



Claudia Hart, *Redon Passes Through Me 1.0*, 2021, Brendan Dawes, *MetaKovan; The Collectors*, 2021, Tupac Martir, *Cipi I*, 2021 courtesy of the artists.

*.ext*

## Brendan Dawes, Claudia Hart and Tupac Martir

Private View: Tuesday, 25th May, 6-8pm (BST)

On View: 26th May - 1st July, 2021

Gazell.io presents ‘*ext*’ an NFT (non-fungible token) show featuring both physical and digital works of three new media artists; Brendan Dawes, Claudia Hart and Tupac Martir. The exhibition celebrates the gallery’s commitment to digital art, which has developed over the past six years through the digital arm of the gallery, Gazell.io. ‘*ext*’ will be installed in the recently unveiled Gazell.io Project Space located on Dover Street. The exhibition coincides with the gallery’s “NFTuesdays”, a series of NFT drops by artists with strong ties to the gallery and Gazell.io. The NFT counterparts of the show will be dropped on the day of the opening on Known Origin with Brendan Dawes and Opensea with Tupac Martir. Claudia Hart’s drop will be revealed in June. All NFTs dropped by Gazell.io are certified by Versisart.

Mila Askarova, founder of Gazell.io’s parent gallery Gazelli Art House says, “Gazell.io appeals to the next generation of art enthusiasts, our new NFT exhibition ‘*ext*’ showcases this demographic’s interest and brings this previously overlooked genre to the fore. We’re excited to support the dialogue surrounding crypto-art and to bring our experience of new media art which we have been developing over the past several years with our VR exhibitions *Enter Through the Headset* and *Gazell.io residencies*.”

Brendan Dawes’ body of work entitled *The Collectors* (2021) is inspired by his top three NFT collectors; Paris Hilton, Whaleshark, and Vignesh Sundaresan, also known as MetaKovan (who recently purchased Beeple’s *Everydays: The First 5000 Days* at Christie’s). The works will be presented as three architectural 3D printed sculptures alongside three screens showing the corresponding NFT works. The UK based artist who is the Gazell.io resident throughout May uses generative processes involving data, machine learning and algorithms, to create interactive installations, electronic objects, online experiences, data visualisations, motion graphics and imagery for both screen and print.

Claudia Hart’s latest project *The Ruins Combined* (2021) reinterprets classical memento mori, traditionally a means of contemplating the passage of time and cultural decay. In this group of still life artworks, Hart revises the canons of Modernist painting by means of low-resolution polygon models traditionally used in massive-multiplayer online games. Hart copies Modernist masterpieces as 3D computer models and recomposes them with software to produce elegant still lives in the form of high-resolution Tiff files. Layers of value and color are then extracted from these Tiffs and remixed on wooden panels with a unique, archival printing process.

By means of computer modeling, Hart creates hand-crafted symbolic approximations of copyright-protected paintings. Taken from works by art history's patriarchs, most notably Matisse and Picasso, Hart metaphorically plays with the idea of painting as an authentic object. She does this by referring to cultural constructions of forgery, but also of copyright infringement and the NFT. Hart calls these paintings "NFT combines," in the tradition of Robert Rauschenberg. The artist remixes her original to create a new image, a unique but derivative NFT, which is then "combined" with her painting to create the conceptual painting + NFT installation constituting her final work.

Tupac Martir, creative director of multi-award winning Satore Studio, presents an ambitious project *Unique Variation I* which will debut in 'ext'. The title is taken from the unique experience that each viewer will gain from the multilayered VR performance, yet the experience is intended to shift away from often isolating VR experiences to develop communal experiences through multi-disciplinary XR techniques. *Unique VI* utilises a multitude of art forms and technology, helping to bring the heritage of the ancient Greek proscenium theatre to the 21st century in a modern and impactful way by means of XR technology. The Performative-R display integrates live music, dance, set design, AR, VR and projection performances into an emotional journey into one's own existence by manipulating the senses through the amalgamation of real-time graphics into a cohesive piece, combining the vitality of live improvisation with the nuance of crafted narrative. There are millions of possible variations, no performance is repeated and no experience is ever the same. Martir will create a unique NFT from the performance's finissage on 28th May.

'ext' is Gazell.io's first show dedicated to crypto art and sets the foundations for an ambitious ongoing NFT project for the gallery. To stay up to date with the latest NFT drops please follow @gazell.io on Instagram.

**Brendan Dawes**- A Lumen Prize and Aesthetica Art Prize Alumni, his work has featured in many exhibitions across the world including Big Bang Data in thirteen cities, three MoMA shows in New York together with his Cinema Redux work becoming part of the permanent collection of New York's Museum of Modern Art in 2008. His recent Art of Cybersecurity work was featured in Art Futura 2020.

**Claudia Hart**- Hart emerged as part of that generation of 90s intermedia artists in the "identity art" niche, but now updated through the scrim of technology. Her work is about issues of the body, perception, nature collapsing into technology and then back again. Hart calls her work, "post photography," and has created a body of theoretic writings and exhibitions based on this concept.

**Tupac Martir**- Martir is the creative director at Satore Studio, an international, multidisciplinary creative studio with offices in London, Paris and New York. Martir has been described by Vogue as 'the visual artist and director behind some of the most important events in the world'. Satore Studio has worked with many of the biggest names in fashion, culture, and brand experience: clients like Alexander McQueen, Vivienne Westwood, Beyonce, Elton John, Diageo and Jaguar Land Rover.

## About Gazell.io

Gazell.io was conceived by Gazelli Art House in 2015 to mark the gallery's commitment to building a market for VR works as a medium. Gazell.io started as a programme of monthly online residencies for artists working in the digital and virtual reality realm and continues to expand to incorporate partnerships and initiatives. In 2020, to celebrate the fifth year anniversary of the successful VR group exhibition series 'Enter Through the Headset', the Gazell.io VR Library was launched. An evolving selection of curated digital artworks including previous Gazell.io residents is now permanently on view to the public through the installation of two VR headsets in the Gazell.io Project Space on Dover Street. The Gazell.io Project Space was created in 2020 to provide a platform for digital artists at a commercial gallery.

For further press information, images and requests please contact: [press@gazelliarthouse.com](mailto:press@gazelliarthouse.com)