

Artist ID: 0044

Artist Name: Grosso Roberto

Website: <http://robertogrosso.com/>

IG: https://www.instagram.com/roberto_grosso_art/

Artist Statement: My digital art takes inspiration from music and is produced on metal, metallic paper or perspex. The key elements of my art are the use of vibrant color and augmented reality - which brings the artwork to life by showing the stages of its creation to a soundtrack of the music that inspired it.

Notes:

Augmented Reality App

Artwork 1 Title: He Knows Everything

Artwork 1 Dimensions: 105x70x3 CM

Artwork 1 Medium: Brushed Metal

Artwork 1 Commentary: Inspired by the song of Andrea Manzoni

Artwork 1 Image:



Artwork 2 Title: Eleanor Rigby

Artwork 2 Dimensions: 105x70x3 CM

Artwork 2 Medium: Brushed Metal

Artwork 2 Commentary: Inspired by the song of The Beatles

Artwork 2 Image:



Artwork 3 Title: Go with the Flow

Artwork 3 Dimensions: 105x70x3 CM

Artwork 3 Medium: Brushed Metal

Artwork 3 Commentary: Inspired by the song of Queens of the Stone Age

Artwork 3 Image:



Artwork 4 Title: Time to Pretend
Artwork 4 Dimensions: 105x70x3 CM
Artwork 4 Medium: Brushed Metal
Artwork 4 Commentary: Inspired by the song of MGMT
Artwork 4 Image:



Artwork 5 Title: Fell on Black Days

Artwork 5 Dimensions: 0

Artwork 5 Medium: Brushed Metal

Artwork 5 Commentary: Inspired by the song of Soundgarden

Artwork 5 Image:



Artist ID: 0402

Artist Name: Thomas Webb

Website: <https://webb.site>

IG: <http://instagram.com/webb>

Artist Statement: I am trying to create artwork that reflects the hidden middle-ware in contemporary life, how I see the world today - 1's and 0's. We live two lives, online and offline, and we cohabit them. We post everything on the internet, sometimes without realising it. Endless streams of data about our lives; habits, fears, thoughts, dreams, most importantly our raw emotions. Collectively natural but when looked at individually, unique. This data gives me the chance to create art from 1's and 0's, a paradoxical declaration.

I program looping programs that collect real-time data from the internet to display objective truths. I want to make sense of data, organising real-time flows to make my comments about the world.

I have developed a digital mirror medium; one or two, 2-way mirrors in front of an LED display, controlled by a microcomputer. Which allows turns all dark light into total mirror reflections and white light into bright, sharp, light and colour. Avoiding the fundamental disconnect we have when seeing a 'tv screen'. Instead, viewers are invited to see a reflection of themselves in an active fragment of the internet I wish to show them.

I find great beauty in the reflection of real-time contemporary life because I can make a statement about time; a shared construct that is entirely relative. As the data changes, my initial statement can be proven true or false. In a way, I create dice that roll with weighted sides, however, society has the power to reconstruct these weightings.

Notes:

Artwork 1 Title: FOODBANK

Artwork 1 Dimensions: 53 x 97 x 8

Artwork 1 Medium: LED, MIRROR, ALUMINIUM FRAME

Artwork 1 Commentary: Using online data to show the real-time number of people that have died today from starvation. The numbers turn red, switching to a larger number, the real-time number of dollars spent today on weight loss programs and products in the US.

Artwork 1 Image:



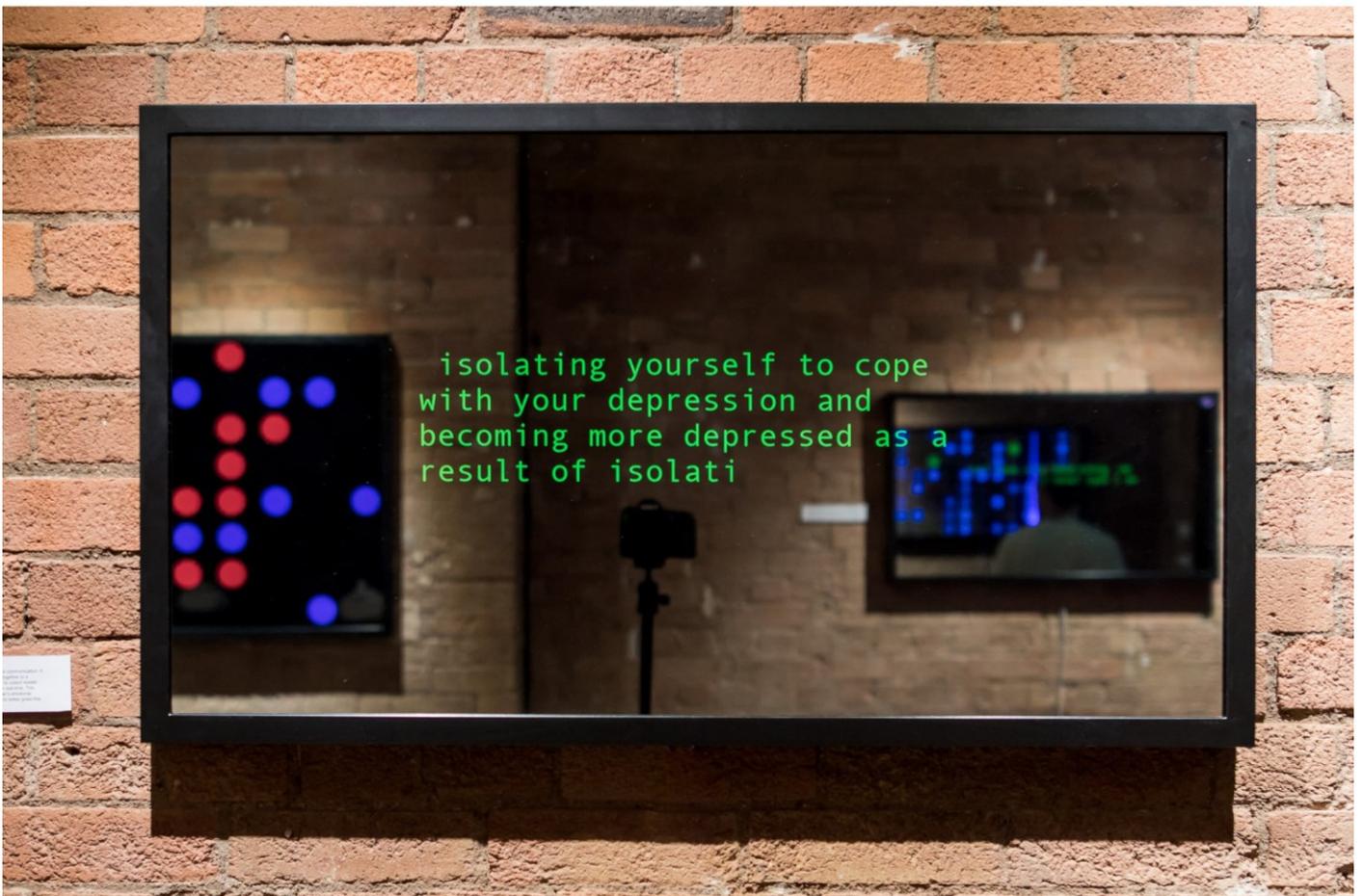
Artwork 2 Title: "I JUST POSTED THIS BUT NO ONE WILL READ IT"

Artwork 2 Dimensions: 53 x 97 x 8

Artwork 2 Medium: LED, MIRROR, ALUMINIUM FRAME

Artwork 2 Commentary: This mirror uses AI to read every tweet posted in real-time, analysing sentiment to find people posting about depression. Their names and locations are stripped and then the message is typewritten on the mirror just milliseconds after it was originally witten.

Artwork 2 Image:



Artwork 3 Title: "RAINFALL"

Artwork 3 Dimensions: 53 x 97 x 8

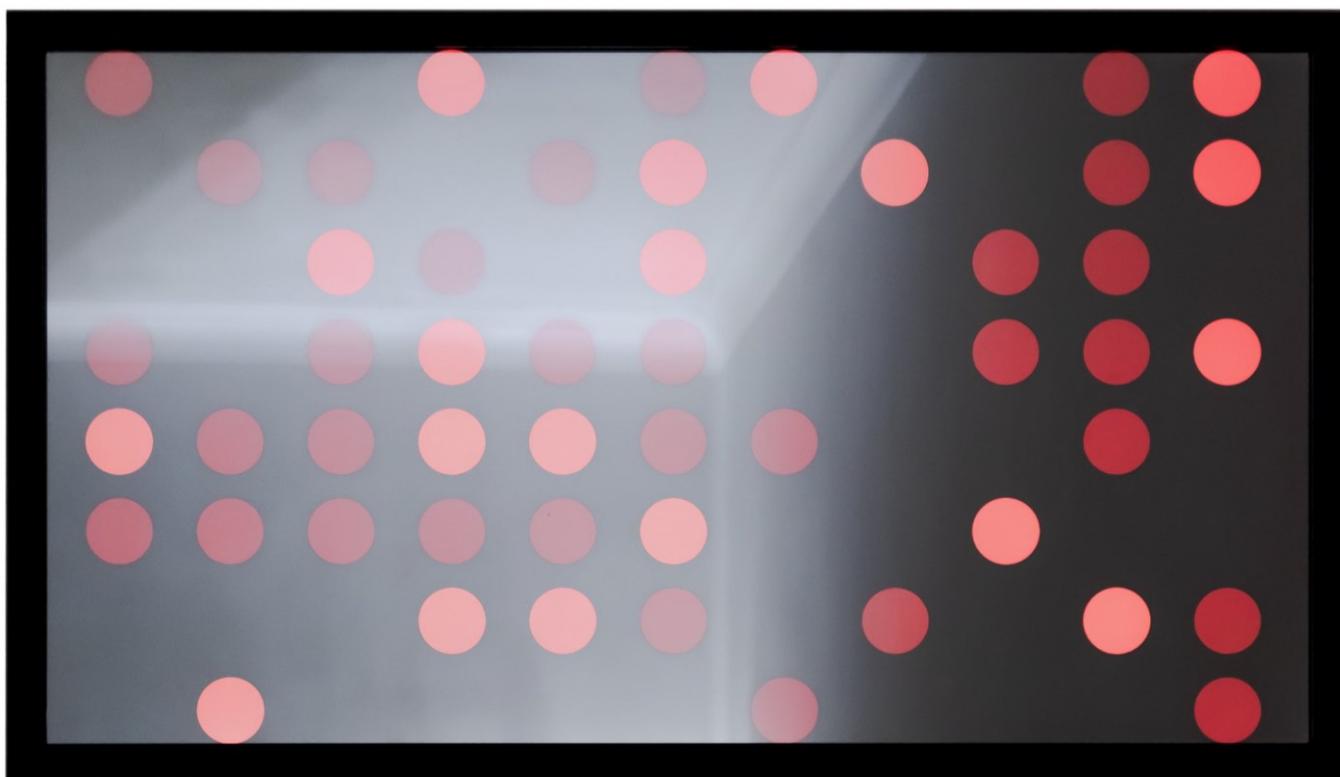
Artwork 3 Medium: LED, MIRROR, ALUMINIUM FRAME

Artwork 3 Commentary: This mirror will display two coloured dots, a bright colour and a darker shade. The colours are made using function of the current temperature, changing with the seasons.

The number of bright dots shows the current number of hours in the day, the darker dots shows the number of minutes.

Each minute the mirror updates the time and rearranges, creating a new pattern that will not repeat itself for millions of years.

Artwork 3 Image:



Artist ID: 0665

Artist Name: Raquel Palis

Website: www.forevermoreac.ca

IG: <https://www.instagram.com/raquelpalis/>

Artist Statement: Based in Toronto, Canada, Raquel Palis and Paulo Ramos are the Forevermore. Their work combines paintings, augmented objects and sounds, expanding the static bi-dimensional physical state of lines, colours, and shades to a tri-dimensional kinetic representation, exploring unforeseen movements and sounds with augmented reality practice. Sometimes minimalist and hypnotic, sometimes a shocking extravaganza of textures and sounds, the computer graphics generated images resembles a surreal world.

INSPIRATION & VISION:

Paulo absorbs the essence of Raquel's mosaic of events-based in social questions as a Brazilian immigrant point of view, expressed in the paintings, and drift himself through contemplation and reflection, then builds his own imagetic interpretation of Raquel's artworks. They do it exhaustively, exploiting the digital inevitability, creating connections between each one's analyses through art and technology. They're motivated to improve the viewer's outlook on a questionable and dystopic and surreal world, beyond the existence of the virtual object. The works expose the discrepancy between the analog and the virtual by fusing these divergent universes on art expression form. The forevermore artworks immediately arouse the viewer's interests and surprisingly turns into an explosion of sublime-emotions once these worlds are displayed to the viewer. The Artmented app, used to display the augmented reality artworks, is under constant evolution once new artworks are finished. Pushing the boundaries of contemporary art, engaging demographics for innovative use of technology and its invention of a new word aesthetics, empowering the public in order to get them closely of the narrative beyond the digital.

We also investigated the individual contemporary digital routine, influenced by the mass communication platforms and how we can make this everyday journey meaningful. The 3D computer graphics activated through Augmented Reality as a medium, empowers the public sensations and stimulates them to reach personal perceptions

Notes:

Artwork 1 Title: Mozinerine

Artwork 1 Dimensions: 45.7 cm x 61 cm

Artwork 1 Medium: Augmented reality Sculpture over Acrylic on canvas

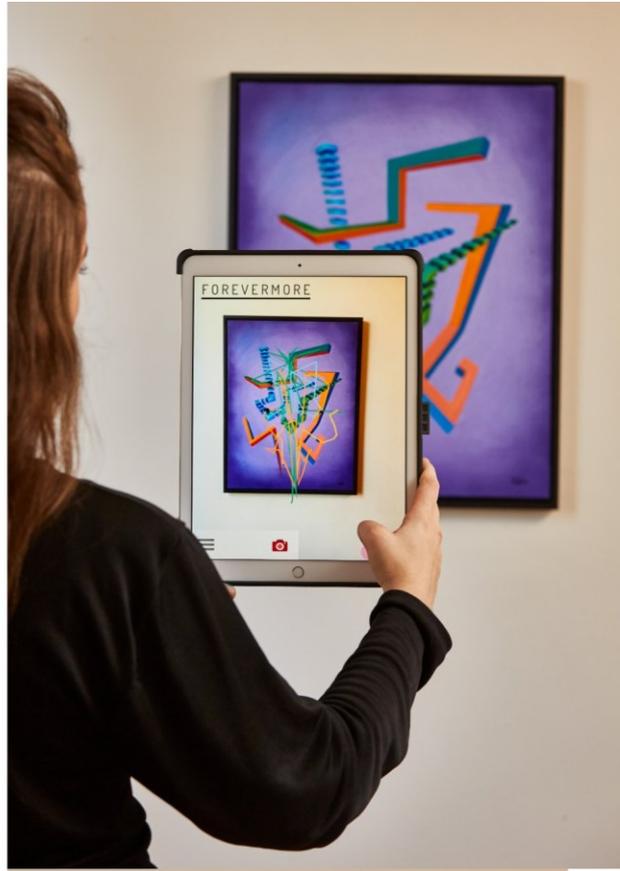
Artwork 1 Commentary: Acrylic on canvas artwork suggests cooperative arrangements, and how these individuals unique in form, effect and variation are at the same time intentionally co-related among each other aiming to be complimentary even when sometimes raises an illusionary sensation of repetitiveness. Leading the audience to a central composition which it is the syntax of collectives or organizations in a contemporary context, influenced by the industrial shift.

The Augmented reality in Mozinerine can be manipulated by the audience drifting the finger on the screen, creating unique patterns, lead the audience a constantly co-create of our work.

We create digital and analog assets in one context fusion of two discrepant worlds. We truly believe that our art will be displayed without a mobile device or an awkward headset, just with elegant regular glasses in a common reality.

Please download Artmented and to activate it.

Artwork 1 Image:



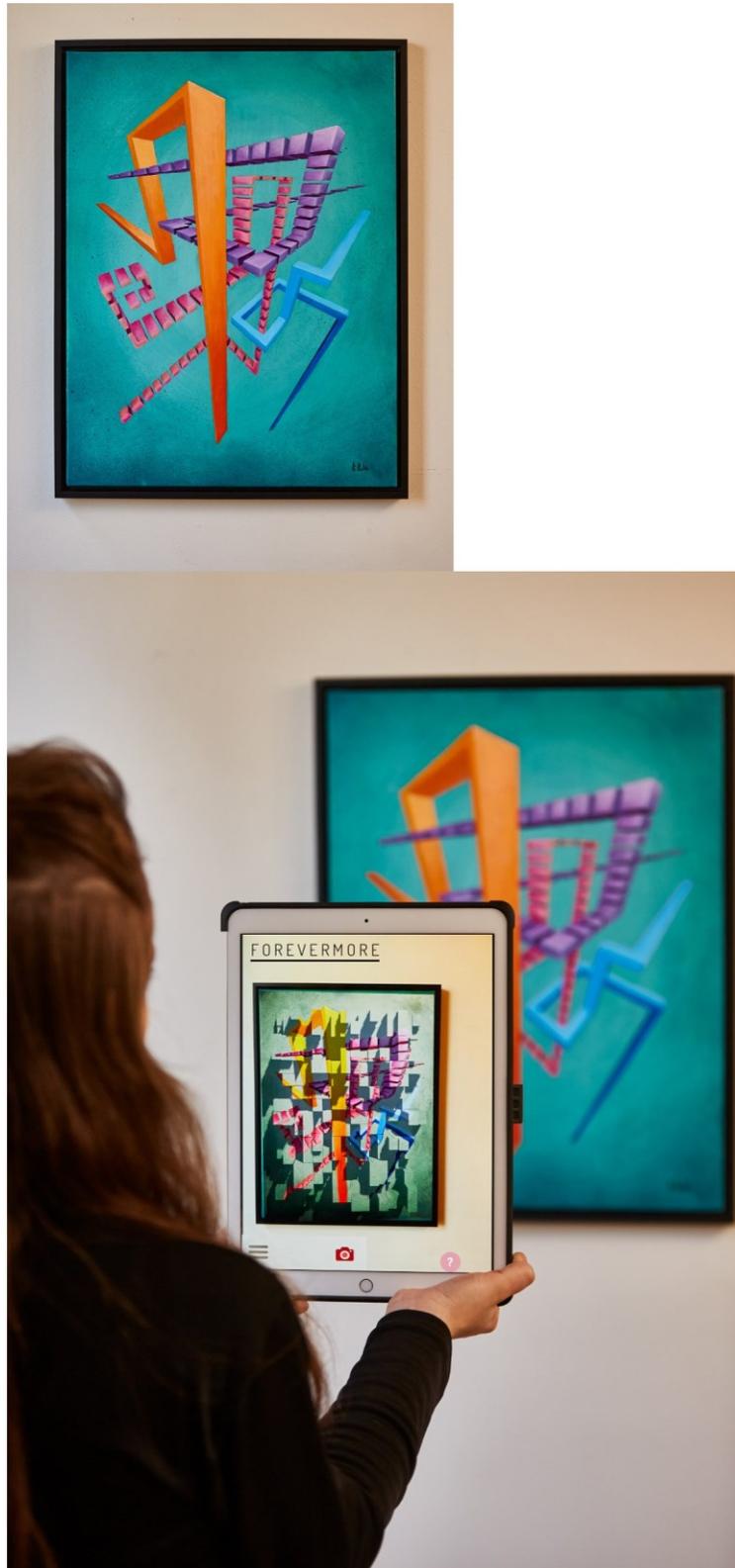
Artwork 2 Title: Orgramica

Artwork 2 Dimensions: 45.7cm x 61 cm

Artwork 2 Medium: Augmented reality Sculpture over Acrylic on canvas

Artwork 2 Commentary:

Artwork 2 Image:



Artwork 3 Title: 0
Artwork 3 Dimensions: 0
Artwork 3 Medium: 0
Artwork 3 Commentary:
Artwork 3 Image:



Artist ID: 1187

Artist Name: Ziwei Wu

Website: wuziwei.me

IG: <https://www.instagram.com/ziweiwu1996/>

Artist Statement: Wuziwei is from China and received a BA in intermedia art from China academy of art. Recently studying for an MFA in Goldsmiths, Computational arts. As a new media artist, wu ziwei's artworks mainly based on biology, science and the influence in the society. Using a range of media like painting, installation, Audio-Visual, 2D and 3D animation, VR, mapping and so on.

Notes:

Vimeo = <https://vimeo.com/293037680>

Artwork 1 Title: The punishment of Tantalus

Artwork 1 Dimensions: 100cm *100cm* 65cm

Artwork 1 Medium: Black walnut; Brass; Glass; Magnifier; Resin; Feather; Cocoon; Loudspeaker

Artwork 1 Commentary: <https://vimeo.com/293037680>

This inspiration of this work from the part of music torture in Bosch's painting The Garden of Earthly Delights. Through the mechanism of the punishment of Tantalus, I created a new mechanism which can control others through audio. In several dimensions of magnifying glass™ view, we can see seven different little worlds. ~they™ are being tortured.

The work hopes to explore and reinterpret the phenomenon of individual behavior being controlled and watched by external perspectives and sounds.

*Tantalus offended the gods and suffered in hell. He stood in the deep water. Whenever he was thirsty. The water immediately flowed away from him. Whenever he wanted to eat the fruit from the tree in front of him, the fruit rose in the air.

Artwork 1 Image:



Artist ID: 1219

Artist Name: Holly Dawes

Website: <https://www.hollydawes.com/>

IG: @holly.dawes_makes

Artist Statement: I am a recently graduated Artist/Maker based in Sussex. I am working part-time on a yellow Mercedes Sprinter van, which will become my mobile workshop and living space as I travel the world. I am also working on a range of commercial jewellery which I sell through Etsy. My true passion however lies in installation art in which I am able to express my true self.

I strive to make work that speaks of fleeting moments of time, and explores the relationship between human existence and the environment. I make to express the frictions between movement and stillness, and the beauty of the naturally formed, the organic and imperfect. I make to be connected with the world of materials and the environment around me. Through this connection with material and environment comes a meditative quality.

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The hand-making of every aspect of my work is important, as my own personal touch is imprinted onto the life of the materials I use, melding my own self with the objects being created, a collaboration of material and human agency. I work with many different materials exploring the alchemical properties of each, for example the growth of patinas on copper and the changing states of clay to ceramic, melding traditional techniques with modern technologies. These materials although different can speak to one another through similarities in colour, form and texture.

Notes:

Artwork 1 Title: Alchemic Connection

Artwork 1 Dimensions: Each individual piece is approx 20cm across 6cm tall. previously been exhibited in a 6ft square space

Artwork 1 Medium: Copper, ceramic, Arduino technology and LEDs

Artwork 1 Commentary: This installation is formed of 50 individual wall mounted pieces, including raku-fired ceramic, copper and translucent porcelain. These pieces although unique fit together like a family. Each piece is invisibly connected by a copper wire, so that when the viewer interacts by touching the copper TOUCH point, a selection of the pieces lights up. It is only after touching all of the five copper TOUCH points that the whole installation is lit up.

Through this use of tactile interactions, the viewer becomes a part of the work with their actions made visible. These interactions bring people together and encourage connections. Each object is connected in a web of data, and when the viewer interacts they become a part of that web.

This installation is reminiscent of deep sea or deep space places where humans have hardly penetrated, places that humans have little control over. Some of the pieces hold lichen trapped in resin complimenting the organically formed shapes and reminding the viewer of the significance of nature.

Artwork 1 Image:



Artist ID: 1733

Artist Name: Sarah Selby

Website: www.sarahselby.co.uk

IG:

Artist Statement: I am an interdisciplinary artist specializing in New-media and the fusion of Art and Technology. I am interested in collaboration with industries outside of the field of Art (particularly Science and Technology) to communicate ideas in an interactive and visual manner that facilitates critical thinking and fosters curiosity. In a post-truth world, my aim is not to tell people what to think but to raise questions and discussion around often-inaccessible research. I believe that diversity in thought-processes is a key aspect of innovation, and that by using art as a platform for broadening engagement we can drive new discoveries.

Notes:

Youtube = <https://www.youtube.com/watch?v=yZIM1Eq23U0>

Artwork 1 Title: 'If you leave it up to the audience, they can kill you'

Artwork 1 Dimensions: 170x100x80

Artwork 1 Medium: Mixed-media consisting of: NodeMCU microcontrollers, solenoid valves, LED strip lights, IV drip bags and wires, white rose, soil, bell jar, water, salt water and black ink.

Artwork 1 Commentary: Inspired by Marina Abramovic's "Rhythm 0", 'If you leave it up to the audience, they can kill you' is an interactive artwork that examines how anonymity and a sense of disconnect between the digital and physical affects how we communicate online. Using sentiment analysis technology, the viewer is invited to interact by 'tweeting' the rose. Each tweet triggers the release of either water or poison to the rose, depending on the overall sentiment of the message.

See the piece in action at: <https://www.youtube.com/watch?v=yZIM1Eq23U0>

Mixed-media consisting of: NodeMCU microcontrollers, solenoid valves, LED strip lights, IV drip bags and wires, white rose, soil, bell jar, water, salt water and black ink.

Artwork 1 Image:

