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Phantasmagoria
Hurse

Jonas Pequeno & Alexander MacKinnon
7 December 2023 - 30 February 2024

EXHIBITION LINKS:

[Virtual Viewing Room](#)
[Full Video Installation](#)



Jonas Pequeno, Alexander MacKinnon
Sarah's Spectre, 2023, Mixed media, approx. 400 x 370 cm

« She stepped away from the door and it swung closed with a thud, removing his finger at the top knuckle where it had been gripping the door frame with earnest pressure. Wanting to leave, and being embarrassed about having to ask for his finger tip back, he hesitated a long while at the door before resolving to leave it there. No mention was ever made of her having found part of his shorn finger in her doorway, but surely she must have had to deal with it somehow. »

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*words by Edward Campbell Quillon
Kenny*



Detail:

Jonas Pequeno, Alexander MacKinnon, *Sarah's Spectre*, 2023, Mixed media, approx. 400 x 370 cm



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Scenes from:

Jonas Pequeno, Alexander MacKinnon, *In... picturesque-plegia (Chrome Castle)*, 2023, Video 09:14 minutes, loop



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Jonas Pequeno is a London based artist, BA Fine Art Central St. Martins graduate and recent Associate Studio Programme resident. Working predominantly with sound, Pequeno explores concepts around phenomenology, semiotics, absurdism and technological mediation. Interested in the distinction between language and experience, Pequeno negotiates the problem of linguistic reductionism as a form of 'symbolic violence'. Recent exhibitions, performances and screenings include It's Not Me, It's You, Highline Building, London (2021); Food For Elias, Bygdebox, Norway (2021); /'fəʊli/, Huxley-Parlour, London (2020); Bloomberg New Contemporaries, South London Gallery, London (2019).

Alexander MacKinnon is a London-based artist creating simulated 3D spaces and experimental video games. Within these worlds, his practice borrows tropes and motifs from video game culture to explore questions around existence in virtual space, and present dystopic parallels to our own technology. Recently he has been producing a series of works which explore the paradox of networked loneliness, building game worlds which represent the non-places of technocapitalist networked space. This includes his recent project Cumbernauld eSports Centre, created during a residency with arebyte gallery (2021).

PREVIOUS EXHIBITION AT THE GALLERY:

MONO NO AWARE, 2021

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