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### **KQED.org's Gallery Crawl shows viewers a virtual "Second Life"**

November 21, 2007—KQED presents the newest episode of **Gallery Crawl**—KQED.org's monthly web video featuring the freshest art from exciting galleries across Northern California. This month, the popular series showcases art found only online—created by avatars in a virtual world. First airing in July 2005, **Gallery Crawl** exhibits works of art from the region's top galleries and allows art admirers both in and outside Northern California a chance to explore the world of art through streaming video feeds and downloadable video links.

**Gallery Crawl** takes a unique twist in the October/November episode by examining art created inside the virtual universe known as Second Life. Created by the San Francisco based Linden Lab in 2003, Second Life allows users to create alternative selves or "avatars," who can socialize, buy goods, purchase land, build structures, and create various forms of art—among numerous other activities.

**Gallery Crawl** went online to explore the art created in Second Life, by visiting Odyssey and East of Odyssey, two islands dedicated to the exhibition of "in world" art, including "installation" and performance. Avatar and Odyssey curator Beavis Palowakski guides the audience on a tour through the Odyssey spaces, highlighting the unique and imaginative works of art created, and the power of cyberspace as a visual medium.

Palowakski demonstrates that cyberspace increasingly offers artists new ways to express themselves and share their art with the world. Second Life is just one of the many virtual spaces where art can come to life. Artists featured in the episode include Gazira Babeli and Adam Ramona (Adam Nash).

To view this episode and to browse the index of previous **Gallery Crawl** episodes, visit <http://www.kqed.org/arts/gallerycrawl/>.

#### **About KQED Interactive**

KQED Interactive ([www.kqed.org](http://www.kqed.org)) develops content and applications for digital platforms and mobile devices. Since 1994, KQED Interactive has provided users with a place to interact, learn more, and connect with others on the issues and topics explored on radio and television. The website hosts online services for KQED Public Television, Public Radio, and Education Network, and serves as a community convener, providing event listings, resources, online polls, podcasts, blogs and other items of timely interest. KQED Interactive functions as KQED's third media platform, delivering content specifically acquired and produced for the Web.