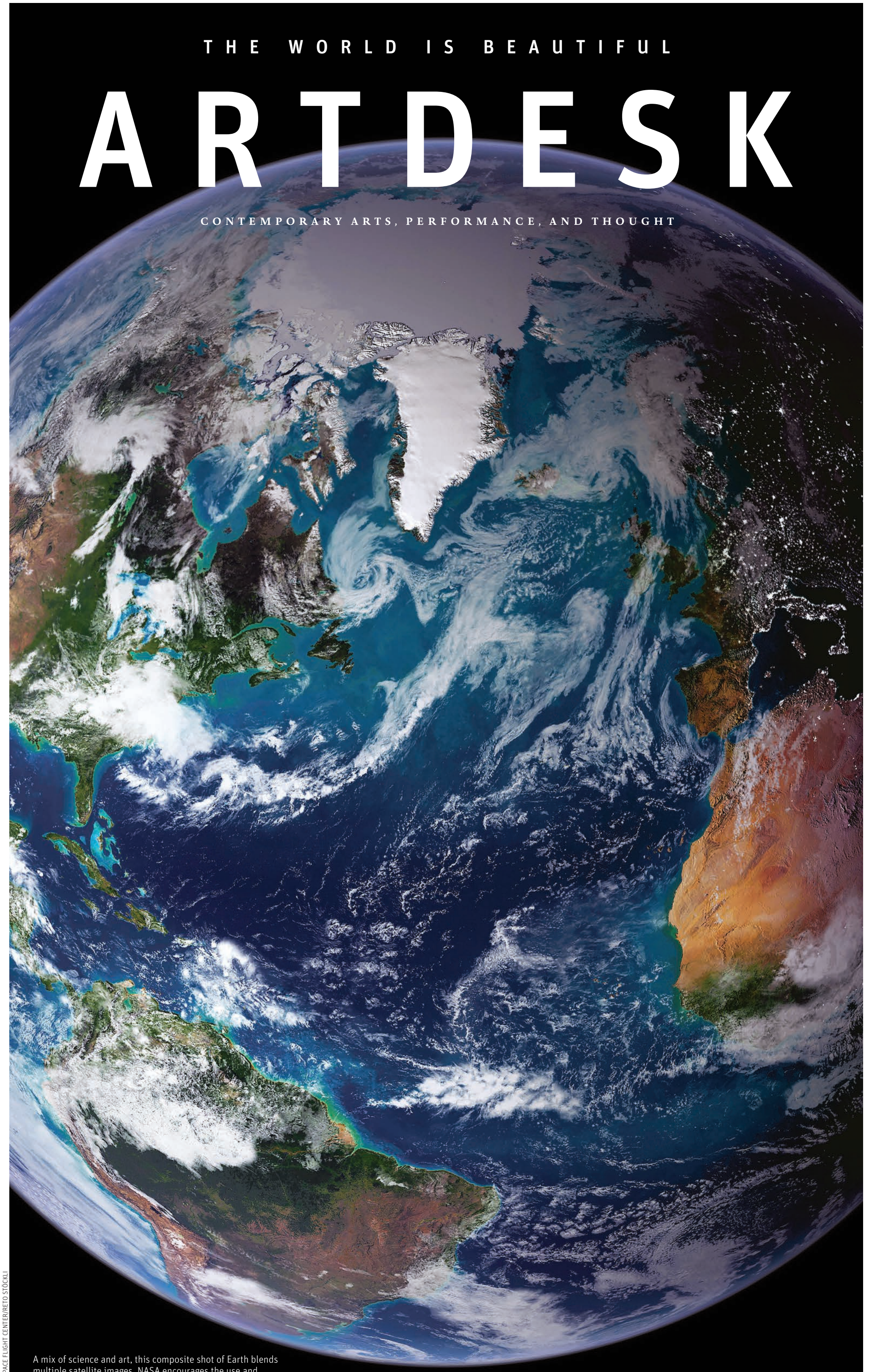
THE WORLD IS BEAUTIFUL

ARTDESK

CONTEMPORARY ARTS, PERFORMANCE, AND THOUGHT



NASA/GODDARD SPACE FLIGHT CENTER/RETO STÖCKLI

A mix of science and art, this composite shot of Earth blends multiple satellite images. NASA encourages the use and publishing of these pictures, available for free to the public.

ArtDesk is a free quarterly magazine published by Kirkpatrick Foundation.

SUMMER 2020


H&M
HIDDEN
FIGURES

In the Ocean of Creation

BY COMMANDER JOHN HERRINGTON, US NAVY, RETIRED

WHAT A CRAZY time we are living in right now. For the better part of the past four months, many of us have been cloistered in our homes, fearful of what venturing out into the public might do to our health. We listen to the experts, the scientists who know how we can minimize the risk to ourselves, our family, and our friends. For me, it has been an opportunity to slow down, take a more relaxed pace, and contemplate my place in this ever-changing world.

One of the fortunate things that comes from being an astronaut, a former one at that, is having memories emblazoned into your mind from a unique vantage point: seeing the beauty of the earth unfold before my eyes as we passed across its surface, five miles every second, ninety minutes to circle the globe from approximately 250 miles above the earth. The sights were so breathtaking it is difficult to put into words, but that is my responsibility. Early on in my NASA career I was fortunate, to listen to the perspectives of other astronauts who had gone before me. One speaker was a shuttle astronaut named Steve Smith. He came into our classroom and wrote a very large number on the board. He said, we estimate nearly 108 billion people have lived on the surface of the Earth. Then he wrote a much smaller number. As of today, 566 people have had the privilege of flying in space.

Steve reminded us how fortunate we were to do something so very few people in the history of the human race have ever done and that it was our responsibility to share that experience with others. It is my hope that by offering our perspective, as flown astronauts, we can help to paint a vivid picture of just how remarkable our planet is and how important it is to protect it.

Before I flew, one of my mentors, Jerry Ross, a seven-time shuttle astronaut and spacewalker, encouraged me to stop at some point in my spacewalk and sear the image I was seeing into my mind. Not to take a picture but hold it in my memory for the rest of my life. He said it would be far more beautiful that any picture could ever recreate.

So, I did just that, hanging on the edge of the International Space Station, holding on by a thumb and a forefinger, my feet dangling 250 miles about the earth. I turned and looked out over the limb of the earth, beyond the visibly green layer of our atmosphere and out into the vastness of the universe. It's what I didn't see that filled my mind with awe and inspiration. For the first time in my life there was nothing between me and whatever else was out there. It was a feeling so humbling and yet so powerful.

Looking across the edge of our beautiful planet, I took in the contrast of the deep blue of the oceans and the sterling white of the clouds that swirled below me, against the deepest black void you can imagine. My natural thought? How fortunate we are to live on this oasis in the universe. Even more profound was the question of who else or what else was out there. Are we actually alone? Are we the only inhabitants in cosmos? I have never felt more insignificant in all of my life. I was a tiny speck in the ocean of creation, humbled to be provided the opportunity to witness something so profound.

Flying in space has forever changed my perspective of life on this planet. We are all sailors on this cosmic ocean. Our life is not stationary. Even though the pandemic has caused us to focus our vision inward, the day will soon come when we can venture forth with more purpose and enthusiasm about what lies outside of our home, our safe harbor. This well-known quote seems to say it best: "Twenty years from now, you will be more disappointed by the things you didn't do than those you did. So throw off the bowlines. Sail away from safe harbor. Catch the wind in your sails. Explore. Dream. Discover."

◀ DAN PIECH
New York at Night

Created by a team of two dozen artists, photographers, and computer scientists, this photograph is one of the highest-resolution images ever made.

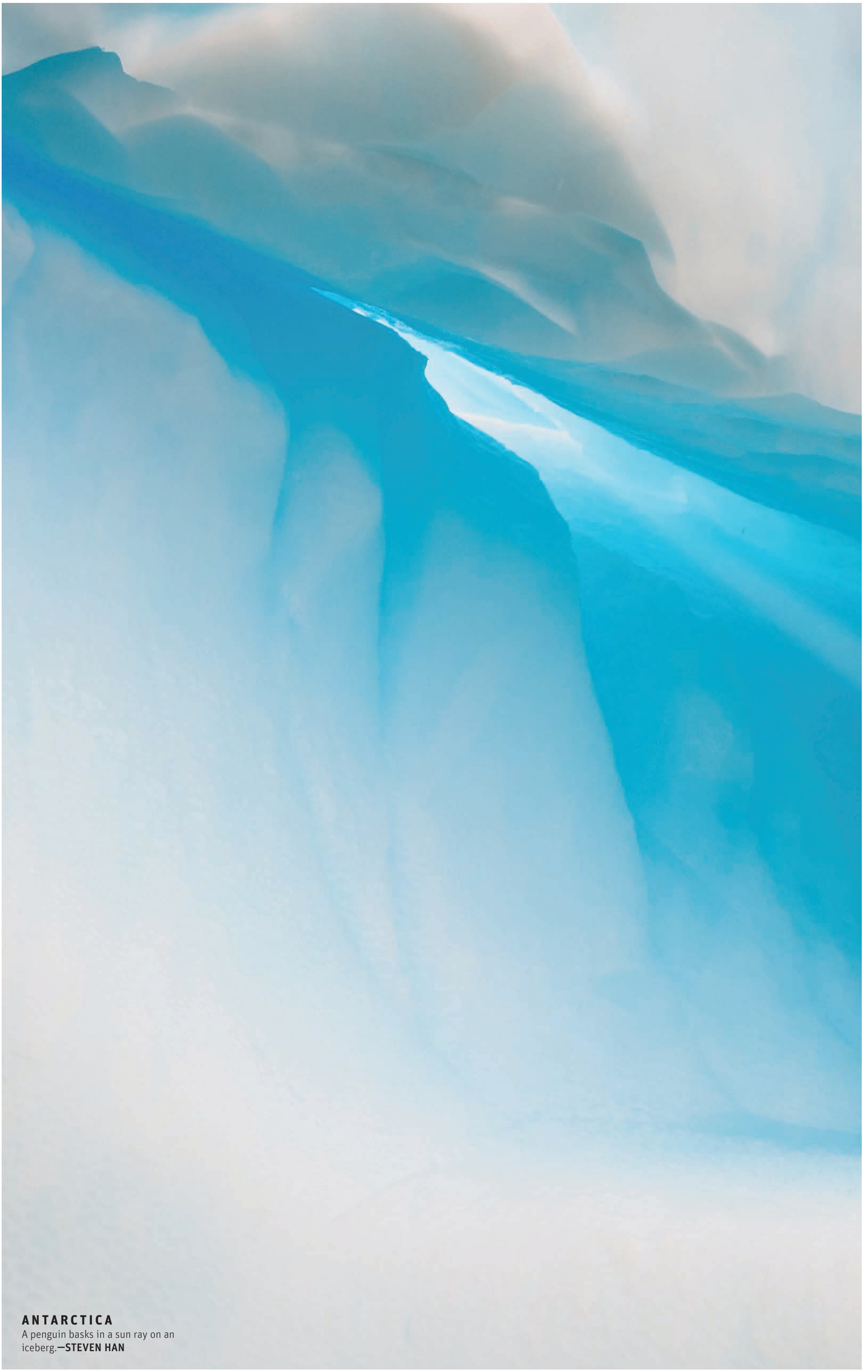
THE REAL LAUGH

by Wampus Reynolds

USUALLY, A PIECE of writing like this would follow the well-worn path of saying something like "I was grumpy and mad at silly things big time but then I saw a child giggle at a sparrow with a daffodil in its beak and then I remembered, gosh darn it, life is beautiful." Now mind you, I enjoy

those pieces—forgetting and remembering is a universal phenomenon, a cycle we all can identify with—but sometimes it's hard to remember in this recent situation. Right now (at the time of this typing), we are at the part of the movie where there's an imminent crisis on the plane and

▲ **AFRICA**
Elephant trails cut through the tall grass of Lake Amboseli, Kenya.—**GEORGE STEINMETZ**



ANTARCTICA
A penguin basks in a sun ray on an iceberg.—**STEVEN HAN**





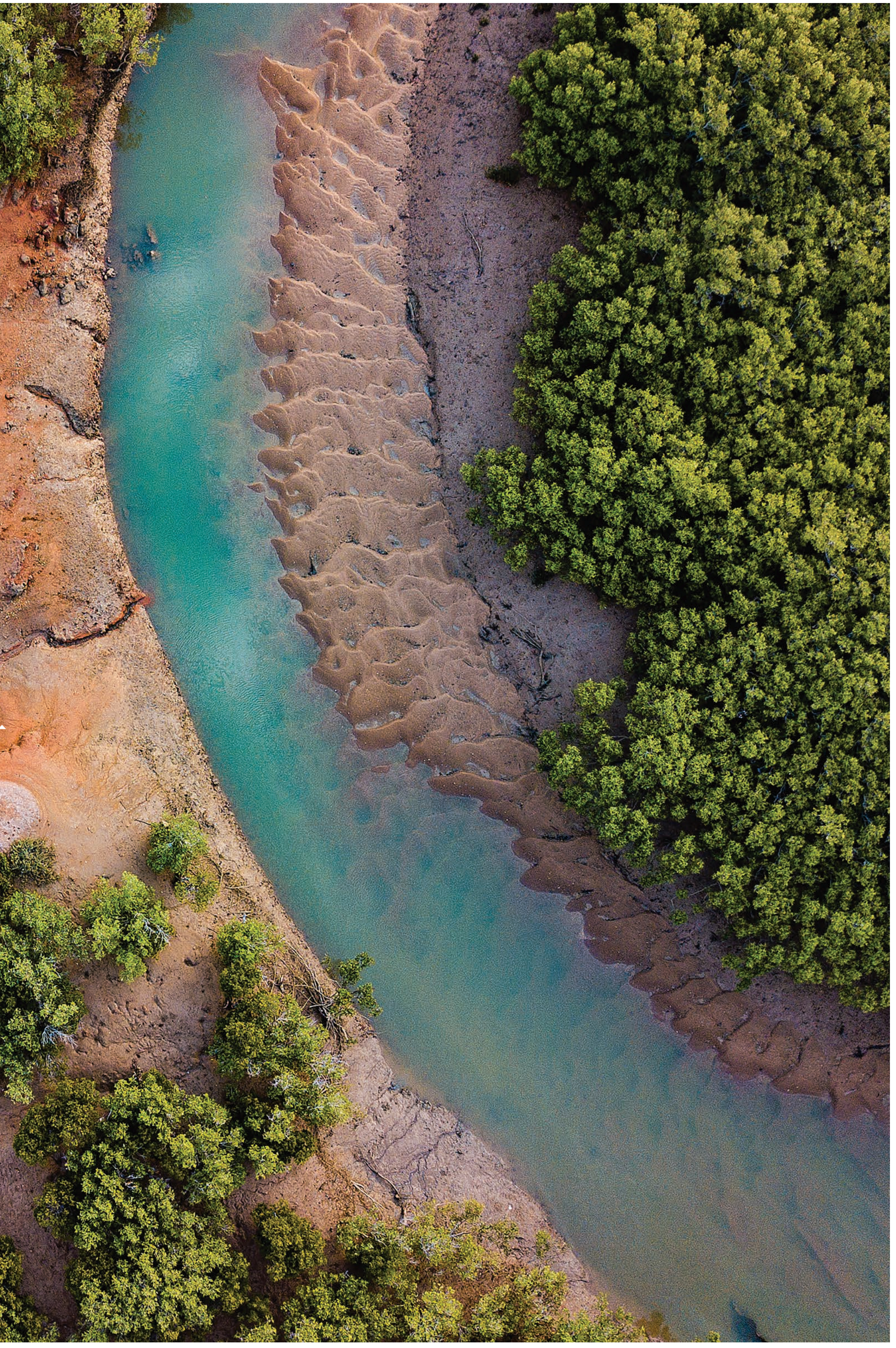
a passenger is panicking. “I can’t take it! I gotta get off this plane!” Then comes the part where the audience cheers when the flight attendant gives that passenger a good slap to get a hold of himself. Sure, the crisis still continues, but people are working hard to get this plane to the ground.

Wait, that analogy is a tad off. In our version of the movie, the pilot and co-pilot are the ones panicking to get the plane down when it isn’t

ready. "We don't get paid if this plane doesn't land! The tail section is the part that will suffer the damage so that's not so bad all the way up here, right?" The flight attendant with the mean slap is about to lay hands on another passenger who doesn't have his seat in an upright position. "Come

▲ **ASIA**
The rural area outside of Seosan, in the Chungcheong Province of South Korea, offers beautiful vistas any time of the year.—**JAEWOON U**

on, sir. This plane is landing. Sure, it's landing in a spectacularly ill-advised and potentially tragic manner, but we have always put our seats up in the past. Let's do it again." We are in the times of hard slaps and serious realizations. My child had an epiphany that I am as boring during the day as I am at night. We've all realized bakers are geniuses and some even deserve a pro-athlete's salary. We've learned that teachers have methods



▲ **AUSTRALIA**
The Pilbara is a remote region of Western Australia, home to ancient earth formations and abundant biodiversity.—**ANDREW RUSSELL**

to what concepts they present to kids and when they do so—and that yours may not be ready to calculate the odds on whether the Facebook meme that Aunt Janet posted is a lie (turns out it's three to two). I am shocked to grasp that I actually miss going places—even to open mics,



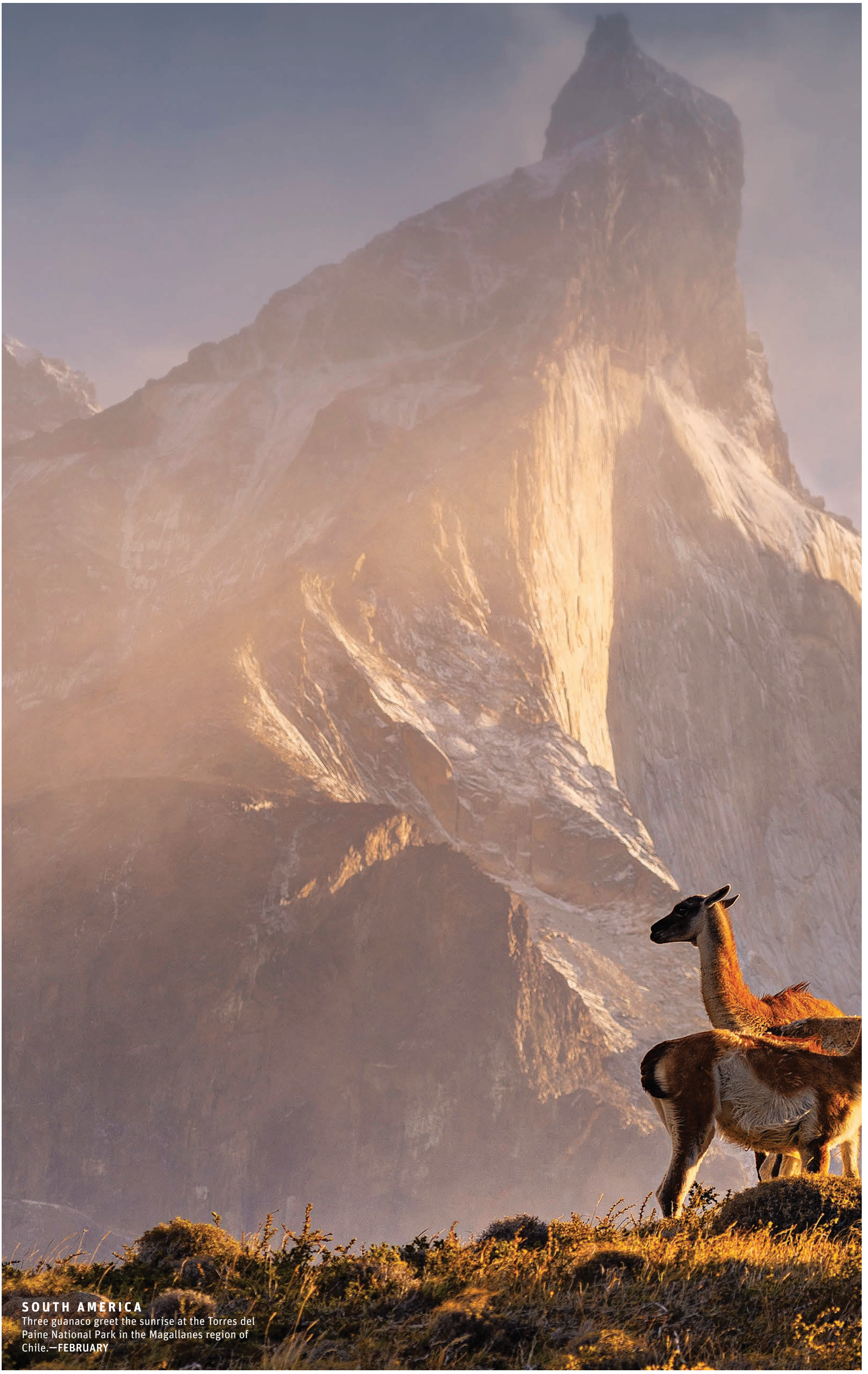
EUROPE
The islet of Gaztelugatxe is located in the Biscay province of northern Spain. Atop the island is a hermitage that dates from the tenth century.—**LEONARDO PAPÉRA**



where comedians try out new material and the material seldom works. Those painful silences will immediately inform you of a failed joke. But once in a while, you get the Real Laugh. The Real Laugh in standup comedy is the moment when the comedian gets us to see something with their eyes. That new insight surprises us, and we react with laughter. It's a moment we equate with art, offering a new perspective to us. Of course,

the huge majority of comedy isn't art—I'm not saying "from what part of the chicken does the McNugget come?" is Rembrandt. That real laugh reminds you of the best part of humanity: the ability to see life through other people's eyes—for that matter, if you're truly empathetic,

▲ **NORTH AMERICA**
A fawn appears in a tree grove at the Point Reyes National Seashore in Marin County, California.—**MICKEY SHANNON**



SOUTH AMERICA
Three guanaco greet the sunrise at the Torres del Paine National Park in the Magallanes region of Chile.—**FEBRUARY**





let's include the eyes of any life form. That's what the best art in any form does. It makes you see things anew. 🌍 Let's go back to the beginning of the movie, before the crisis, when the plane cruises at a comfortable altitude. The characters are being introduced via dialogue with lots of exposition. One passenger, a large imposing man with a cowboy hat, notices a very nervous and upset passenger, an elderly woman in a shawl,

across the aisle crumpling and twisting her napkin. He holds out his phone and leans over. She shrinks back in fear until she notices a video playing on the phone. She laughs and relaxes. The video is of a child giggling at a sparrow with a daffodil in its beak. Gosh darn it, life is beautiful. ⧗

▲ **THE OCEAN**
A whale shark and her pup encounter an eco-tourism guide near Isla Mujeres in Quintana Roo, Mexico.—**CRISTINA MITTERMEIER/SeaLegacy**

Happenings

NEW AND NOW IN ART & PERFORMANCE
FROM THE COMFORTS OF HOME

BY ALLISON MEIER

SOUND OF THE EARTH: *The Pandemic Chapter*

Dallas Museum of Art / Dallas, Texas

INTERACTIVE

A world in isolation is sonically mapped in this interactive work by London-based artist Yuri Suzuki. *Sound of the Earth: The Pandemic Chapter* offers an audio experience of life during COVID-19, created as a digital version of Suzuki's recent exhibition, *Speechless: Different by Design* at the Dallas Museum of Art, in which visitors could place their ear on a spherical sculpture and hear sound from that part of the world. Sounds were crowdsourced from around the globe and added to a visual rendering of the earth to bring listeners together through the collective noise of the pandemic, whether sirens, cooking at home, or Zoom calls. ▸ **globalsound.dma.org**



JUPITER ARTLAND IN MINECRAFT

Jupiter Artland / Edinburgh, Scotland

INTERACTIVE

The renowned Jupiter Artland sculpture park near Edinburgh now has a virtual version that can be explored from home through the video game platform Minecraft. Players can visit recreations of the park's actual sculptures including Marc Quinn's colossal *Love Bomb* made of images of orchids, Antony Gormley's monumental *Firmament* figure constructed from a lattice of steel, and the otherworldly landforms of Charles Jencks's *Cells of Life*. Since 2016, Jupiter Artland has partnered with Edinburgh Napier University to develop a Minecraft sculpture park reimagining their artworks through the game's blocky shapes, but this is the first time the experience is available outside of the park. It continues to expand with new interactive components, such as a challenge for young visitors to design and build a sculpture, with the winner becoming part of the permanent collection of the online park. ▸ **jupiterartland.org**

ARTPORT

Whitney Museum of American Art / New York, New York

INTERNET ART

The New York apartment advertised by artists Sam Lavigne and Tega Brain has 65,764 bedrooms, costs $43,869,676,331, and is both a Brooklyn brownstone and a penthouse overlooking Central Park. Their website, which compiles real estate listings from the high and low ends of the market to create a portrait of the city's living spaces, is the latest online project from the Whitney Museum's Artport. Established in 2001, it features documentation of net art, new media in the museum's collections, and commissioned internet-based works. The series *Sunrise/Sunset* is viewable at dawn and dusk on the Whitney's home page, including Kristin Lucas's animated flamingos and penguins playfully raising awareness for seabird conservation as one of the commissioned projects. ▸ **whitney.org/artport**

MY BODY, MY ARCHIVE

Tate Modern / London, UK

PERFORMANCE

Rather than cancel a planned performance at the Tate Modern's Tanks, Congolese choreographer and dance artist Faustin Linyekula decided to reinvent his site-specific work as an online-only experience. The autobiographical *My Body, My Archive* has Linyekula and his collaborators moving through dance and music to explore ideas of community, human relationships, and the limits of the human body. Filmed in a vacant performance space, it was transformed into a timely meditation on isolation and the ways the body records memory. ▸ **tate.org.uk**

LONGPLAYER

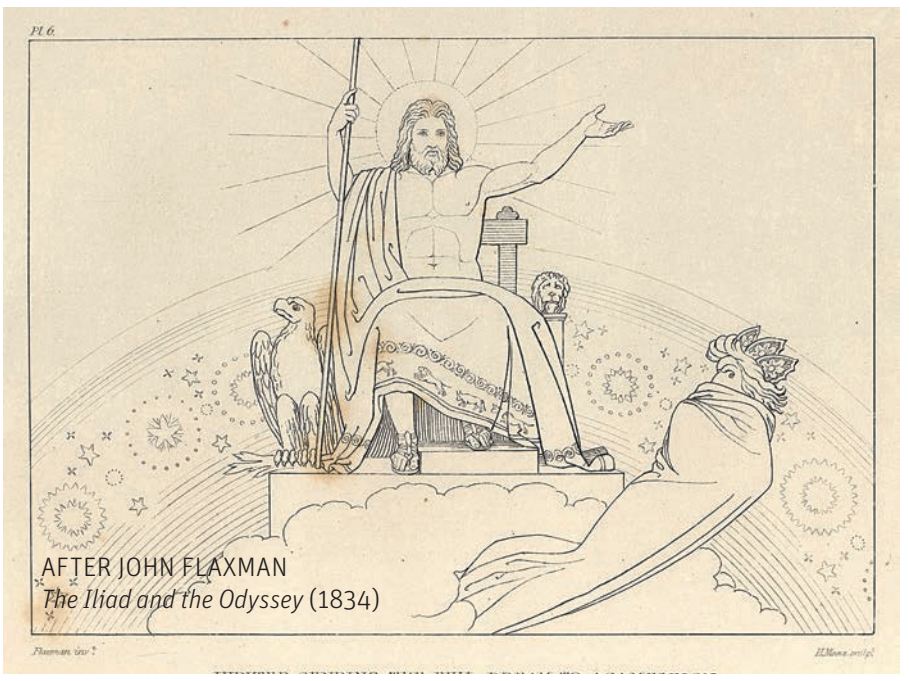
The Longplayer Trust / London, UK

COMPOSITION

Longplayer is an epic composition by British artist Jem Finer that will play for one thousand years. Started in 1999 and using the ringing sound of Tibetan singing bowls, it is programmed to loop through six musical sections of reverberating tones. Although its flagship listening post is in a lighthouse in London, anyone around the world can tune in through its live stream or an iOS app to participate in listening to this contemplative artwork that considers our place in time.
▸ **longplayer.org**

The Long Way Home

BY JEREMIAH MATTHEW DAVIS



AFTER JOHN FLAXMAN
The Iliad and the Odyssey (1834)

OKLAHOMA CONTEMPORARY ARTS CENTER WILL LIVESTREAM A READING OF HOMER'S *THE ODYSSEY*.

FOR MORE THAN 2,500 years, artists, musicians, and writers have turned to Homer's epic poem *The Odyssey* for inspiration. In more recent history, James Joyce, Romare Bearden, the Coen Brothers, and Teresita Fernández (to name a few) have adapted or referenced the poem in their art. The first English translation of Homer's story dates to 1615, recounting Odysseus' winding ten-year journey to return to his home on Ithaca after the Trojan War's conclusion. At least sixty English translations have populated the shelves of bookstores and libraries since that time. Four hundred years later, in 2017, Emily Wilson is among the first women to publish an English translation of the work.

Wilson's translation won near-universal praise and led to a MacArthur Fellowship for the scholar in 2019. Using iambic pentameter, the poetic meter most famously used by William Shakespeare, Wilson creates an immediate, accessible, and boldly contemporary version of the ancient text. While scholars don't know much about Homer, there is wide consensus that the poem was composed orally, not through the writing process, and intended to be performed before a live audience rather than read silently. With its verse structure and clear language, Wilson's translation is ideally positioned for performance.

WALKER DIALOGUES AND FILM RETROSPECTIVES

Walker Art Center / Minneapolis, Minnesota

FILM

Thirty years of the Walker Dialogues and Film Retrospectives series are now available to explore as an online resource. These conversations with leading filmmakers, actors, writers, and others who have visited the Walker Art Center examine their creative processes in cinema. More than sixty sound and video recordings, transcripts, essays, images, and other materials are available ranging from a 2020 talk with *Parasite* director Bong Joon Ho to a 2001 talk with the late filmmaker Agnès Varda. Also in the archive are insightful discussions on the art and craft of film from Ken Burns, Jodie Foster, Werner Herzog, Spike Lee, Gordon Parks, John Waters, and many more.

▸ **walkerart.org**

Animal Crossing Art Generator

J. Paul Getty Museum / Los Angeles, California

In the idyllic world of *Animal Crossing: New Horizons* you can use a Goya painting for your wallpaper, wear a Cézanne as a smock, or hang a priceless Klimt on your wall. The Getty's Animal Crossing Art Generator offers around 79,000 works from its open-access collection that can easily be transformed into custom patterns for the video game. As a bonus, the generator was designed to convert any open-access artwork from any museum, so players can interact with a diverse selection of artwork and share their digital creations with friends, making world-class culture part of the gaming experience.

▸ **experiments.getty.edu/ac-art-generator**

RAW MATERIAL

San Francisco Museum of Modern Art / San Francisco, California

PODCAST

Now in its sixth season, SFMOMA's podcast Raw Material explores modern and contemporary art through the voices of artists and creative thinkers from around the world. Every season is produced in partnership with a new podcaster-in-residence, with audio producer Sayre Quevedo recently investigating the connections between artists in a series of interviews. Previous seasons have tackled the relationship artists have with the landscapes of California, intersections between art and social justice, and artists engaging with the unknown, all thoughtfully crafted to offer insight and spark dialogue about the process of creative expression.

▸ **sfmoma.org/raw-material**

MODERN BILLINGS ▸

Modern Art Museum of Fort Worth / Fort Worth, Texas

SITE-SPECIFIC

A new initiative from the Modern Art Museum of Fort Worth is replacing billboard advertisements with art along the edges of downtown Fort Worth. The third iteration of the project debuted in April and highlights emerging creators and student artists who had exhibitions canceled or experienced other upheavals in their practice, and images curated by Mark Bradford, whose exhibition *End Papers* awaits re-opening. Easily viewable in isolation, whether from a car or online at the Modern's site, *Modern Billings* offers an accessible engagement with contemporary art and vital visibility for these creators.

▸ **themodern.org**

ARTISTS' FILM INTERNATIONAL

Whitechapel Gallery / London, UK

FILM

Partnering with twenty organizations, Whitechapel Gallery's Artists' Film International is a collaborative initiative to showcase film, video, and animation from around the world. In March, they began premiering a new film each Tuesday for online viewing. The unifying theme is language and its connection to place, with selections ranging from South African performance artist Lerato Shadi's celebration of marginalized language through hand gestures and music to Irish artist Ailbhe Ní Bhriain's rumination on ancient language from within the scarred interior of a quarry.

▸ **whitechapelgallery.org**

I MAGMA

Serpentine Galleries / London, UK

INTERACTIVE

While many art institutions have shifted their focus to digital content this spring, the Serpentine Galleries have long been a leader in online platforms for contemporary art. This includes digital commissions that bring art into the virtual realm, with a recent project, I Magma, released in 2019. Created by artist Jenna Sutela, the mobile app version of this exhibition offers a 21st-century take on the oracle, with the real-time movement of lava-like material in sculptural heads in Stockholm providing a digital experience in divination.

▸ **serpentinegalleries.org**

MONA LISA: Beyond the Glass

The Louvre / Paris, France

INTERACTIVE

For visitors who make it to the Louvre to view the *Mona Lisa*, it can be hard to see her famous face in the jostle of the crowds. The museum introduced its first virtual reality experience during last year's blockbuster Leonardo da Vinci retrospective to immerse users in a more intimate encounter with the iconic painting. Developed with HTC VIVE Arts and now available for free on virtual reality platforms and as a smartphone app, *Mona Lisa: Beyond the Glass* is a seven-minute journey into the artwork, Leonardo's painting techniques, and the model behind that enigmatic smile, accompanied by a wild ride on a flying machine sketched by the legendary Renaissance man.

▸ **louvre.fr/en**



INFINITE DRONE

The Broad / Los Angeles, California

COMPOSITION

The most popular artwork in the venerable collection of the Broad is now available to experience online. Called *Infinite Drone*, the series pairs compositions by Los Angeles musicians and sound artists with footage of artist Yayoi Kusama's immersive Infinity Mirrored Room. Through drone, electronic, ambient, and other genres of music, it offers a new way to zone out in the starry space. And unlike the museum version with its timed entries, you're welcome to stay as long as you desire.

▸ **thebroad.org/broadfromhome**

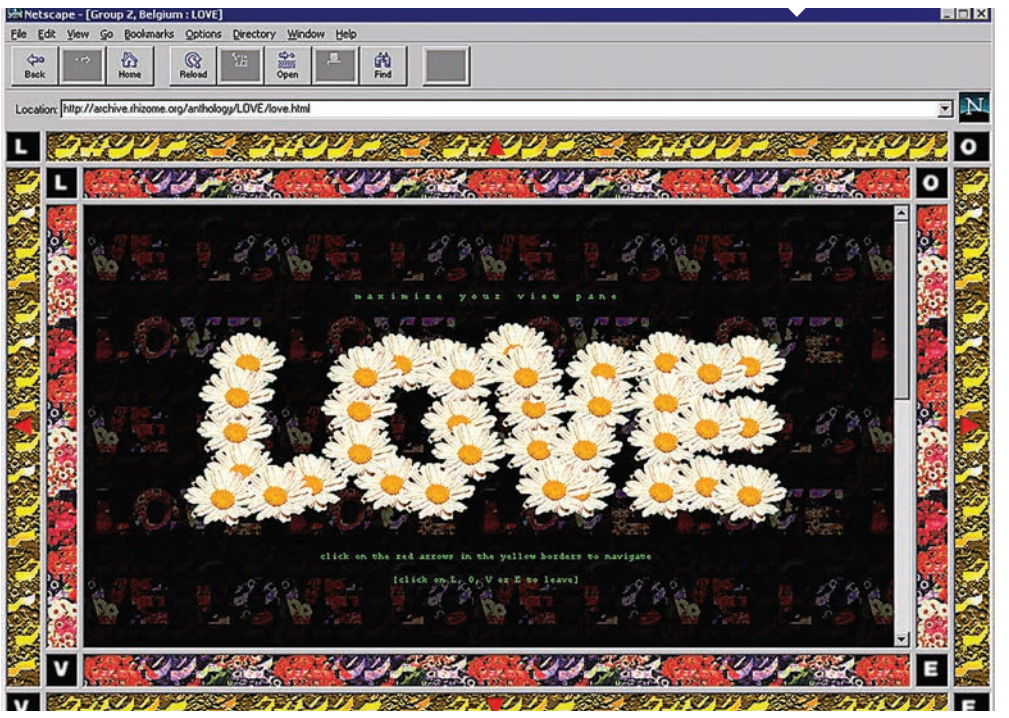
NET ART ANTHOLOGY ▾

Rhizome / New York, New York

ARCHIVE

Rhizome is a pioneering organization in collecting and conserving digital art, giving this work attention long before mainstream institutions took digital art seriously, with that incredible legacy now showcased in this essential archive of net art from the 1980s to the 2010s. The Net Art Anthology was launched alongside a 2019 exhibition at the New Museum in New York and features a guide to 100 significant works made for the internet, including recreations of some that were lost after their online platforms became obsolete. They are now a timely look at how artists envisioned the ways in which technology and the internet would change how we experience the world.

▸ **anthology.rhizome.org**



BUT EVEN SO, I WANT to GO BACK HOME, and EVERY DAY I HOPE THAT DAY WILL COME

ODYSSEUS, BOOK 5.219-220

At a time when we've canceled travel and confined ourselves to our apartments and houses to slow the spread of a global pandemic, it would seem we might feel more at home than ever. But the world, and our sense of place within it, has changed. In the wake of this crisis, with its extreme disruptions to our health, careers, and lives, individuals and communities can feel unmoored, lost at sea. Many of us yearn for a time before, when home was home. Writing in a different time, but with a resonant sentiment, James Baldwin observed in *Giovanni's Room*, "You don't have a home until you leave it, and then, once you have left it, you can never go back." This concept is embedded in the word *nostalgia* from the ancient Greek *nostos*, meaning "homecoming" and *algos*, meaning "pain."

What will be the path of our homecoming after this, and how might we find it? Perhaps it's time to revisit, collectively, Homer's tale of adventure, loss, pain, and eventually, return. In August, Oklahoma Contemporary Arts Center will livestream a six-day reading of Emily Wilson's translation of *The Odyssey*. Working with a diverse group of local and national educators, actors, musicians and public officials as readers—including Emily Wilson herself—Oklahoma Contemporary's broadcast will cover all twenty-four books of the poem. Our goal for this series is to digitally recreate the experience of listening quietly together to a tale told thousands of times throughout histories and across continents to see if we can find ourselves in Odysseus' ever-turning voyage to find home. Flashing and flickering, our screens will be the flames around which we gather to hear the story of this complicated character.

In the introduction to her translation, Wilson frames the many facets of the wandering man from Ithaca. "Odysseus is a migrant, but he is also a political and military leader, a strategist, a poet, a loving husband, and father, an adulterer, a homeless person, an athlete, a disabled cripple, a soldier with a traumatic past, a pirate, a thief and liar, a fugitive, a colonial invader, a home owner, a sailor, a construction worker, a mass murderer, and a war hero. Immersing ourselves in his story and considering how these categories can exist in the same imaginative space, may help us reconsider both the origins of Western literature, and our infinitely complex contemporary world." As we listen to this contemporary version of *The Odyssey* unfurl, we just might find the beginning of our own homecoming.

Oklahoma Contemporary Arts Center will present a six-day live reading of *The Odyssey* beginning at 7pm on August 20 and ending on August 29.

▸ **oklahomacontemporary.org**

ArtSociety

SEEN + SCENE







THIS PAGE, CLOCKWISE FROM TOP LEFT: Blake Keesee, Robert and Sody Clements, Louisa McCune, and Larry Keigwin; George Records and Christian Keesee; Jeremiah Davis and Eddie Walker; Ghislain d'Humiéres, Martha Records, Rich Rainaldi, and Melissa Scaramucci; Marvin Quinn and Elizabeth Eickman; Oklahoma Contemporary is the toast of the town.







First Fête

Capital campaign donors gathered in early March for the first official event held inside the new Oklahoma Contemporary Arts Center. The "First Look and Thank You Dinner" offered a glimpse of the opening exhibition, *Bright Golden Haze*. Oklahoma Contemporary founder and Kirkpatrick Foundation chairman (and publisher of *ArtDesk*) Christian Keesee christened the evening in the Te Ata Theater with welcoming remarks about the exciting future of contemporary arts in Oklahoma. At dinner, Jane Jayroe served as emcee and the Oklahoma City University Chamber Choir performed. ▸ **Oklahoma City**



















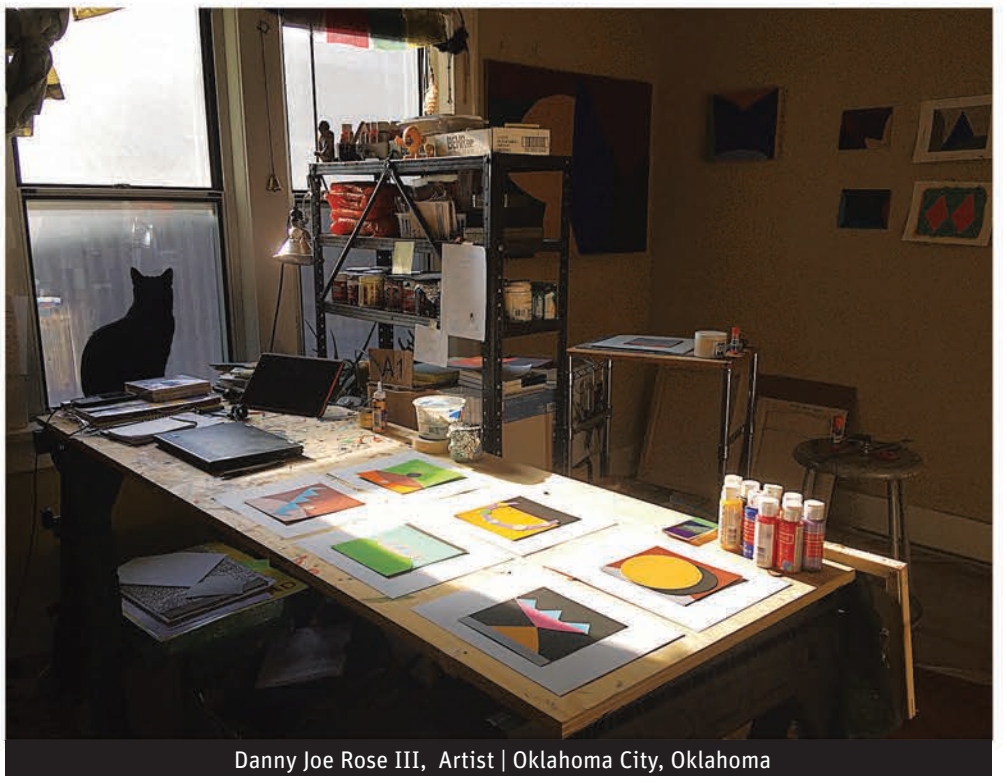




THIS PAGE, TOP ROW: Todd and Rebecca Edmonds; Judy Love and Lisa Love SECOND ROW: Gerald Gamble and Jane Jayroe Gamble; Rand and Jeanette Elliott, James Pickel; Cece DeMille THIRD ROW: Francie Koop, David and Rebecca McCubbin; Jane Jayroe Gamble as the evening's emcee; Eli and Leslie Hellman FOURTH ROW: Tanishia Beacham and Christi Woodworth; RACE Dance Collective performing in various areas of the arts center; Whitney and Jack McClendon



Shevaun Williams, Photographer | Norman, Oklahoma



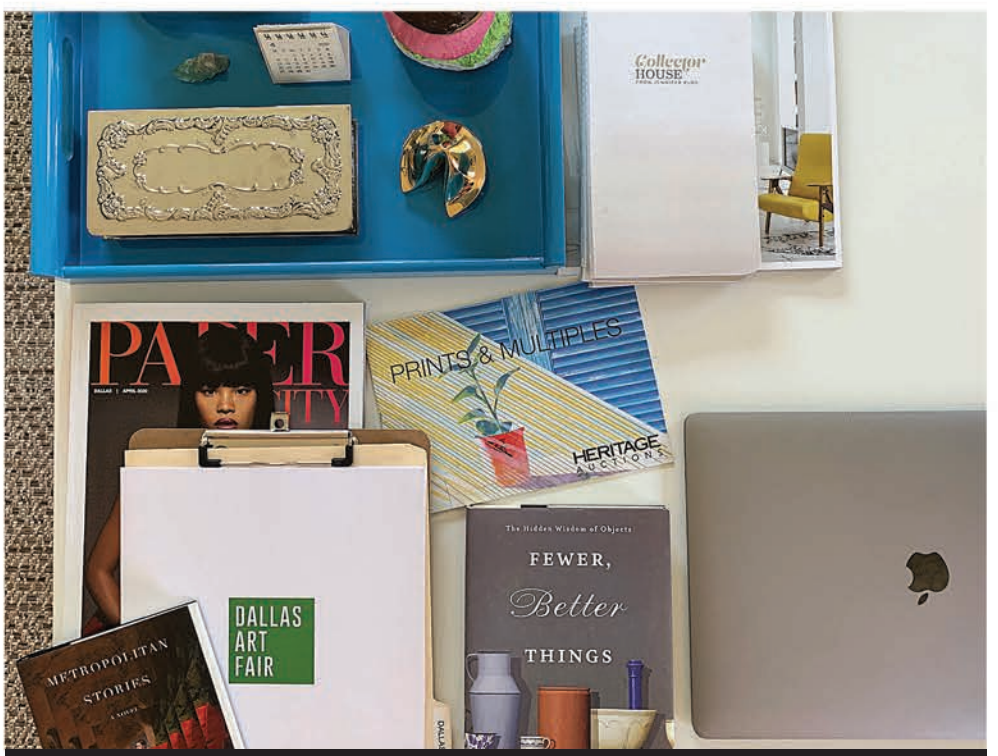
Danny Joe Rose III, Artist | Oklahoma City, Oklahoma



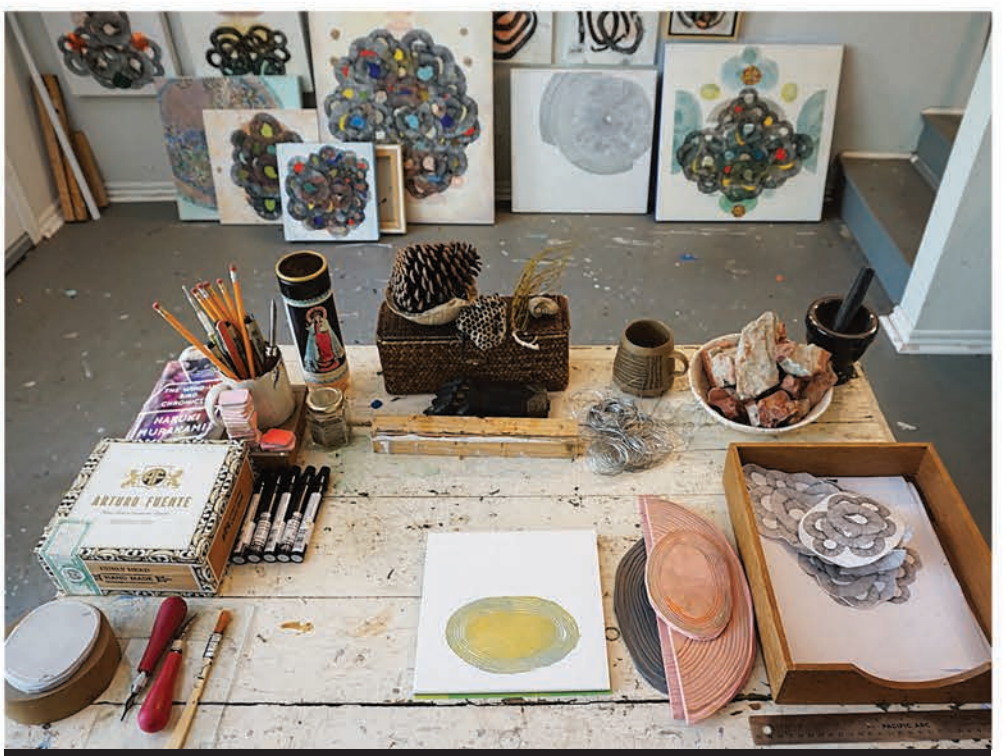
JiaJia Fei, Digital Strategist | Washington, DC

The #Stayhome Art Desks

Our homes, bending to rapidly changing needs, have become offices, studios, and schools. Artist **Zahra Sherzad**'s neat residence is a serene urban spot for meditation and work. **JiaJia Fei** and **Shevaun Williams** find comfort in the company of whiskered companions. Minimalist and colorful works for **Shantell Martin** and **Jennifer Klos**, while artists **Ryan Steadman** and **Ruth Loveland** prefer all tools and possibilities in sight. Driven by visuals, **Danny Joe Rose III** and **Erin Baiano** inspire outlooks that keep us moving forward.



Jennifer Klos, Art Advisor | Dallas, Texas



Ruth Loveland, Artist | Norman, Oklahoma



Animal Soul, by installation artist Jason Hackenwerth, will be on display this summer in Green Mountain Falls, Colorado

ARTDESK × *Broadcasts*

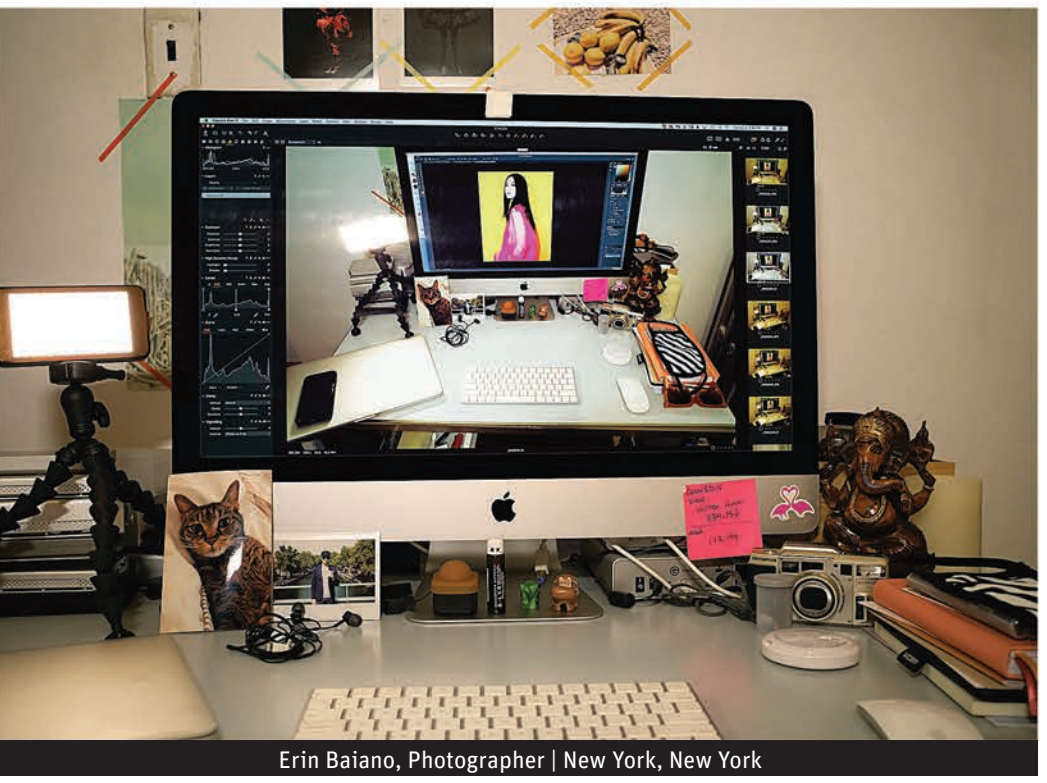
A NEW VIDEO SERIES ONLINE

FIRST UP: *Green Box presents Happy Hour with Chris and Larry*

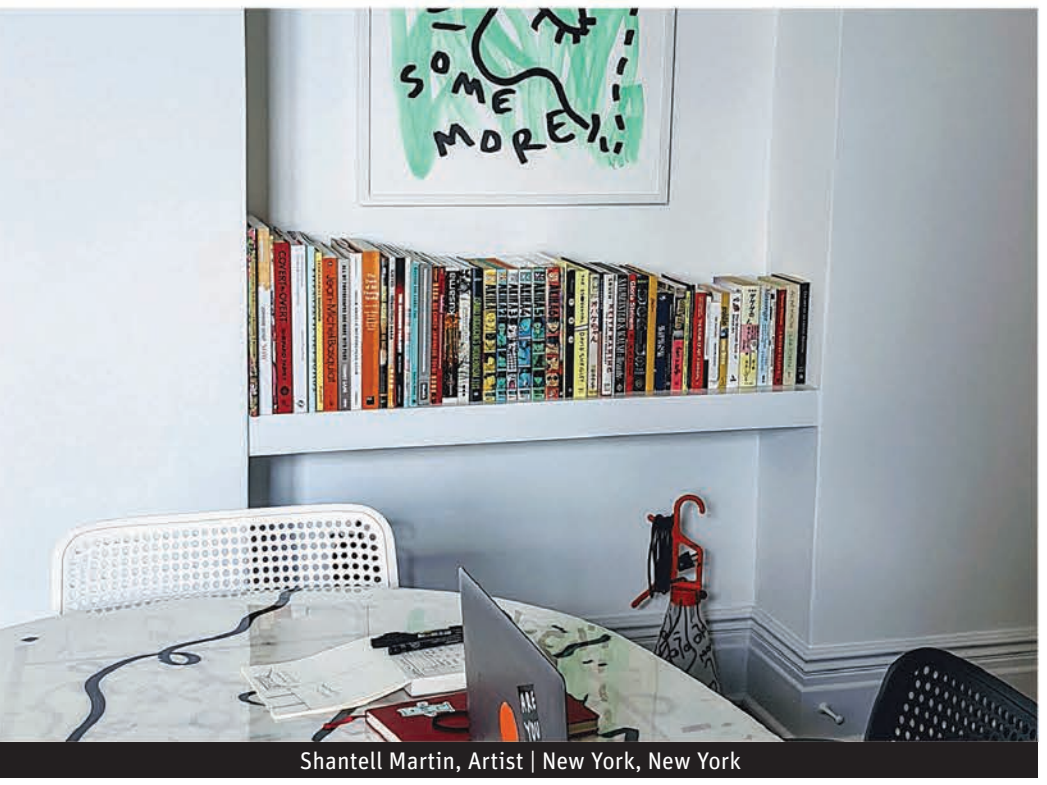
Join us Monday evenings at 6:15 p.m. CST from 6/29 - 7/27 for five episodes featuring art, culture, and cozy chat about artists from Green Box Arts Festivals past and present: Pard Morrison, Chad Mount, Jason Hackenwerth, musician Kyle Dillingham, and more!

green box

*Visit **greenboxarts.org** for more information*



Erin Baiano, Photographer | New York, New York



Shantell Martin, Artist | New York, New York

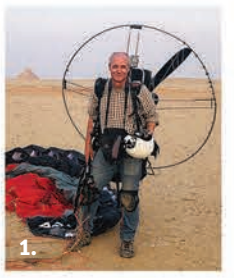


Zahra Sherzad, Artist | New York, New York



Ryan Steadman, Artist and Writer | Delhi, New York

Contributors


1.

1. George Steinmetz is a California-born photographer who has published more than forty photo essays in *National Geographic*.


2.

2. Leonardo Papèra lives in Calavorno, Italy, and travels across the globe hosting photography workshops.


3.

3. John Herrington, PhD is a retired United States naval aviator, naval test pilot, and NASA astronaut. He is the first enrolled member of a Native American tribe (the Chickasaw Nation) to fly in space.


4.

4. Cristina Mittermeier is a writer, biologist, and photographer; in 2005, she founded the International League of Conservation Photographers.


5.

5. Steve "Wampus" Reynolds is a writer, standup comedian, and cheesemonger living in Norman, Oklahoma.


6.

6. Mickey Shannon is a nature and landscape photographer based in Wichita, Kansas.

ARTDESK

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This issue of ArtDesk *is dedicated to frontline health professionals everywhere.*

Also, we welcome the arrival of Grey Campbell Cadena, born June 11, 2020.

ABOUT THE PUBLISHER

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*The Caslon typeface, created between 1720 and 1726, modernized the way books are printed and was used in the Declaration of Independence.



PHOTOGRAPH BY CAPTAIN SCOTT KELLY, US NAVY, RETIRED

INFINITY AND BEYOND

In 2015, Scott Kelly set the record for the most days spent in space. During his time in orbit, Kelly documented the planet through a series of photographs titled Infinite Wonder. Currently he lives in Houston, Texas, but has spent his career as a military fighter pilot, an engineer, and now retired NASA astronaut. Kelly knows a thing or two about isolation, having been a part of four different space flights. In 1999, he helped upgrade new instruments and systems on the Hubble Space Telescope; in 2015, he spent a year at the International Space Station on a mission to research the effects of space on the human body. In the wake of shelter-at-home orders during the COVID-19 pandemic, Kelly told the *New York Times,* "I've seen humans work together to prevail over some of the toughest challenges imaginable, and I know we can prevail over this one if we all do our part and work together as a team."

Launch to Landings, Oklahomans in Space will open in July 2020 at the Oklahoma History Center. The exhibition features a collection of historic NASA memorabilia with ties to the forty-sixth state.

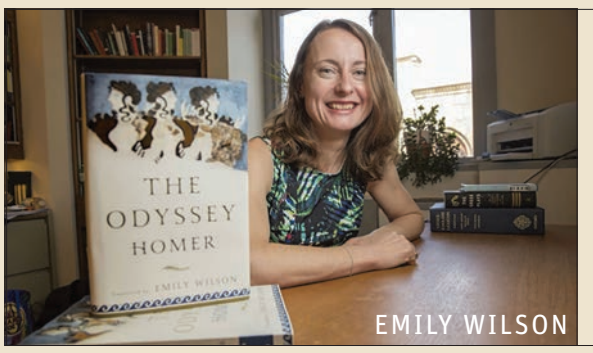

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