Memory Media

TREX WALL

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KMSC LAW LLP

Devin Chambers
Scene 1, 2023

photo print on Epson UltraSmooth

Memory of Media is a collaborative project between multidisciplinary artists Andrew Thorne and Devin Chambers. By combining our shared knowledge of artmaking through photography, printmaking, and sound, our project begs the question; what does our media remember and how does our media change what we remember?

The exhibition is a series of digitally rendered photos, and physically manipulated monotype prints with layered soundscapes. This work uses different facets of media to express and interpret the complex emotions that can arise from rapidly consuming information online.

After months of distant phone calls and late night chats between Red Deer and Edmonton, we have each created 4 images. Chambers has created several photo prints that feature figures in hybrid digital and physical spaces. Thorne uses woodcut and stenciling processes to explore how the personal can be conveyed through ephemera and little paper nuances such as hand written notes, doodles and other debris. In both of these bodies of work, we are interested in how the digital alters the "real".

Visualizing a similar frenzy of chatter and lost moments, we have also included a series of audio pieces, soundscapes of memory. Similar to the layering of images, the audio in this exhibition comes as waves of information, saturating and collaging moment on top of moment. These recorded excerpts include our telephone conversations, the sound of a room full of love and laughter, among other field recordings. Walking along the TREX Wall, patrons will notice that each set of speakers is playing a different piece of audio. Sounds from the exhibition blend into the score of the surrounding noise.

Andrew Thorne is an early career artist, born in Mi'kma'ki, or Moncton, New Brunswick. He received an interdisciplinary BFA from NSCAD University in 2020 and relocated to Treaty Six territory, Edmonton, in the winter of 2021. Thorne has participated in the SNAP Emerging Artist in Residence, this work was part of In the Weeds, an outdoor group exhibition at Lowlands Project Space, and the solo exhibition, Carving Room, at SNAP Gallery. In 2022, Andrew and collaborator Anna Wildish worked together on a number of projects including, an 8-week residency through the city of Edmonton, at the Yorath House in Buena Vista Park. As well as a sound piece with Mile Zero Dance during blur. Andrew Thorne is passionate about artmaking practices becoming more accessible through arts education and programming. Thorne teaches printmaking classes at SNAP, as well as drawing and other artmaking courses through the Edmonton City Arts Center. Thorne will be presenting a solo exhibition at Harcourt House in the spring of 2023.

Devin Chambers is a new media artist that uses image making, video, environmental design, audio, text and sculpture. His work studies the warping and poetic nature of memories that exist in both physical and digital spaces. He uses a mixture of digital and physical imagery to challenge the notion of a clear division between the digital and physical parts of our lives. He holds a BFA from NSCAD University, and will be pursuing a MFA at Emily Carr University in fall 2023. Chambers has participated in the Interactive Telecommunications Program at the Tisch School of the Arts at New York University, the Ewart Duggan House Artist in residency program at the Esplanade Arts Centre and the GlogauAIR Artist in Residence Program in Berlin Germany. Most recently Chambers and collaborator David Clark worked together on an interactive fiction project called Whalefall which was part of the group exhibition THE MALL at the Mitchell Art Gallery in Grant MacEwan University. Chambers has worked as a preparator for several art galleries and museums, Co- founded the Vacant artist collective and is currently the Visual Art Technician at Red Deer Polytechnic.