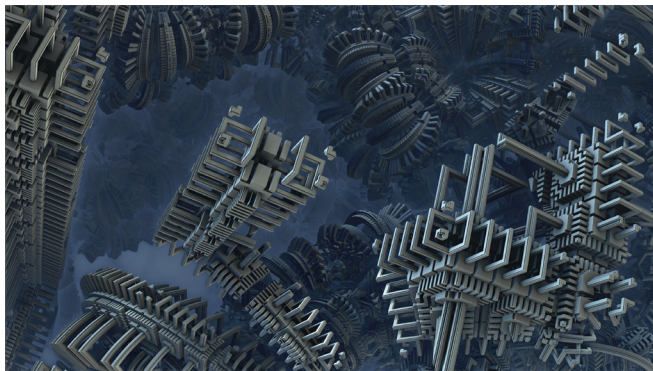


GAZELLI ART HOUSE



Matteo Zamagni, *Nature Abstraction*, 2015 and Evelyn Bencicova, *Artificial Tears*, 2019, courtesy of the artists

Gazell.io Project Space

Gazelli Art House and Radiance VR announce multifaceted collaboration

London-based international gallery Gazelli Art House and Berlin-based international platform for Virtual Reality art, Radiance VR, will start collaborating from March 2021 and present a multifaceted programme throughout the year. The program will evolve around the VR artists Jocelyn Anquetil and Matteo Zamagni (presented by Gazelli Art House) as well as Evelyn Bencicova and Armin Keplinger (presented by Radiance VR). Radiance VR will present the documentations of the VR artworks of Jocelyn Anquetil and Matteo Zamagni on their online research platform for VR art.

Gazelli.io invites Evelyn Bencicova and Armin Keplinger as residents for their online residency program, starting from March 2021. In late Spring, the VR artworks of all four artists will be showcased in the Radiance VR App for Oculus Quest that will be launched in March. Later this year, the works of the artists will be presented at the gallery space of Gazelli in London.

Gazelli Art House / Gazell.io - Gazelli Art House is committed to building a market for VR works as a medium. In 2015, the gallery launched Gazell.io, a Digital Art House which offers monthly online residencies for artists working in the digital and virtual reality realm. On an annual basis, curated shows entitled 'Enter Through the Headset' are held to feature a curated selection of works by previous residents in the physical space of the gallery. Gazelli Art House archives all previously shown works within the residency and from the group shows including works by leaders in the digital art field. To celebrate the fifth year anniversary of the 'Enter Through the Headset' group shows, the digital library was made permanently available to the public through the installation of two VR headsets in the gallery.

The Gazell.io Project Space was created in 2020 to provide digital artists with a platform to showcase their works physically at a commercial gallery. Programming of the space will change on a monthly basis to offer fresh perspectives.

Radiance VR - Radiance VR is a research platform and database for VR art. Its mission is to present artists working with VR from all over the world to create visibility and accessibility for VR art and for faster adoption of virtual technologies. The platform works closely with artists, institutions and independent curators to select the highest quality of virtual art for public institutional exhibitions. Currently Radiance presents 174 artworks by 165 artists or artist collectives from 37 countries. radiancevr.co

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Jocelyn Anquetil - Jocelyn Anquetil (b. 1994) is an artist and filmmaker based in London. Her work spans across film, virtual reality and immersive installation. Throughout her work Jocelyn constructs alternate realities, building other worlds to stand as allegories of our own. Her saturated, satirical videos traverse dystopian universes and probe questions about the female condition and its future; frequenting themes of melodrama, taboo, the supernatural and the millennial disposition to parody societal and cultural constructs.

Evelyn Bencicova - Evelyn Bencicova (b. Bratislava, 1992) is a visual creative specialising in photography and art direction. Informed by her background in fine art and new media studies (University for Applied Arts, Vienna), Evelyn's practice combines her interest in contemporary culture with academic research to create a unique aesthetic space in which the conceptual meets the visual. While weaving through various genres and techniques Evelyn's work can be recognised with a timeless signature and individual aesthetic.

Armin Keplinger - Armin Keplinger (b. Linz, Austria, 1982) is an artist with focus on digital image creation and state of art CGI techniques. In his practice, Keplinger explores the interaction between digital and physical spaces as well as the split between different stages of time. Among others, his video artworks, sculptures and installations have been exhibited at Winzavod Moscow Contemporary Art Center, Opera National de Paris, Saatchi Gallery and Hessel Museum of Art.

Matteo Zamagni - Matteo Zamagni (b. 1992) is an artist working across visual arts, multimedia installations, film production, and electronic music. Through these distinct and intersecting creative forays, Zamagni connects an array of contemporary technologies and esoteric topics in order to critically explore the complex of crises that characterize a contemporary epoch of planetary-scale environmental, economic, and social upheaval. Zamagni's practice offers a multi-scalar analysis of the consequences wrought by disaster capitalism and its lasting impact on the planet's ecosystems. Using analytical geoscientific tools, VR/AR/MR, real-time generative imaging, world-building, photogrammetry, physics simulations, and CGI techniques, his artworks simulate and combine elemental natural forms with immersive media.

About the Gallery

Gazelli Art House is a commercial gallery with a wide range of international artists, presenting a broad and dynamic programme to a diverse audience through global public projects and exhibition spaces in London and Baku. Gazelli Art House was founded in 2003 in Baku, Azerbaijan where it held exhibitions with Azeri artists. Having hosted conceptually interlinked off-site exhibitions across London, founder and director of Gazelli Art House, Mila Askarova, opened a permanent space on Dover Street, London in March 2012. In 2017, the redesigned gallery space reopened in Baku, with an ambitious annual program showcasing both local and international artists. Representing artists Aziz+Cucher, Derek Boshier, Stanley Casselman, Francesco Jodice, Recycle Group, Kalliopi Lemos, Niyaz Najafov and Giovanni Ozzola amongst others, the gallery has built a consistent and diverse program with artists working in sculpture, photography, painting, video, performance and virtual reality.

For further press information, images and requests please contact: press@gazelliarthouse.com