JOHN KLIMA

Born in 1965, Redondo Beach, California
Works in Brooklyn, New York.

Education
1987 BFA, State University of New York, College at Purchase
Concentration in Photography under Jan Groover.

Solo Exhibitions
2003
(scheduled for January), Bank Gallery, Los Angeles, CA.
"EARTH" and "Discrete Terrains" installations
"Train Terrain," Postmasters Gallery, New York.
"Terrain" and "Train" installations.
2001
"Artport," The Web Site of The Whitney Museum of American Art.
"Terrain Comparison, Donner Pass/Khyber Pass." Browser software
"Go Fish", Postmasters Gallery, New York
"Go", "Fish", and "Guestbook" installations.
2000
Media Z Lounge, The New Museum of Contemporary Art, New York
performance of "glasbead."
1999
Postmasters Gallery, New York, NY
"glasbead (pmg)" installation.

Group Exhibitions and New Media Projects
2003
"CODeDOC," Ars Electronica Festival, Linz Austria.
"Jack and Jill." PC Software and source code, commissioned by the Whitney Museum of American Art, 2002.
"AIM IV, Interference Paterns," Armory Center for the Arts, Pasadena, California.
"Time Machine." PC Software and physical installation.
"Animations," web animation curated by Anthony Huberman, Berlin, Germany
"glasbead." PC Software.
"Hot Summer Cool", Postmasters Gallery, New York.
"24th Street Phreakout." Gameboy software.
"Lab3d", Cornerhouse Gallery, Manchester, UK
"EARTH." PC software and physical installation.
"Tenth Annual New York Digital Salon," World Financial Center, New York.
"glasbead." PC Software.

2002
"CODeDOC," Artport, The Web Site of The Whitney Museum of American Art.
"Jack and Jill." PC Software and source code.
"Beta Launch," Eyebeam Atelier, New York.
"EARTH, Discrete Terrains." Physical installation.
"Rhizome Commissions," The New Museum of Contemporary Art, New York.
"Context Breeder." Browser software.
"911+1," Curated by Tom Levin, The Watson Center for International Studies, Brown University.
"Remote Epilogue (The Great Game)." PC software and physical installation.
"Joy and Revolution," Postmasters Gallery, New York.
"Epilogue (The Great Game)." PC software and physical installation.
"New Frontiers" curated by Mary Alice Grossman, The Art Association, Jackson Hole, Wyoming.
"Go." PC software and physical installation.
"Night Vision" curated by Joy Garnett, White Columns Gallery, New York.
"The Great Game (Arcade Version)." PC software and physical installation.
"Mapping Transitions," Curated by Christiane Paul and Mark America, The University of Colorado, Boulder, Colorado.
"Political Landscape, Emotional Terrain." Browser software.
"Special Effects" curated by Larry Rinder, Daejeon Municipal Museum of Art, Daejeon, South Korea.
"ecosystm." PC software and physical installation.
"The Whitney Biennial" curated by Christiane Paul, The Whitney Museum of American Art, New York.
"EARTH." PC software and physical installation.

2001
"Animations," web animation curated by Anthony Huberman, P.S.1-MOMA, New York
"glasbead." PC software.
"artFutura 2001," curated by Roberta Bosco & Stefano Caldana, Barcelona, Spain.
"glasbead." PC software.
"Bitstreams," curated by Larry Rinder, The Whitney Museum of American Art, New York
"ecosystm." PC software and physical installation.
"EVO-1," curated by Christiane Paul, Gallery-L, Moscow.
"glasbead." PC software and physical installation.
"Net.Ephemera," curated by Mark Tribe, The Moving Image Gallery, New York
sketchbook page from "EARTH."
MediaTerra, curated by Steve Dietz, Athens, Greece
"glasbead." PC software

VIPER International Festival of Film, Video, and New Media, Basel, Switzerland
"Go." PC software and physical installation.
"Shrink To Fit", curated by xcult.org & Beatrice Tobler, Museum of Communication, Bern, Switzerland.
"The Great Game." Browser software.

2000
"New Media, New Face - New York." curated by Takuo Komatsuzaki, NTT InterCommunication Center, Tokyo, Japan.
"glasbead (icc)" 3 station networked installation.
SIGGRAPH 2000, New Orleans, Louisiana
"glasbead" Art Gallery, and the Web3d Roundup.
VIPER International Festival of Film, Video, and New Media, Basel, Switzerland
"glasbead." PC software.
Web3d 2000, Monterey, California
"metavers." PC software.

1999
"War," Postmasters Gallery, New York
"Serbian Skylight." PC software and physical installation.
VIPER International Festival of Film, Video, and New Media, Lucerne, Switzerland
"metavers." PC software.
"VRML-ART," European Media Arts Festival, Osnabruck, Germany
"metavers." PC software.
"VRML-ART," Heinz Nixdorf Museumsforum, Paderborn, Germany
"metavers." PC software.
"Apocalypse," Williamsburg Art and Historical Center, Williamsburg, NY
"Durer Animata." PC software and physical installation.
"Zodiac," Williamsburg Art and Historical Center, Williamsburg, NY
"Zodiac." PC software and physical installation.

1997
Studio Five Beekman, New York, NY
Lighting design for Steve Tuney exhibition.
"World Views," curated by Elizabeth Christensen, Deutsche Bank Gallery, New York, NY.
 "Cartesian Theatre." Diorama installation

Grants and Awards
2002
Eyebeam Atelier - Artist in Residence program.
Research and Development residency to work with the 3d Systems solid object printer.

La Fondation Daniel Langlois - Individual Artist Grant.
"Terrain Machine." A large scale physical machine for the dynamic formation terrains in real-time.

2001
Nominated 2001 Webby Award for Art.

2000
The Golden Lasso Award for Art; SIGGRAPH 2000, Web3d Roundup.

Academic Positions
2000 City College of New York; New York, NY. Visiting Artist, game design theory.

Commissions
2003
"House(RAW)," The Walker Art Center, Minneapolis.
Database interface collaboration with Ralph Lemon.
2002
"alt.interface," Rhizome.org, New York.
"Context Breeder." A Java based genetic search algorithm and spherical three dimensional interface.
Intelligent Agent Magazine, New York.
A unique Java based interface to access the Intelligent Agent archives, funded by the New York State Council on the Arts.
"Rethinking the Visual," The University of Colorado, Boulder, Colorado.
"Political Landscape, Emotional Terrain." A Java based 3d mapping of global political, health, and demographic information.

2001
"Artport," The Whitney Museum of American Art.
"Terrain Comparison." A java based, multi-screen 3d terrain comparing the Donner Pass in the United States and the Khyber Pass in Afghanistan.
xcult.org, Basel, Switzerland
"The Great Game." A real-time 3d map depicting the munitions and troop movements in Afghanistan, US Military operation "Enduring Freedom."
Zurich Capital Markets, New York
"ecogame." An ecosystem simulation game interface driving a real-time stock market trading game.

2000
Zurich Capital Markets, New York

"ecosystm." A real-time ecosystem simulation based on market, currency, and weather data.

1999
Cambridge University Press, Cambridge, MA
"The North Atlantic Slave Trade." A mapping component used to chart slave ship voyages from Africa to the New World based on user defined criteria.

1997
Deutsche Bank Gallery, New York.
"World Views" outdoor diorama installation.

Collections
Deutsche Bank NA, New York, NY.
Zurich Capital Markets, New York, NY.
Armory Center for the Arts, Pasadena, CA.
Private collections worldwide.

Selected Bibliography
Spencer Ante, "A Digital Artist's Portrait of Economic Darwinism,"
Business Week online, June 6, 2001
Emily Apter, "The Aesthetics of Critical Habitats"
October Magazine, Winter 2001.
Pam Dixon, "Breakthrough artist hitches his rising star to 3-D Web Art,"
San Diego Union Tribune, September 10, 2000.
Carly Berwick, "Predator and Prey: Tech Artist Puts Viewers in Ultimate Game,"
The Village Voice, March 14, 2001.
Steve Bodow, "The Whitney's Digital Sampler,"
New York Magazine, March 26, 2001.
Reena Jana, "John Klima", Artindex, summer 2002.
Nick Lüthi, "Der geschrumpfte Krieg,"
Der Bund, November 14, 2001.
Matthew Mirapaul, "Digital Artworks That Play Agaist Expectations,"
The New York Times, September 30, 2002.
Matthew Mirapaul, "A War Game (Sort of) but You Can't Control The Action,"
The New York Times, November 26, 2001.
Matthew Mirapaul, "Three Dimensional is the New Frontier for the Internet,"
The New York Times, October 5, 2000.
Christiane Paul, "Digital Art,"
Thames and Hudson, 2003
Rita Raley, "Statistical Material - Globalization and the Digital Art of John Klima"
CR: The New Centennial Review 3:2 (Summer 2003).

Robert Russett, "HYPERANIMATION: Digital Images and Virtual Worlds."
Mike Snider, "Artists Getting Into Digital Expression,"
USA Today, July 7, 2000.