

explore endeavor

This exhibition is part of a series of arts and technology inspired programs called *CURIOcity*. The theme celebrates the curious minds that thrive on connecting ideas across disciplines. It also features contemporary art made by local and national artists who seek to understand the world through scholarship, collaboration and innovative art making.

The EXPLORE exhibition looks at space exploration and the cross over metaphors it represents such as human curiosity, pushing known and unknown boundaries and dreaming of what could be. Within the displays are references to the cosmos, nature, technology and the future. Each of the artists endeavor to maintain a sense of wonder about the human condition.



GALLERY

Gallery at Tempe Center for the Arts
700 W. Rio Salado Pkwy., Tempe, AZ 85281
480-350-2867

tempecenterforthearts.com/Gallery

Kathryn Maxwell, Tempe

Maxwell takes to heart the idea of making connections between ideas and imagery. Her mixed media works, prints and installations explore themes about nature, science and spirituality. She also draws on experiences from her extensive travels.

This work on display is a continuation of Maxwell's body of work about the relationship between humans and the universe. She admires the quote from Carl Sagan's book, *Cosmos*, as it speaks to connections, "*The nitrogen in our DNA, the calcium in our teeth, the iron in our blood, the carbon in our apple pies were made in the interiors of collapsing stars. We are made of star stuff.*"

Maxwell is originally from Illinois and earned a Master of Fine Arts degree from the University of Wisconsin in Madison and a Bachelor of Arts degree from Northwestern University in Evanston, Illinois. Her art has been exhibited nationally and internationally at venues such as the China Academy of Art, Hangzhou; Dundee (Scotland) Contemporary Arts; Detroit Institute of Arts and Denver Art Museum. She is also the recipient of artist residencies in China, Belgium, Greece, Scotland and the United States. Today, she is Professor Emeritus at Arizona State University Herberger Institute for Design and Arts.

kmaxwell.net

On display: From the *Celestial Series*
Northern Hemisphere 1 & 2
Southern Hemisphere 1 & 2



Granville Carroll, Rochester, NY

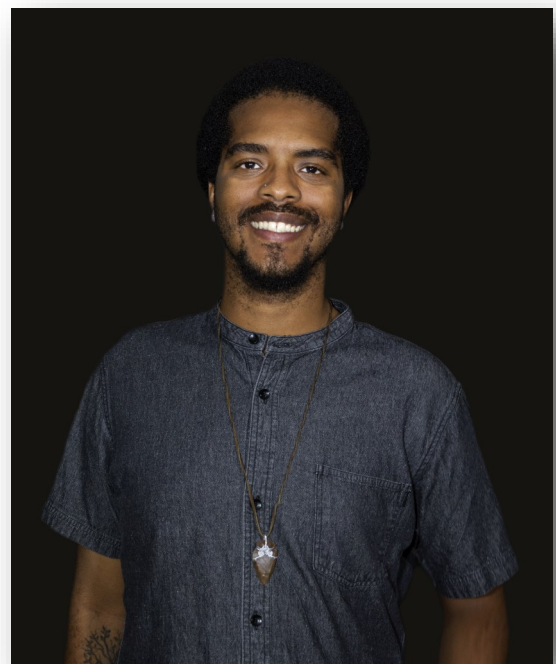
Carroll is a visual artist and educator with roots in the Valley. He works with photography, digital compositing and photo-manipulation. He received a Bachelor of Fine Arts degree in photography from Arizona State University and recently graduated with a Master of Fine Arts degree in photography and related media from the Rochester Institute of Technology.

Carroll's work is influenced by Afrofuturism and spirituality. His work addresses issues of representation and identity. It also questions the constructs of society and labels by asking questions like "who are we" and "what lies beneath it all?"

Carroll says, *"Just as many astronomers and cosmologists look to the heavens for meaning, I too look to the stars for answers. As part of the African diaspora my history is lost to time. It has been stolen from me and many others through the atrocities of slavery and its consequences. I look into the depths and mysteries of the cosmos to understand my origins and to reconstruct a new origin story for the future. The work explores the imaginative and profound implications of reconstructing an identity that belongs to a legacy that reflects the power and mystery of the cosmic forces that brought us all into existence."*

GranvilleCarroll.com

On display:
Quiescent & Sovereignty



Joe Willie Smith, Phoenix

Smith is a multi-media artist and musician. He primarily works with found objects to make instruments and artworks he calls “Sonic Sculptures.” Smith has a background in advertising, and for many years, served as Art Director of the *Arizona Republic*. In the past two decades, he has participated in numerous solo and group exhibitions throughout the valley, including Bentley Projects, Tempe Center for the Arts and the ASU Art Museum. Practical Arts in Phoenix describes him as *“what current American culture calls a ‘picker’... and has an innate sense for finding value in cast-off objects that are given away to thrift stores, found on the street, in the desert and un-noticed by others. He is a cultural treasure hunter.”*

On display is an example of an artwork Smith created and played in a short video made by ***Phoenix Home and Garden*** magazine about the artist. You can access the video via the QR code below.

Also on display is an example of a DIY “Sonic Sculpture” Smith made with a branch and tin can. He encourages visitors to try making one themselves at home!



Maciej Rebisz, Poland

Rebisz is a concept artist and illustrator from Poland. He has been creating digital art since 2005, and has illustrated books, card and board games and video games. He currently works at the video game studio CD Projekt Red, creator of *The Witcher* series. His most recent project is the game *Cyberpunk 2077*, released in December 2020.

Maciej loves space exploration and spaceflight technology, and his work is grounded in deep research to ensure that the speculative images he creates are as realistic as possible. He frequently collaborates with space institutes and agencies, including the European Space Agency and NASA, as well as space-industry companies, universities, science journals and magazines.

Rebisz says, *“In the brief time that humanity has been launching vehicles outside of Earth’s atmosphere, space has always been politicized. In my art I want to show a more optimistic and humanistic vision of our future in space, focused on science and international collaboration.... My goal is to convey the beauty and excitement of space in the hope of inspiring future generations of explorers.”*

maciejrebisz.com

**This artist on display courtesy of*

ASU Center for Science
and the Imagination
Arizona State University

csi.asu.edu



About this display: Art has always been an important part of space exploration. Scientists and engineers rely on artists to visualize and share their greatest plans and discoveries, and art inspires scientists and engineers to push the limits of technology to the edge of possibility.

As part of a project about near future of human space exploration, ASU's Center for Science and the Imagination and NASA gathered a team of space researchers, engineers, social scientists and science fiction authors to collaboratively imagine a variety of possible human activities in space, in settings ranging from low-Earth Orbit to far-flung exoplanets.

These narrative projections were accompanied by illustrations by space artist Maciej Rebisz and collected in a free book, *Visions, Ventures, Escape Velocities: A Collection of Space Futures*. Learn more and download the book at <https://csi.asu.edu>

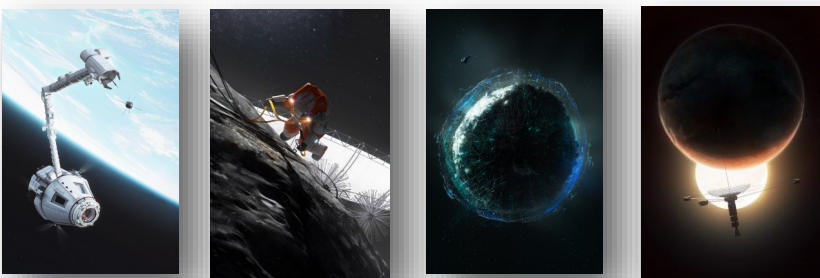


Image 1: A spacecraft maneuvers into position to deorbit a piece of space debris. From the story “Vanguard 2.0” by Carter Scholz

Image 2: A technician collects samples from mining equipment on the surface of an asteroid. From the story “The Use of Things” by Ramez Naam

Image 3: A swarm of artificially intelligent nanobots surround the near-Earth asteroid Bennu. From the story “Night Shift” by Eileen Gunn

Image 4: Specialized instruments measuring biosignatures orbit a rocky exoplanet, searching for extraterrestrial life. From the story “Shikasta” by Vandana Singh

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