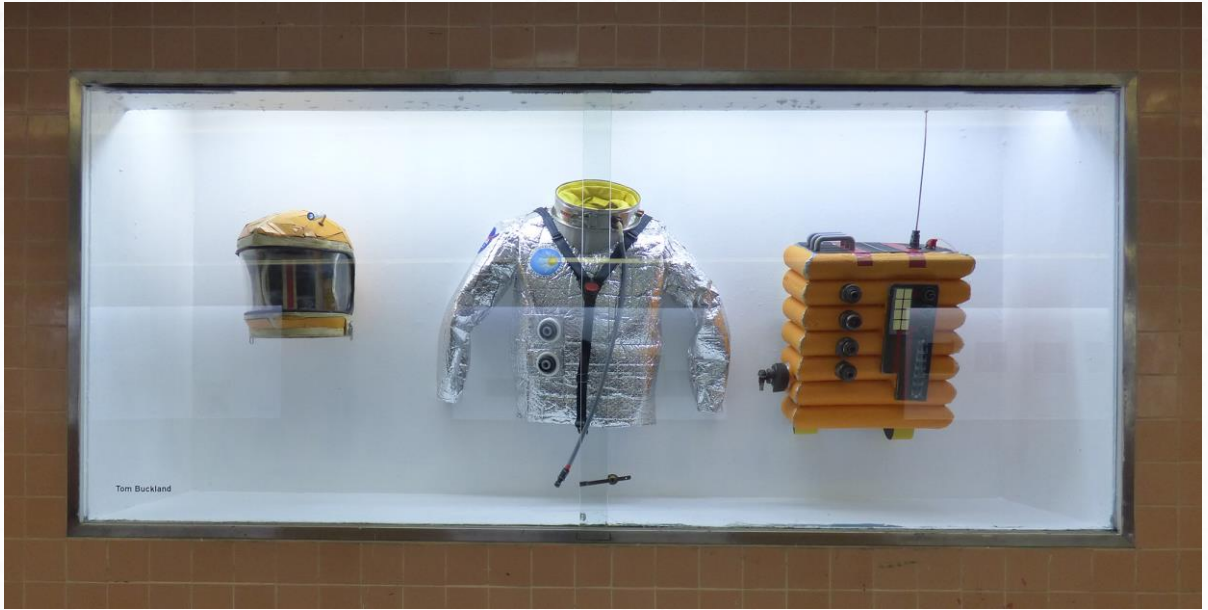
Have Spacesuit Will Travel

Much more than just a set of fancy clothes, a spacesuit is really a single-person spacecraft that carries everything needed to survive in the harsh environment of outer space. They provide air and water, are insulated from extreme heat and cold and protect the wearer from the vacuum of space or the hostile environment of another world. For a space traveler, it's vitally important to have your own personal spacesuit at hand. Presented before you is the artists own personal space suit that has been handcrafted with common readily available household materials.

Tom Buckland is an Australian visual artist who deals in a correspondence of imaginary worlds. With sculpture, performance, and video he creates work heavily influenced by his own fascination with science fiction and fantasy, topped off with a refined joyful absurdism. He enjoys playing with audience interaction, taking much enjoyment in transporting his audience to other worlds across space and time. Tom graduated from the Australian National University School of Art in with a Bachelor of Visual Arts with Honours in 2015. His work is held in numerous public and private collections and has been featured in exhibitions internationally and across Australia.



TOM BUCKLAND



Venus Helmet (Prototype) \$850

Venus Utility Breathing and Sample Analysis Communications Backpack Unit (Prototype) \$700

Venus Pressure Suit (Prototype) \$650

ROY ANANDA

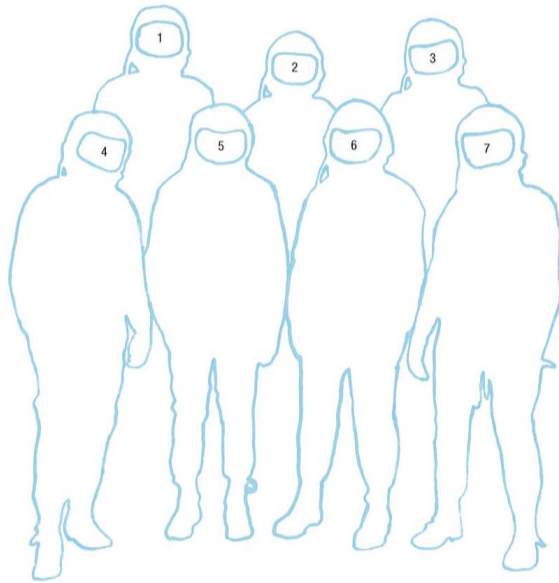
My contribution to *Cosmic Analogues* is a new suite of works on paper. This is a continuation of an on-going series of annotated diagrams which plumb the depths of my pop-culture fandom. The works consist of found images (in this instance pertaining to astronomy, astrology and space exploration) which are transcribed and obsessively annotated, with fictional provenance being attributed to their component parts.

As with many avid fans, I have a propensity to analogise, recount or explain my day-to-day life in terms of the various fictions of popular culture. In my household, rarely a day goes by without some small incident being framed or augmented by a quote from *The Simpsons*. Similarly, a real-world event such as a stubbed toe is most likely discussed in terms of *Dungeons and Dragons* rules mechanics, with commiserations around rolling a 1 on the Dexterity check and the weighing up of how many Hit Points were lost due to the injury. The works included in *Cosmic Analogues* take this tendency to a logical (or perhaps illogical) extreme.

In this alternative reality, astrologers eschew the conventional zodiac in favour of such underacknowledged constellations as Gabby the Small and Annoying, Alan the Cowboy and the Ham Sandwich. Here the alien forces of *Space Invaders* video game are not merely generic, pixelated cannon fodder, but instead constitute an alliance of specific entities drawn from over a hundred years of alien invasion narratives.

The project takes cues from the meta-fictional tradition exemplified by Alan Moore's *The League of Extraordinary Gentlemen* and Neil Gaiman's *The Sandman*, where characters, artefacts, and concepts from a wide range of distinct fictional universes coexist in the same narrative space. This, like so many of my other odes to fandom, is intended to be both a celebration of the scope of human storytelling (through films, books, games, and myths) and a humorously self-deprecating look at my all-consuming enthusiasm for make-believe.

ROY ANANDA



1. Buzz Lightyear (John Lasseter (director), *Toy Story*, 1995)
2. Samuel Conrad (Rod Serling (creator), *The Twilight Zone*, 1959-1964)
3. Major Tom (David Bowie, *Space Oddity*, 1969)
4. John Tracy (Gerry and Sylvia Anderson (creators), *Thunderbirds*, 1965-1966)
5. George Taylor (Franklin J. Schaffner (director), *Planet of the Apes*, 1968)
6. Olga Tovyevsky (William Gibson, *Hinterlands*, 1981)
7. Mark Watney (Ridley Scott (director), *The Martian*, 2015)

Annotated Mercury Seven
2021
 Giclee print and ink on paper
 35 x 28cm



1. Rubello the Fire-Breathing Pope (Infinite Fall, *Night in the Woods*, 2017)
2. Gabby the small and annoying (Andrew Adamson and Vicky Jensen (directors), *Shrek*, 2001)
3. Osidious the Emphatic (Michel Gondry (director), *Eternal Sunshine of the Spotless Mind*, 2004)
4. The Balanced Sword (Ryk E. Spar, *Balanced Sword* series, 2012-2016)
5. The Hammer (C.S. Lewis, *Prince Caspian*, 1951)
6. The Scar (Brandon Sanderson, *Cosmere* series, 2005-2020)
7. The One Who Turns (Ursula K. LeGuin, *A Wizard of Earthsea*, 1968)
8. The Hexagon (Robert A. Heinlein, *Saruman Jones*, 1953)
9. The Sickle (J.R.R. Tolkien, *The Lord of the Rings*, 1955)
10. The Cat (Tamora Pierce, *The Realms of the Gods*, 1996)
11. Triangulum (Diane Duane, *The Roman Way*, 1987)
12. Finnegan's Goat (H. Beam Piper, *Uller Uprising*, 1952)
13. The Scarf (Eve Forward, *Villains by Necessity*, 1995)
14. Unicorn constellation (Andre Norton (creator), *Beastmaster*, 1999-2002)
15. Kasterborous (Sydney Newman, C.E. Webber and Donald Wilson (creators), *Doctor Who*, 1963-present)
16. The Ham Sandwich (Joel Hodgson (creator), *Mystery Science Theatre 3000*, 1988-2018)
17. The Runners (Rick Berman and Michael Piller (creators), *Star Trek: Deep Space Nine*, 1993-1999)
18. Agittarius (Frank Zappa, *One Size Fits All*, 1975)
19. The Big Dip (Gary Larson, *The Far Side*, 1979-present)
20. The Chalice (Wizards RPG Team, *Tasha's Cauldron of Everything*, 2020)
21. Alan the Cowboy (Matt Groening (creator), *The Simpsons*, 1989-present)
22. The Crusades (Trey Parker and Matt Stone (creators), *South Park*, 1997-present)
23. Serenia (Noelle Stevenson (developer), *She-Ra and the Princesses of Power*, 2018-2020)
24. The Dap of the Heavens (Pendleton Ward (creator), *Adventure Time*, 2010-2018)
25. The Atronach (Bethesda Softworks, *The Elder Scrolls*, 1994-present)
26. The Trouser Snake (Asymmetric Publications, *Kingdom of Loathing*, 2003)
27. The Gauntlet (White Wolf Publishing, *Exalted*, 2001-present)
28. The Triangle (Terry Pratchett, *The Last Continent*, 1995)
29. The Martyrs (Bob Vitas (editor), *The Complete Star Wars Encyclopedia*, 2008)
30. Ice Dragon (George R.R. Martin, *A Storm of Swords*, 2000)
31. Dragon Turtle (Tracy Hickman and Margaret Weis, *Dragonlance Adventures*, 1987)
32. The Triton (Albert Barille (creator), *Once Upon a Time...Space*, 1982)

Annotated Star Chart
2021
 Giclee print and ink on paper
 35 x 60cm

STEFAN EICHHORN

Stefan is a German-born artist living and working in Marseilles, France, whose work examines the possibilities of space colonisation and exploration. This vast collection of postcards of biodomes and conservatories reflects science-fiction ideas of terraforming and colonising other planets with Earth-grown greenery.

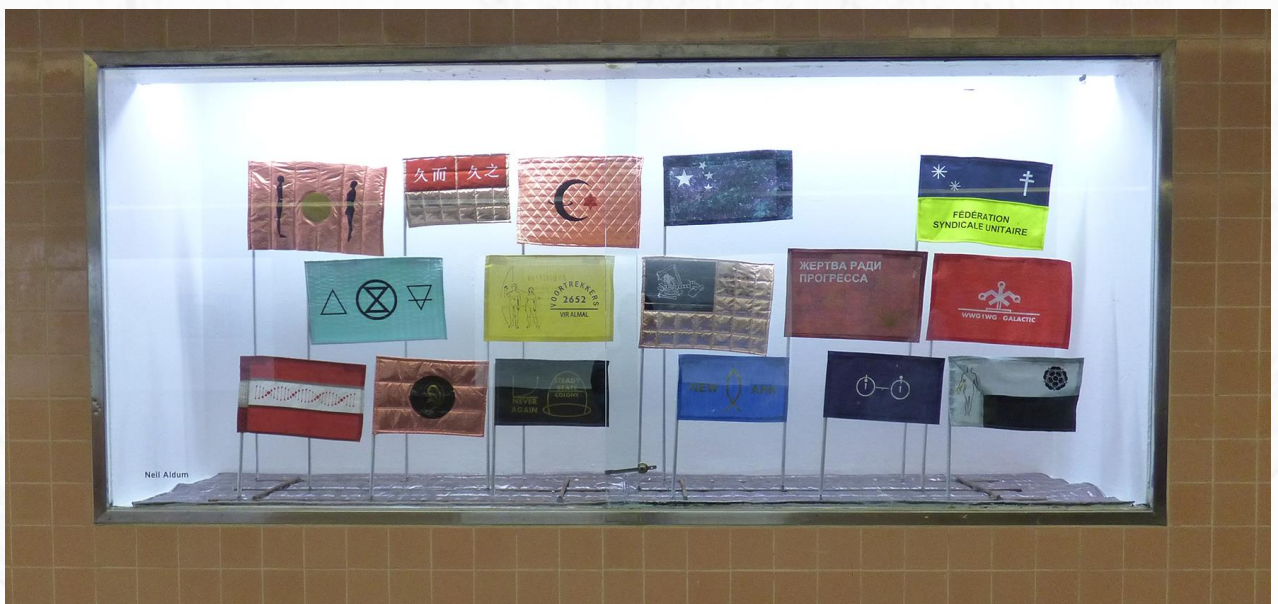


NEIL ALDUM

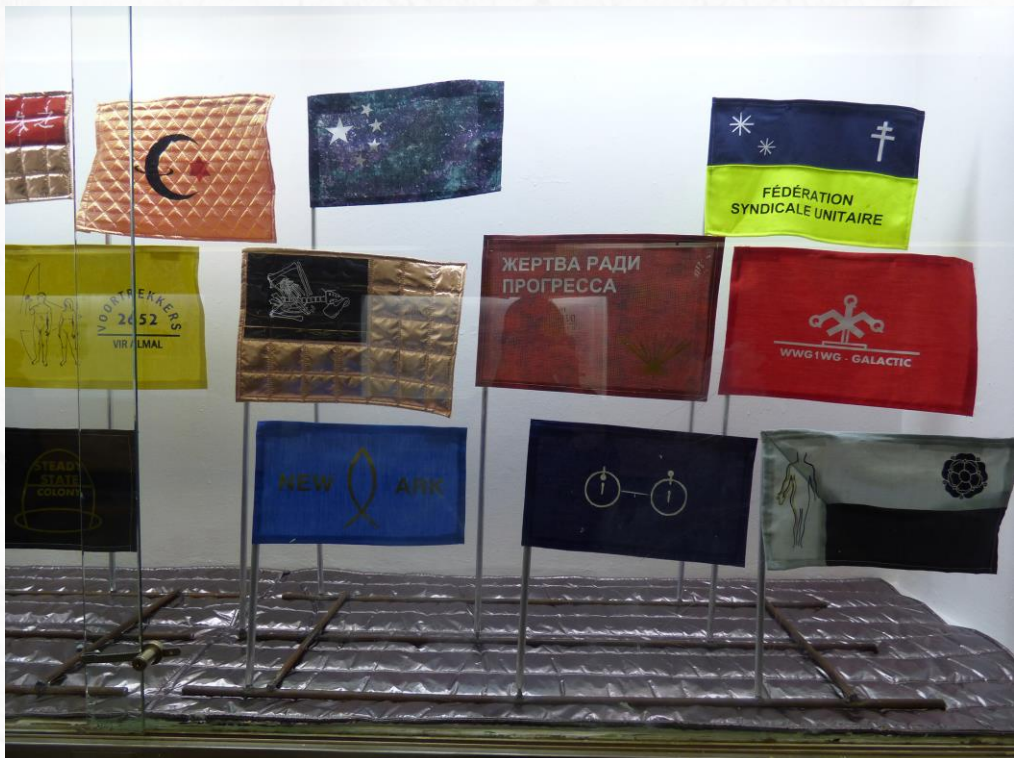
We will not rely on anyone. We will not make mistakes.

The fermi paradox posits a troubling question. Given the immense size of our universe, and the likelihood of intelligent life existing somewhere, why haven't we met or heard from them? Are alien civilisations just too far away? Has war or over consumption led to their demise? Are they deliberately concealing their presence in a dark cosmic forest? Has their technological supremacy made us irrelevant? Humans are more than willing to make their presence known.

The vacuum of space receives a steady stream of Earth's stuff - signals, probes, golden records, space junk. If we become an interplanetary species our motivations to colonise the stars will be numerous too. Escaping a planet in peril, defecting for religious or political ambitions, or because our AI minders have ordered the migration. "We will not rely on anyone. We will not make mistakes" imagines the arrival of cosmic pioneers staking their claim on new, untarnished soil.



NEIL ALBUM



PENNY WALKER-KEEFE

This collection of clay car badges examines automotive nomenclature and its relationship to the cosmos. It aims to highlight the frequency with which astronomy is drawn upon for inspiring car model names.

Car manufacturers give cars names that make motorists feel powerful like a pulsar, or fast like a meteor, or adventurous, like the Pathfinder.



Astronomical car badge series

Synthetic polymer paint on air dry clay

Enquiries: ig @pennyw_k

MICHAELA GLEAVE

Oceanic Feeling

2021

Vinyl mirror, text, Giclée print

247 x 105cm

It's hard to tell the difference between sea and sky, Between voyager and sea. Between reality and the workings of the heart. Haruki Murakami

Oceanic Feeling reflects on humanity's ever-present search for meaning in the cosmos, a relationship with the night sky that has shaped the history of our species from its very beginnings. The phrase 'oceanic feeling', coined by Romain Rolland in a letter to Sigmund Freud, describes the sensation of eternity, a “feeling of an indissoluble bond, of being one with the external world as a whole”, which Rolland considered the basis of all religious or transcendental experience. In a post-God world, where scientific knowledge has abstracted reality down to a mathematical construct, *Oceanic Feeling* responds to our ultimately human perspective of the cosmos. It considers the infinite depths of the universe, its mirror in consciousness, and the thin veneer of reality that exists between the two.

Michaela Gleave is a contemporary artist based in Sydney, Australia, whose conceptual practice spans numerous mediums and platforms including digital and online works, installation, performance, photography, sculpture and video. Her projects question the nature of reality and our innate relationship to time, matter and space, focusing particularly on the changing intersections between art, science and society. Gleave's projects often return to the space of the sky as a site for enquiry, referencing natural phenomena and tricks of perception, and looking to the edges of experience as a means of better understanding the structures and frameworks that shape our knowledge of the cosmos.

www.michaelagleave.com

MICHAELA GLEAVE



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2021

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PROJECT GEMINI

Project Gemini is a collaboration between Tom Buckland and Penny Walker-Keefe. The duo take their name from the early 60's NASA missions of the same title. Together, they recreate historical space exploration images in their studios using paint, paper, hot glue and a self-timed camera.



STEPH FULLER

Much of Fuller's work is the result of her refusal to accept that, as a non-astronaut, she cannot physically participate in the exploration of outer space. Substituting the certainty of the physical experience with the certainty of the familiar object, she recreates scenes from the final frontier using only earthbound objects.



Comet

2018

CLARE HUMPHRIES



RONNIE VAN HOUT

Ronnie Van Hout is a New Zealand-born artist living and working in Melbourne. He makes disconcerting sculptural objects that teeter on the edge between the familiar and the unknown. Ronnie is represented by Station Gallery.

