



Mikhail Maksimov explores the mapping of potential realities. Using video game programming techniques like simulations and 3D animation, he creates scenarios in which he puts ideological and philosophical theories to work, a testing of possible worlds.

Taking the digital interface as a mediator between producer and consumer, Maksimov uses ‘transmedia storytelling’, a form of narrative-making that develops across formats, from film to installation to smartphone apps. For Maksimov, if reality serves as a model for gaming, animation and interactive artworks could also be used to influence reality. His works use a game engine, 3D graphic, mathematical algorithms and neural networks.

Alongside mechanics of ideology, philosophy and pop culture, Maksimov’s interests include gravity, railroad transport, and intellectual forensics. His videos contain a sub-narrative detailing sophisticated systems of movement and infrastructure, that serve as metaphors for the logics of political machinations, human life cycles, and entire ecologies of thought. These preoccupations are part of a broad inquiry into the world around us: “It’s interesting to excerpt the chunks, the concentration of life and kind of hold it in your hands, examine it.”

Selected projects:

- **Crowd Sign 1.2**
‘Crowd Sign’ interprets the mechanisms of authoritarianism. The viewer becomes the controller of a virtual crowd in real time. An order in the form of a clear graphic symbol is sent to a semi-organized thousand-headed image. [more>>>](#)
- **Flatality, 3-channel video installation (2021)**
Russia, as a patient in a psychiatric clinic, tells the story of his illness. The propaganda films and medical interviews are used as material for the video. [more>>>](#)
- **The House of Dugin (Riga International Biennial of Contemporary Art) (2020)**
Transmedia Storytelling project is the critique of the Russian patriotic theorist Aleksandr Dugin’s agenda of a Eurasian empire. [more >>>>](#)

- **«Continuous Response» (Solo Exhibition of Sidur Museum)(2020)**
The mechanics of violence is visualized through the metaphor of the «well of pain», with everyday objects acquiring the quality of traumatic weapons. The [«Continuous Response» project](#) is the way to mirror our social reality through art. It declares the need to address the issue of violence.)
- **Death of Father Men, short movie(Locarno Filmfestival) (2018)**
The film is about a liberal priest [Alexander Men](#) killed in the 90th year in Russia. The killers have not been found so far.
[Russia needs a psychiatrist](#) - an interview on Radio Svoboda website about video Death of Father Men (with Dmitry Volchek) [more about project >>>](#)
- **Sanatorium “Anthropocene Retreat” Venice Biennale, Russian Pavillion , Special Mention awarded (2021)**
The game is set in a post-apocalyptic scenario: awaking to a deserted Russian Pavilion in Giardini, the game stages a fantasy-like performance in which the main character (the player) mutates between human and non-human entities – a robot, a virus, and a humanoide – navigating a derelict digital environment and trying to recollect what has happened.
[More>>>](#)

Selected exhibitions:

- **DAZ Digital Art Zurich Festival, Zurich (2022)**
- **Art for the future International Biennial, MaMM, Moscow, Russia(2022)**
- **Radical Gaming. Immersion Simulation Subversion at HEK (Haus der Elektronischen Künste)(Basel, Switzerland)(2021)**
- **17th Venice Architecture Biennale (2021)**
- **Riga International Biennial of Contemporary Art (2020)**
- **35th Hamburg Kurz Film Festival (2019)**
- **71th Locarno Festival, Parti Di Domani, International Competition,Switzerland(2018)**
- **International Festival of Cinematographic Debuts "Spirit of fire"(first prize), (2018)**
- **Hosting the Inhuman, Epicircle, V.A.C. Foundation,Moscow, (2017)**
- **Burning News, London, England, Hayward Gallery,(2014)**
- **Manifesta 10, Saint Petersburg,(2014)**

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Detailed Exhibitions and Festivals:

2022

- Art for the Future, Biennale, MAMM, Moscow(CrowdSign)
- DAZ Digital Art Zurich Festival (The Grin)

2021

- Garage Museum of Contemporary Art, Assuming Distance: Speculations, Fakes, and Predictions in the Age of the Coronacene, Fatality, Multichannel video installation, 13 min
- 18th Venice Architecture Biennale, video game «Sanatorium Anthropocene Retreat: Online Sessions»
- MMOMA, Sidur Museum, Continuous Response, personal exhibition, Moscow, Russia
- Immersion Simulation Subversion at HEK (Haus der Elektronischen Künste), Basel, Switzerland

2020

- Edge Cloud, Ground Solyanka, The Death of Father Men, video, 12 min
- 17th Venice Architecture Biennale, video game «Sanatorium Anthropocene Retreat»
- Riga International Biennial of Contemporary Art, Dugin`s House, transmedia project

2019

- RuArts Gallery. Culinary Extraversion. video installation
- SPLIT Film Festival, Croatia, The Death of Father Men, video, 12 min
- Animario, INTERNATIONAL SHORT FILM COMPETITION 2, The Death of Father Men, video, 12 min
- Besides the Screen Conference co-ordinated by Virginia Crisp (King's College London) and Gabriel Menotti (UFES, Brazil), Brazil, The Death of Father Men, video, 12 min
- Vdrome Online Exhibition. The Death of Father Men, video, 12 min (<http://vdrome.org>), curators: Edoardo Bonaspetti, Andrea Lissoni
- 35th Hamburg KurzFilmFestival, The Death of Father Men, video, 12 min

2018

- International Festival of Cinematographic Debuts "Spirit of fire", The Death of Father Men, video, 13 min
- MMOMA "General Rehearsal", The Process, audio-visual installation, 90 min
- 71th Locarno Festival, Parti Di Domani, International Competition, Smert Menya, video, 13 min.
- IAM (Garage Museum of Contemporary Art, Moscow)
- Extraction of Humanity, Fabrica CCI, personal exhibition

2017

- Street Art Museum, St/Petersburg, Brighter Days are Coming, "Tramples", video
- Fragment Gallery, Moscow, Cemetery Dialog, Artist Statement, video
- Solyanka Gallery, Moscow, Afraid. Unheimat, video
- Moscow Museum of Modern Art, V.A.C. Foundation, Hosting The Inhuman, "Epicircle", installation.

2016

- Sidur Museum, Moscow, "Underground" exhibition, "Subway Hole", 2 channel video installation
- Triumph gallery, Moscow, Sparking Purposes (with cisfinitum), personal exhibition.
- Vinzavod, Moscow, 5th Moscow International Biennale for Young Art, The Pasture, interactive video installation
- Wolkersdorf Schloss, Fluss, Vienna, Austria, Tramples, video, 6 min.

2015

- MAMM, Moscow, Next Generation exhibition, "The Reserves of the Nation", video 3 min
- Tetramatika exhibition, Lvov, Ukraine, Crowd Sign, interactive installation
- International Kansk Video Festival, Kansk, MMTP-Obmyak, video, 16 min (Best Russian Short prize)
- 2morrow International Film Festival, Москва, MMTP-Obmyak, video, 16 min.

2014

- Photobiennale 2014, Moscow, 'UHHEIMAT', video, 12 min.
- 36 MOSCOW INTERNATIONAL FILM FESTIVAL, 'UNHEIMAT', video, 12 min.
- Manifesta 10, Saint Petersburg, 'Chevengur', video, 9 min, 'Mother gives Birth to Husband Father', video 13 min.
- International Kansk Video Festival, Kansk, 'UNHEIMAT', video, 12 min.

2013

- VII international film festival named after Andrey Tarkovsky "Zerkalo" official selection, Videoart programm. 'Mother Gives Birth To Husband Father', video 13 min.
- New Horizons International Film Festival, Wroclaw, Poland, 'Mother Gives Birth To Husband Father', video 13 min.
- International Kansk Video Festival, Kansk, 'Mother Gives Birth To Husband Father', video 13 min.
- Fifth Moscow Biennale of contemporary art, parallel programm, RuArts gallery, 'Otmyvki', 9 sheets of watercolors.
- Dali exhibition, Fabrika, Moscow, "Identification of clusters in the flickering forest", 3-channel video installation.

2012

- LABORATORIA Art & Science, DUST, 'NetAsh', video (with P.Zhukov and D.Zinchenko)
- Moscow Multimedia Art Museum, No Exceptions, 'Mother Gives Birth To Husband Father', video
- 34rd MOSCOW INTERNATIONAL FILM FESTIVAL, 'Mother Gives Birth To Husband Father', video
- 3-th Young Art Biennale, Barbary, 'Russian Spirit Greenhouse', installation (with J.Demina)
- I am who I am, Kunst im Tunnel, Dusseldorf, Germany, 'Fences', Interactive Video Installation.

2011

- 4-th Moscow Biennale of contemporary art, MediaImpact. 'Revolutionist Thrash', installation
- 4-th Moscow Biennale of contemporary art, Multimedia Art Museum, Indi_Visual, 'Fences', Interactive Video Installation.

2010

- Sense & Sensibility, ARTPLAY, Nekrofonía, video installation (with A.Dergacheva and D.Zinchenko)

- Village Exhibition VVERH:experimental paranormal, Birds Feeder Chess, object.

SKLADEN: FRONT OHNE GNADE, animation film

- Rodchenko school of photography and multimedia, Mediaapparatus, interactive installation.