

# GAMELATRON

Sonic Kinetic Sculpture by Aaron Taylor Kuffner



This book is a compilation of images of select sound producing kinetic sculptures, called Gamelatrons made by Aaron Taylor Kuffner, photographed primarily by the artist in his studio, on location and at exhibitions between 2016 - 2024.

**The Gamelatron Project, 2008 - present**

A Gamelatron is a sound producing kinetic sculpture presented as site-specific installations, and stand alone art works by sculptor and composer Aaron Taylor Kuffner. Gamelatrons are made from bronze, brass and iron instruments, often derived from Indonesia's gamelan tradition, retrofitted with mechanical mallets on sculptural mounting systems. The pieces are connected to a physical computing network that transcribes digital compositions into an array of electrical pulsations that results in a ghostly musical automaton. The artwork's mission is to expose us to the rich and profound nature of resonance and its effect on the psyche. Kuffner uses exhibitions of the Gamelatrons to create sanctuaries in public and private spaces. He views the body of the work as an offering to the observer. The collection of Gamelatron works are shown in diverse settings around the globe ranging from museums to retreat centers, spas, private homes, unique public spaces, educational institutions, cultural centers and at exceptional events. Over the last 16 years Kuffner has created over 90 Gamelatrons of various size, scale and purpose.

**Aaron Taylor Kuffner**

Aaron Taylor Kuffner is an American born conceptual artist, based in New York. Kuffner's dynamic work reaches far outside conventional forms of representation: it actively engages its audience and pushes art to serve society. His pieces often take the form of multi-year projects that require in depth research, collaboration with field experts and the development of specialized skill sets. Each project provides unique conceptual tools that further the evolution of consciousness through the experience of beauty and the sublime. Through his work Kuffner has become a noted composer, a kinetic sculptor, electronic music maverick, a machinist, an installation artist, an ad-hoc engineer, an ambassador of Indonesian musical tradition, a prolific street artist, theater director, poetic terrorist, instrument builder, social activist, community radio advocate, surround sound pioneer, and producer of social sculptures and hyperbolic events ranging in scale from intimate finite happenings to the epic and fabled. As a solo artist, with the Gamelatron and other projects and collaborations, Kuffner has performed or presented work more than 400 times in 25 countries in the last twenty five years. He has received numerous awards and grants, notably from The Andy Warhol Foundation, The Trust for Mutual Understanding, The New York Council for the Arts, The Soros Foundation, National Endowment for the Arts and the Andrew W. Mellon Foundation. Gamelatron artworks have been notably exhibited at the 56th Venice Biennale, The Hammer Museum, Smithsonian Renwick and Sackler galleries, Cincinnati Art Museum, Nassau County Museum of Art, The Oakland Museum of California, The Lyman Allyn Museum of Art and The Drawing Center.



Gamelatron Veja Yanta in the Mediation Sala, Phuket Thailand, 2016



Gamelatron Jiwa dan Raga, 2018 Diptych



Gamelatron Gandaberunda, 2017 Diptych





Gamelatron Bidadari, 2018 Quadratyck



Gamelatron Bidari, 2018 (Details)





Gamelatron Pohon Electrum (GreenGolden Trees), 2015



Gamelatron Mele Mata Ijo (Melody of Green Eyes), 2023



Gamelatron Kilau (Sparkle), 2018



Gamelatron Cakrawala, 2017 at The Assemblage Park Ave. South NYC



Gamelatron Cakrawala (The line between heaven and earth), 2017 at Crossing Art Gallery NYC

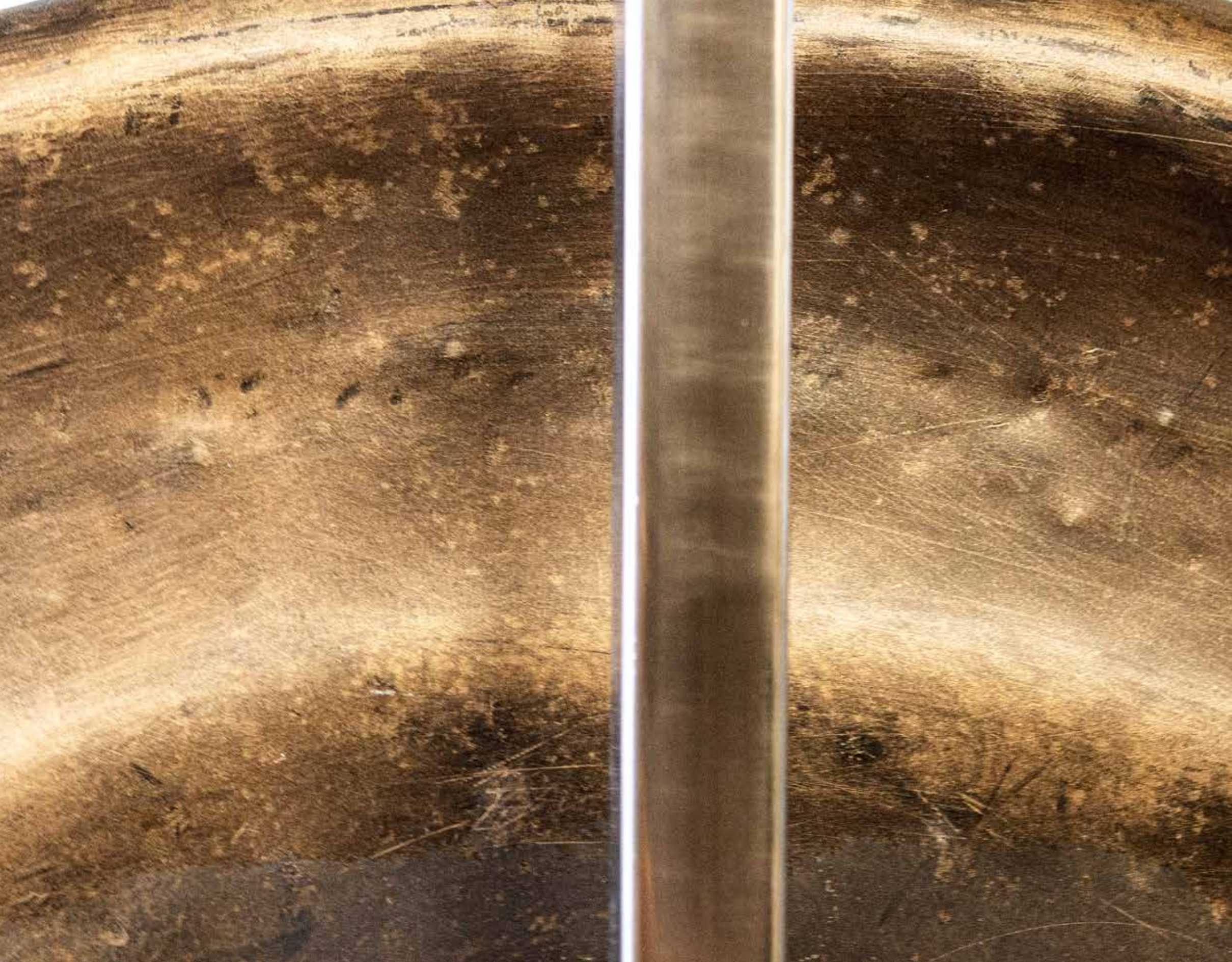


Gamelatron Tanah Emas (The Golden Ground), 2016





Gamelatron Bintang Biru, (The Blue Star), 2020



Gamelatron ViaOro (The way of Gold), 2023 (2 parts of 10)



Gamelatron Zaman Tembaga (The Age of Copper), 2016 photo by Seze Devres photography





Gamelatron Zaman Tembaga (The Age of Copper), In a Restored Chelsea Carriage House NYC 2019



Gamelatron Pohon Emas (Golden Trees), 2016



Gamelatron Pohon Emas in a Mediterranean Pool house, Beverly Hills 2016



Gamelatron Cemerlang (Bling), 2015



Gamelatron Cemerlang, World Trade Center Lobby Jakarta, 2022



Gamelatron Huerta De Sonido (Sound Orchard), 2022



Gamelatron Huerta De Sonido (Sound Orchard) Costa Careyas, 2022







Gamelatron Roh Mengalir (The Spirit Flows), 2020 West Village Loft, NYC



Gamelatron Perantara (The Medium), 2019 Tribeca Loft, NYC





Gamelatron Mountain Crown, 2022 Boulder, CO



Gamelatron SenyumSita, 2018



Gamelatron Lengkung Riak (Curved Ripple), 2017



Gamelatron Murniati, 2015 (1 of 3 parts)



Gamelatron Hadiah Penyembuhan (Healing Gift), 2021



Gamelatron Berkah Tenang (The Calm Blessing), 2024



Gamelatron Dicentra Emas, 2024



Gamelatron Golden Moons, 2020



Gamelatron Semesta Emas (Golden Universe), 2022



Gamelatron Ombak4 with wood sculptures by Daniel Popper, 2023





Single Tone Mindfulness Sculpture Pulse: 82 Hertz, 2018 at theThe Assemblage John Street, NYC



Single Tone Mindfulness Sculpture 64hz, 2016



Gamelatron Biru Abadi, 2021 Naples, Florida



Gamelatron AyuIndah, 2024 Westport, CT



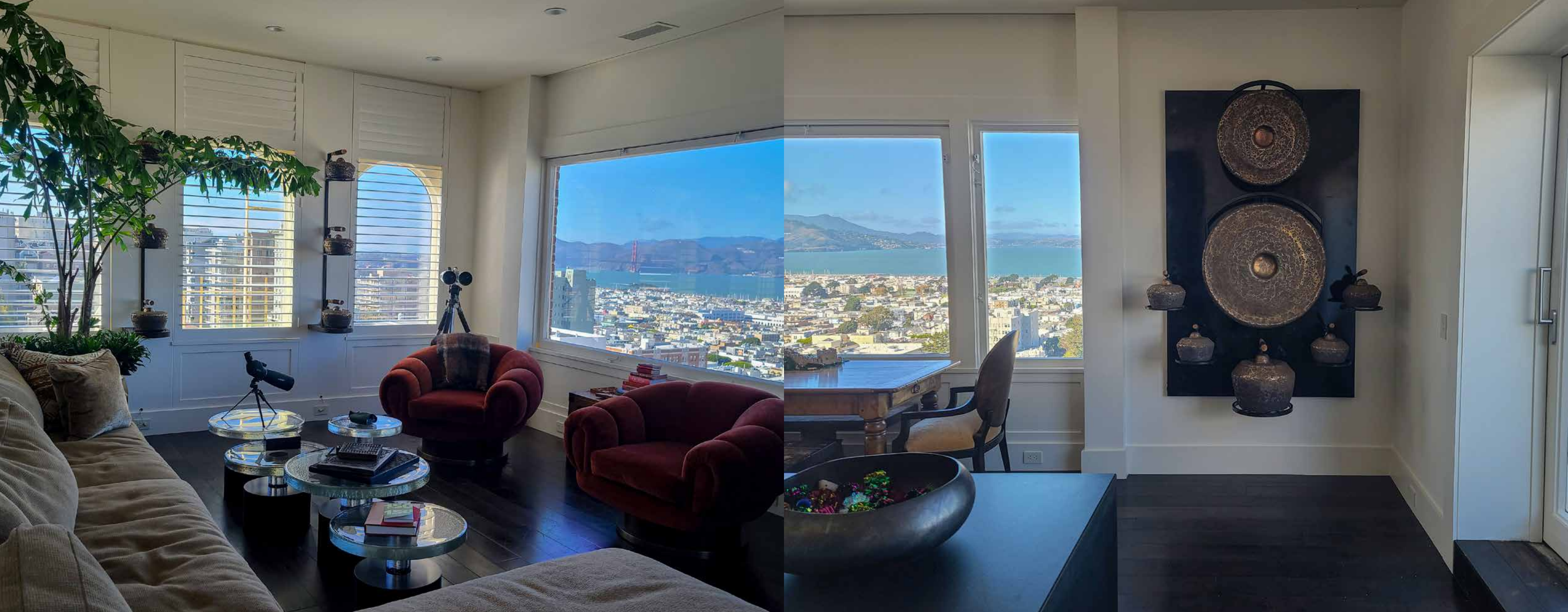
Gamelatron Rasa Tenang Masuk (The Feeling of Calm Enters), 2017 Union Square Triplex, NYC



Gamelatron Little Crown, 2017 West Village Rooftop Lounge, NYC



Gamelatron Sentuhan Lembut (The Soft Touch), 2013 West Village Loft, NYC



Gamelatron Megah Teluk (The Magnificent Bay), 2022 San Francisco



Gamelatron Gelombang Dewa-Dewi (Sound waves of the gods and goddess), 2014 (1 part of 6), Foyer of a Private Home, Jakarta Indonesia



Gamelatron Sayap Emas (Golden Wing), 2017 Staten Island, NYC



Gamelatron Jiwa (Soul), 2017 in a Private Spa Phuket, Thailand





Gamelatron Jiwa (Soul), 2017 in a Private Spa Phuket, Thailand



Gamelatron, What does this look like?





Gamelatron Segitiga (triangle) in Bronze, 2015 at John Hardy Showroom Soho, NYC



Gamelatron Perhiasan Emas di Awan Hitam (Golden Jewels in a cloud of black), 2019 at John Hardy Showroom Las Vegas



Gamelatron Maritrip, 2022 Hotel Lobby Yogyakarta



Gamelatron Pemanggil (The Caller), 2017 Private Retreat, Westchester, NY



Gamelatron Veja Yanta, 2015 Outdoor Dining Lounge Thailand



Gamelatron Suara Abaco, 2017 Bahamas Poolside Lounge





Samudra Biru di Dunia Kuning (Ocean of Blue in the Land of Yellow), 2018 at the forest edge, Hyde Park, NY



Gamelatron Samurda Hijau Hitam (Ocean of Green and Black), 2019 Little River Miami



Gamelatron Cloud Singer, 2022 Manhattan Balcony



Gamelatron Taman Suara, 2020 1 part of 7, Brooklyn Garden



Gamelatron Sayap SukaCita, 2020 Fountain Pen Building BNI Tower Jakarta



Gamelatron Twilight Flower, 2021 Koi Pond, Jakarta



Gamelatron Rainbow Waves, 2022 Patio Jakarta



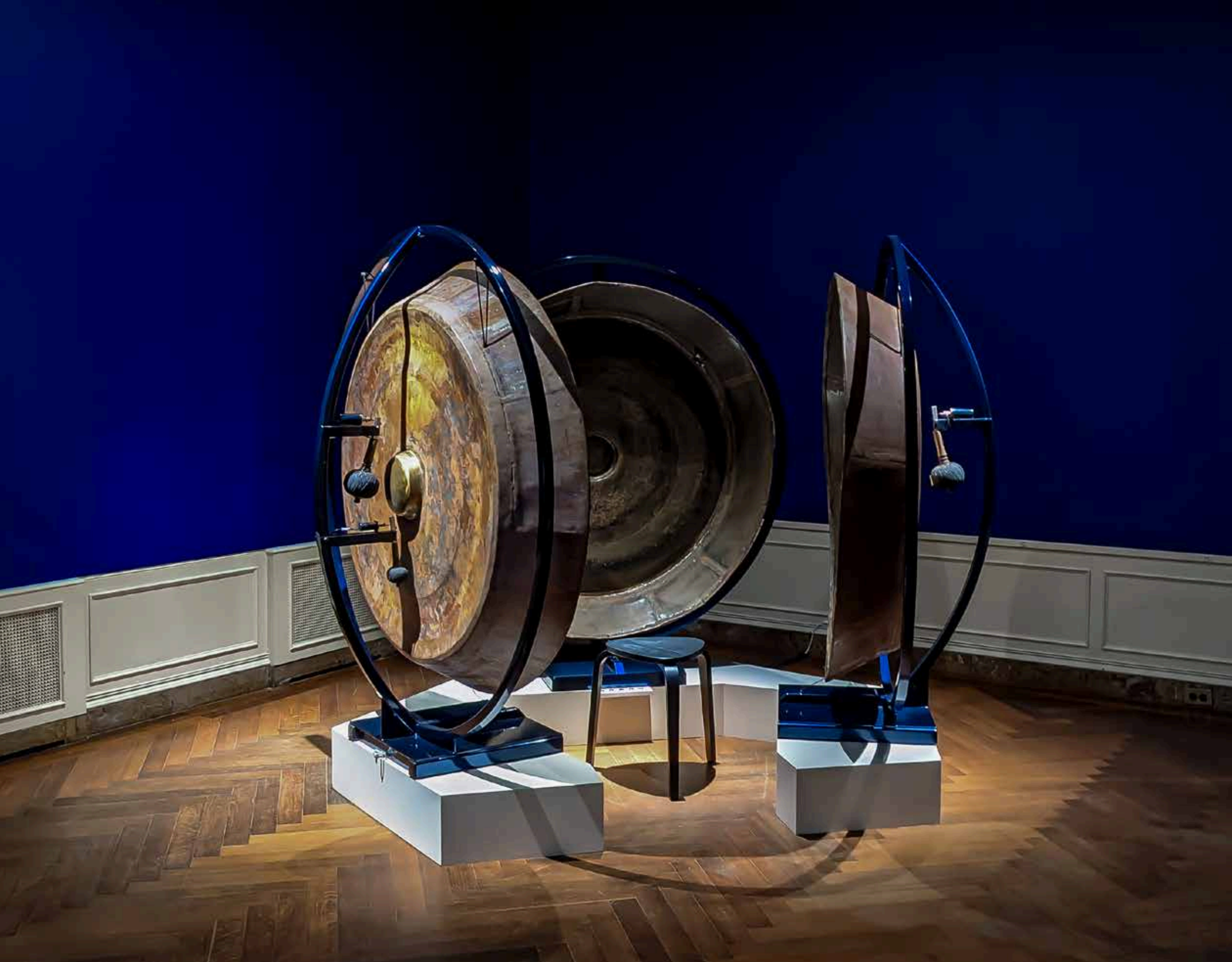
Body Phones at the Academy Art Museum, Easton Maryland 2019



Body Phones, 2018 with Nathan



Body Phones in the Mill House, Rhinebeck, NY 2022



Gamma Tech, Lyman Allyn Museum, CT 2021

Wall Text in the Gamelatron Sanctuary for the *Songs Without Words* exhibition November 20, 2021 – March 6, 2022

Words by Charles A. Riley II, Ph.D. director of the Nassau County Museum of Art

### Enter The Gamelatron

At its fundamental level, music is the reverberation through the air of a wave generated at one material point, the bell or gong, that reaches the delicate resonating structure of the ear. Where it “goes” from there, neurologically and psychologically, is a matter of consciousness. Making this miraculous phenomenon visible, making us aware of what a tone really is and how it becomes a musical pitch, takes a mind capable of exploring the very nature of sound and its passage across the distance between its origin and our perception. The Gamelatron made for this gallery space in the context of the surrounding landscape in this season brings together the lyricism of music, the light and color of sculpture, the long history of metalworking and the logic of technology in one astonishingly original work of art. It is a “musical offering” (Musikalisches Opfer) way beyond the secular sense meant by Bach. It bridges the gap between the rationality of design and the spiritual experience of the sublime.

The Gamelatron is the brainchild of a remarkable artist whose long apprenticeship with gamelan players and artisans in Indonesia along with his expertise in the physics of sound and the engineering behind automation place him in a league of his own. He speaks with passion of the musical nature of the making of the gongs, as one artisan turns the bronze disk while two others rhythmically beat the shimmering pattern into its surface. He senses on the molecular level the passage of the sound waves along the crystalline network of the alloy (itself a technological innovation that shaped the very history of man). Over the long course of creating this complex and monumental work, as he composed the music, he made a compositional move to bring more silence (“air”) into its layered texture. The rhythmic pulse, the seductive descending bass figure, and the fading three chimes at the close are just a few details to savor as you listen.

Pressed by the museum for the standard artist photo and biography for this wall text, Kuffner demurred. A salient detail from his career is his background as a street artist, theater director working with actors with disabilities and community radio advocate whose many talents have been placed in the service of community. His humility is insistent: “I am just the vehicle. There are different ways of accessing resonance, and I should not be in the way.”



Gamelatron Sanctuary, Nassau County Museum of Art, 2022

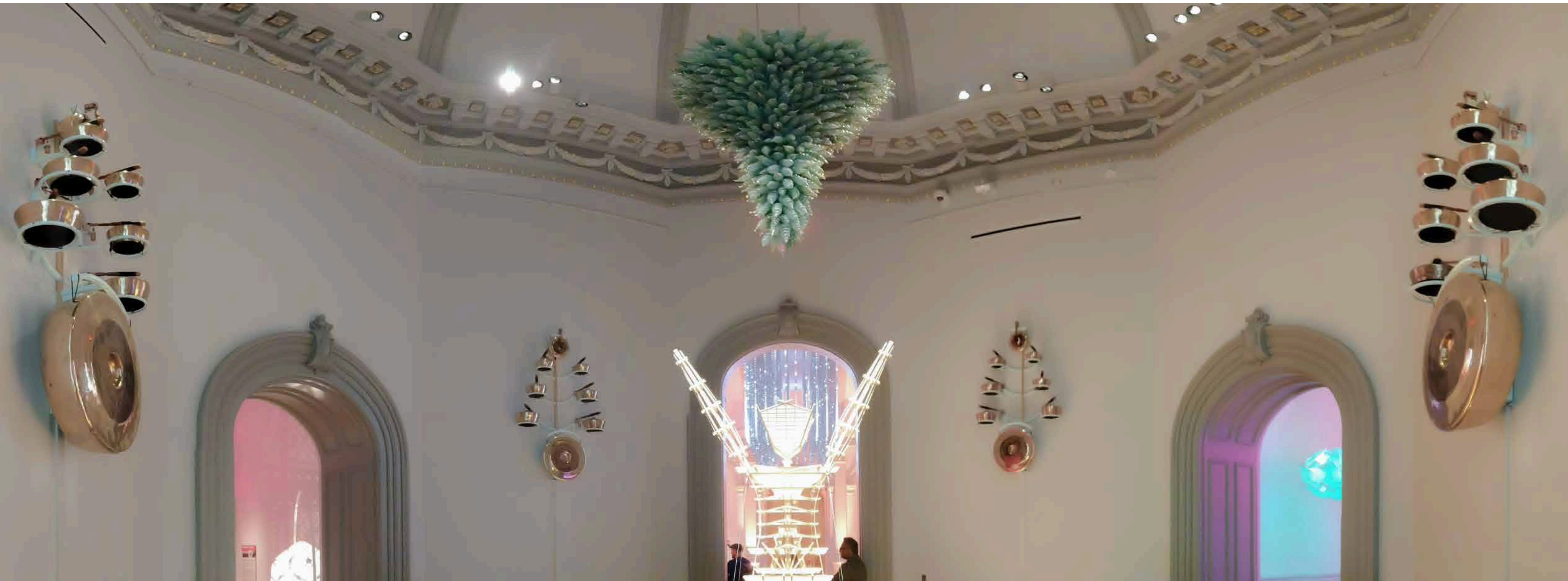


Gamelatron Bunganya Dewa (Flowers of the Gods), 2016 The Hammer Museum, Los Angeles, CA





Gamelatron Empat Bunga (Four Flowers), 2015 at the 56th Venice Biennale Palazzo Grimani Museum Venice, Italy



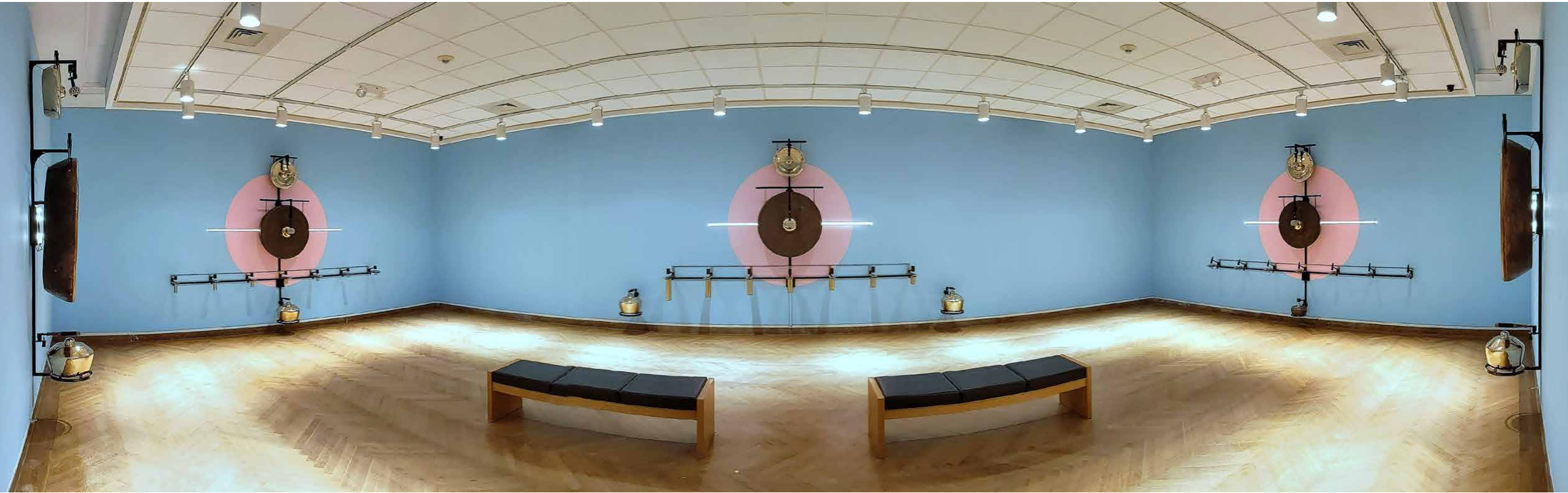
Gamelatron Bidari (Nymph), 2018 at the Smithsonian Renwick Gallery Washington, DC



Gamelatron Bidadari (Nymph), 2019 at the Cincinnati Art Museum



Gamelatron Roh Ageng with Light Panels By John Taylor, Resonance in Light, Heron Arts 2021, San Francisco



Gamelatron Roh Ageng (Great Spirit), 2021 The Lyman Allyn Museum of Art, New London, CT



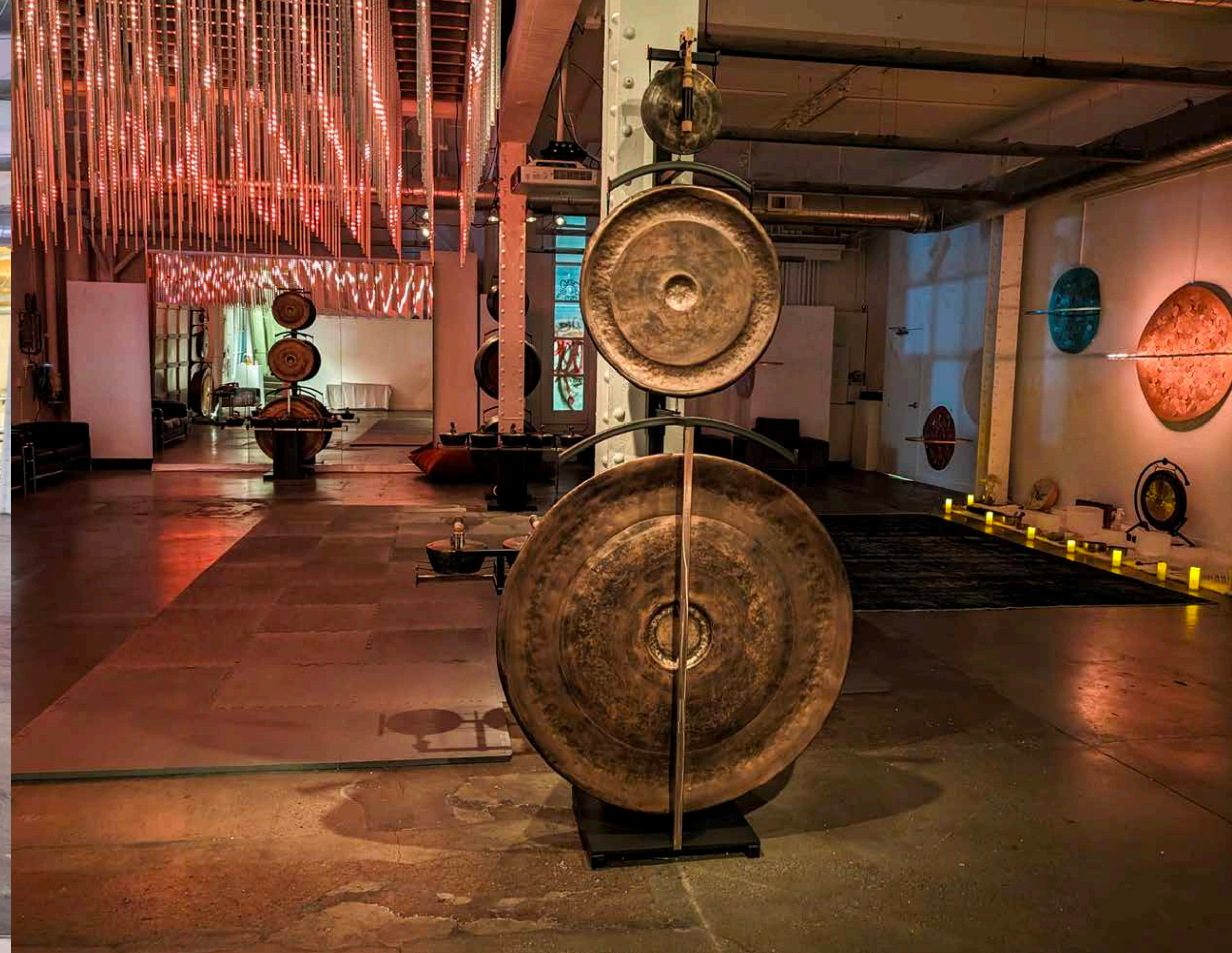
Gamelatron Roh Ageng 2016, The Drawing Center, NYC with Louise Despont



Gamelatron Bidadari, Rockefeller Center, 2023-24



Gamelatron Suara Sinar (The Sound of Light), 2017 The Chimney Brooklyn, NY



Gamelatron ViaOro with Volumetric Light Sculpture by Mark Slee and John Taylor at Resonance in Light, Heron Arts, 2024 San Francisco



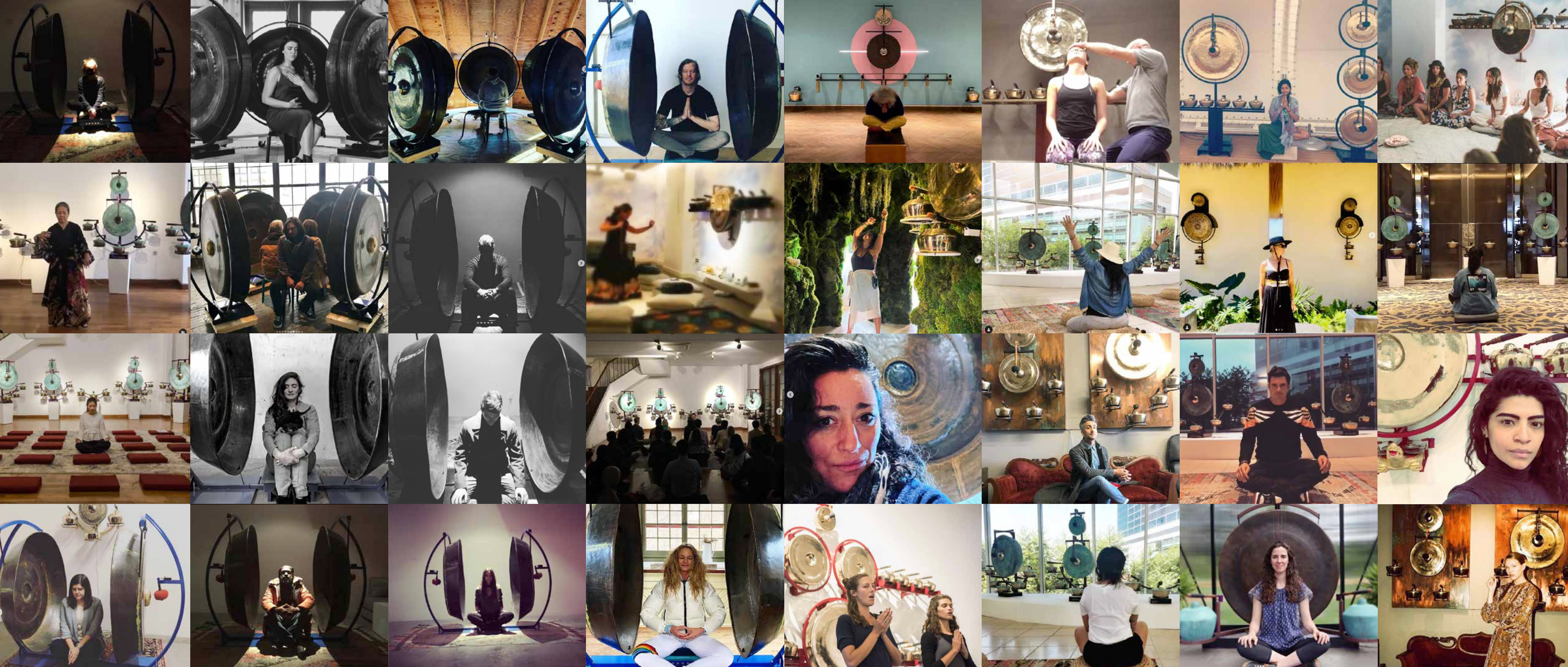
Exhibition View at Crossing Art Gallery, New York 2018





Gamelatron Gandaberunda, 2017 in the Man Base, Black Rocks, NV







### **Appreciation**

Special thanks and praise to the people and teams I work with, learn from and have grown with during this project, especially but not limited to Eric Singer, John Parts Taylor, JoeJoe Martin, Mark Slee, Nathan Wheeler, I Made and I Wayan Rindhi, Agus Purnomo, Agus Feri Supoyo, I Wayan Senen, I Wayan Sadra, Jessica Eisenthal, Deni Supriyanto, Clara Darason, Jennifer Houdrouge, Seze Devres, Dr. Jennifer Noe Parker, Aurora Crowley, Shrine, Thea Rea, Maya Galbis, Sheena Bizarre, Deborah Iskandar, ISA Art and Design, Geoff Kuffner, I Made Sudika, Kate Raudenbush, Deb Yoon, Dok Gregory, Eric Ayote, Kelvin Daly, Danielle Hlatky, Laurel Leckert, Ryan O'connor, William Etundi, Erin Ellen Kelly, Andrew Erdos, Jeanne Angel, Bryan Kasenic, Masha Gitin, Brenna Chase, Peter Principle, Wire Girl, Mimi and Poppop, Alana Heiss, Gaylen Hamilton, Sundaram Tagore Galleries, Abbot and Abbot box, Dewi and Mekar Cargo, Drew Feuer, Tru-Tone Anodizing, Avant Guards Coatings, and Magnet-Schultz America to name a few.

