

The Creators Project

4 Experiential Artists Who Brightened Up 2016 | The Wrap-Up

Noémie Jennifer — Dec 27 2016

Jeremy Couillard



Still from Jeremy Couillard's *Alien Afterlife*. Courtesy of the artist

Moving away from the screen and into the real world is one answer, but Jeremy Couillard refuses to give up on pixels. "I love computers, but they have really helped bring us to a dark place this year. I want to make super fucked up bizarre-o cosmologies that can remind me we're still weird and complicated humans, and not just data points to sell toothpaste and work pants and ideology to," he shares in an email. Couillard has been working all year on a video game called *Alien Afterlife*, which, appropriately enough, sounds like a metaphor for the struggle to effect change. The premise: "You die, go into the afterlife, and alien terrorists invade, stealing the machine that was going to reincarnate you. You have to go explore the alien occupied bardo to get the pieces back with the hope of being reborn." A VR video of the game's intro will be released by the New Museum next month, and the game will be part of a show at yours mine & ours gallery in February.