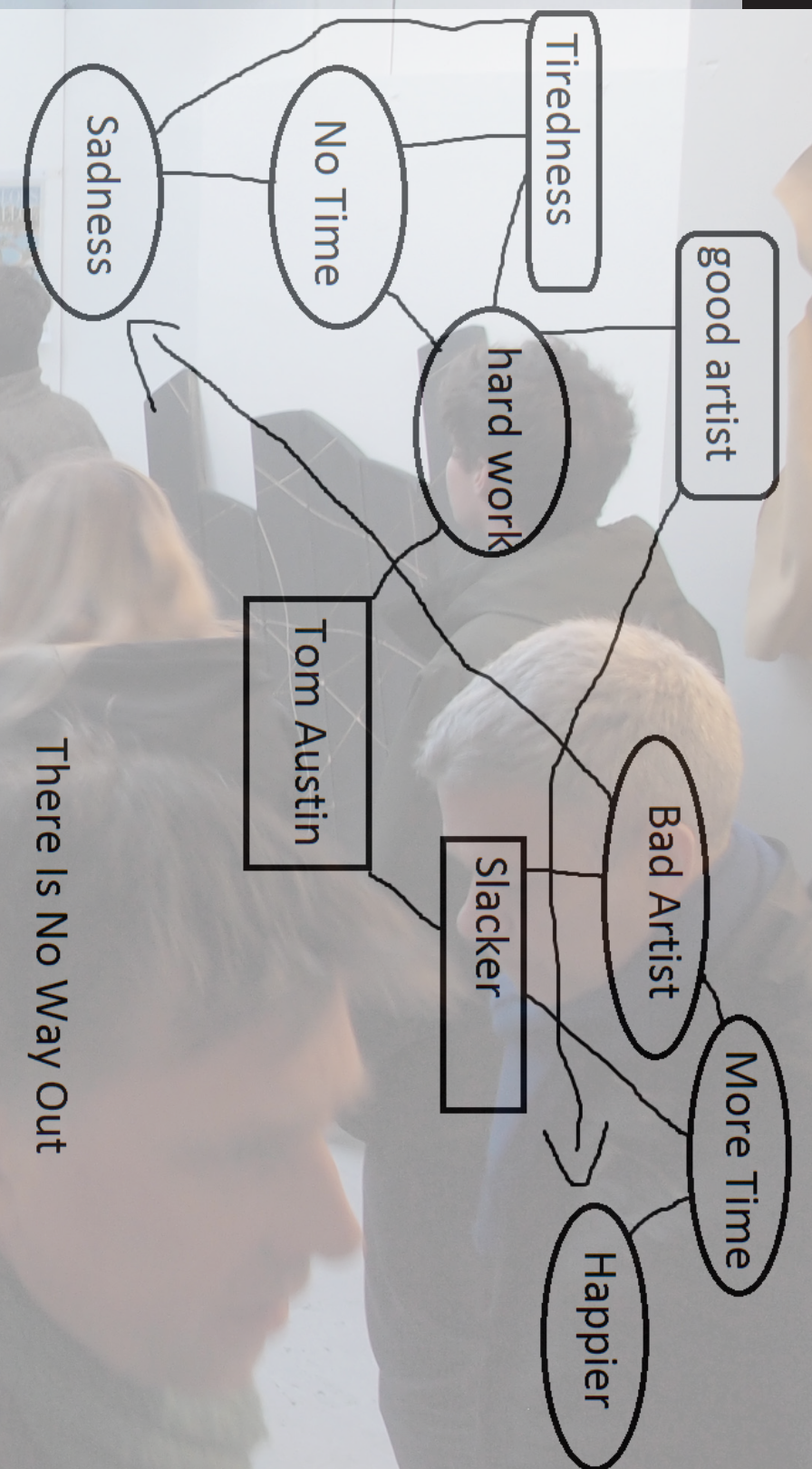


Xenex — VITAMIN EDITION

#Vitamin 2
#un-cre-
ative
#un-col-
lective
#we are
looking into
the future

Tom Austin



Dan

Bethell_'s

practice is loosely tethered to architecture as a containment of space. The work consciously migrates between a digital and physical workspace. Crossing between platforms to form a new language, displacing etchings into animation, poetry into coding and installations into sculpture. Abstracting the forms from data into tangible objects and back again. The landscape loses its stable recognition as lines fracture the space. Locating a non-space, white in virtual expanse with no horizon line simulates a new world. An observation of our future composed from a fictional voice. Concerned by its materiality and location. The objects are left unresolved. Imagery plugged into virtual reality, yet grounded by the weight of gravity.

Robert Ive_

My work in the show are various texts, images, videos and sounds that I have positioned together to work out my bearing on where the future is heading. A re-sampling of found material that may give us an idea to the texture of the future reality. Disjointed and confused our positions are always moving and so any view of what is ahead is shaky, technology can only give us a feel of where future exists today and who is producing its cultural objects.

Osgar Lyons

For vitamin, I'm displaying a few clip sFilm Experiments on the conflicting relationship between utopian belief and the apocalypse. Can dystopia end in utopia or destruction end in reconstruction? Rebuilding from the ashes of previous societies mistakes. The biblical influenced narrative of the end of the world is one of redemption, and therefore society can learn its lesson and repent. But is it healthy to assume a 'humanist renaissance', where a cultural morality is evolved after total (probably manmade) destruction? That regardless of how far past boiling point we bring the world to, there will always be space to rebuild

Edward

May_ 3 plaster sculptures, 1 metal sculpture, 2 paintings, 10 photographs and 2 screens displaying digital artwork make up the work within this exhibition. The works take influence from the ideas which surround colour, form, line and shape and they attempt to explore the physical and non-physical boundaries as well as the objective and the non-objective. The work has an end goal of looking at how we can use colour, form, line and shape to explore social issues.

VITAMIN 2 LAYOUT

