

Interwoven scape

互生景观

——法国奥普莱奖首展暨国际数字艺术展

—European Digital Art Exhibition · French Opline Prize Inaugural Exhibition

深圳美术馆新馆

2023

2024

艺术家/Artists

奥普·玛·明、夜瞳·米不天晴、奥伊加·基塞列娃、皮·苏斯普卢加斯、杰雷米·格
里菲德、保罗·斯科波拉、莫里斯·本纳佑、马修·施赖伯、
马修·施赖伯、KIMCHI and CHIPS、尼克·范斯坦、SHIMURAbros、尼古拉·图尔捷、
邱志杰、曹俊、刘映波、陈宇、陈雷、云泽、李望、Black Void Team

ORLAN, YANN MINH, PIA MIRVOLO, Olga Kiseleva, Jeanne Susplugas,
Jérémy GRIFFAUD, Paul SCOPPOLA, Maurice BENAYOUN
International New Media Art Exhibition Artists: MATTHEW SCHREIBER,
KIMCHI and CHIPS, Nick Verstand, SHIMURAbros, Nicolas Tourte, Qiu
Zhijie, FEI Jun Team, ZHU XI, Black Void Team

深圳美术馆



WISDOM

OPLINEPRIZE INTERNATIONAL
1^{er} prix d'art contemporain digital
2019

DOSSIER DE PRESSE
2021

OPLINEPRIZE
1^{er} prix d'art contemporain online
10^e Edition

OPLINEPRIZE
1^{er} prix d'art contemporain online
2019
BAOCHU

OPLINEPRIZE
1^{er} prix d'art contemporain online
9^e Edition

Interwoven Scape

— European Digital Art Exhibition · French Opline Prize Inaugural Exhibition

Organiser: Shenzhen Art Museum (New Venue)

Co-organiser: OPLINEPRIZE

Academic Support: Central Academy of Fine Arts Qiu Zhijie

Academic Curator: Michèle Robine & QIU Zhijie

Venue: Shenzhen Art Museum (New Venue)





Interwoven scape

——European Digital Art Exhibition • French Opline Prize Inaugural Exhibition

Since President de Gaulle, France has positioned itself as a "bridge between East and West", and President Macron has proposed to "rebuild its external image through the arts". General Secretary Xi Jinping has also profoundly pointed out that "any civilisation has to keep pace with the times and constantly absorb the essence of the times." The year 2024 marks the 60th anniversary of diplomatic relations between the People's Republic of China and the French Republic, and it is all the more important to break through the artistic barriers between the two countries, to establish artistic ties, to promote each other, to consolidate the deep friendship between France and China, and to refine the fragrance with fire. In addition to showing the emerging concept of art + technology, the exhibition also has the deep meaning of promoting the interaction and integration of art and culture between France and China, and deepening the continuity and pioneering nature of art.

The exhibition builds a bridge between the cultures and civilisations of the East and the West, allowing more friends who wish to seek true knowledge, broaden their horizons and desire to understand art to gather together, to improve themselves in the world of art and to see the world.

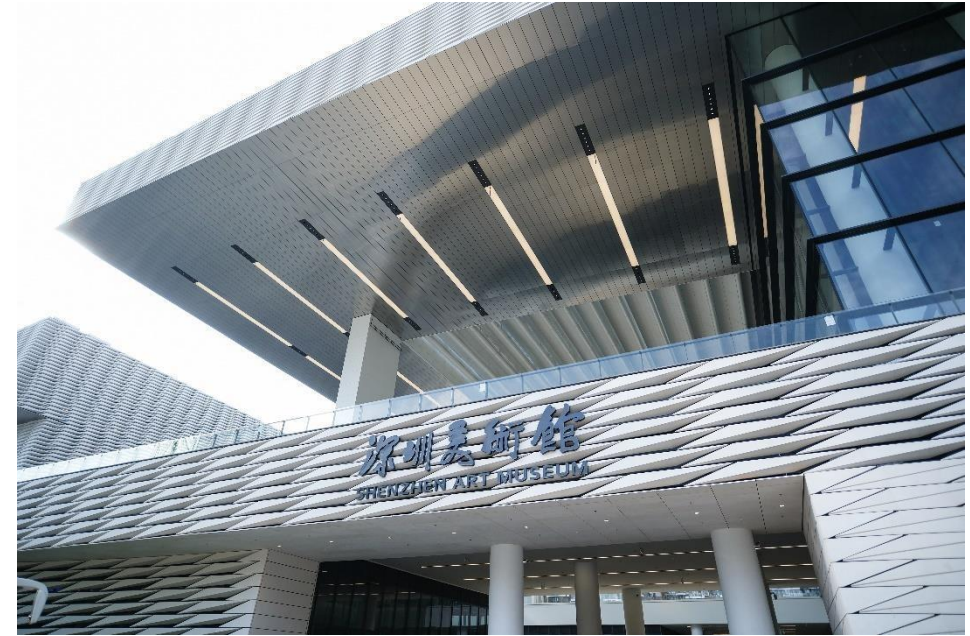


Shenzhen Art Museum (New Venue)

Cultural landmarks are the soul and spiritual magnet of a city. The new Shenzhen Art Museum and Shenzhen Second Library (hereinafter referred to as "the two museums"), which are among the "Ten Cultural Facilities of the New Era" in Shenzhen, will further promote Shenzhen as a global regional cultural centre. The new Shenzhen Art Museum and Shenzhen Second Library (hereinafter referred to as "the two museums") will further promote Shenzhen as a global regional cultural centre and a pioneering city for international cultural innovation and creativity.

"The two museums are designed and built to meet international standards. The project will commence in December 2019 and the main structure will be fully topped out in January 2021, and the project is now at an advanced stage and is expected to be completed in September 2023.

Located in Shenzhen's Longhua District, the new Shenzhen Art Museum and Shenzhen Second Library is a complex comprising an art museum, a library and a public square in-between.



The Shenzhen Art Museum (New Venue) has a floor area of 65,660 square metres, with a collection library, various exhibition halls, lecture halls, event spaces and supporting functional areas; the Shenzhen Second Library has a floor area of 71,951 square metres, with a book transit area, various comprehensive reading areas, exhibition halls, lecture halls and internal supporting functional areas. The large volume of the plan symbolises the ambitious mission of this project: to turn Shenzhen into a creative and cultural metropolis.

"The Two Pavilions project was designed by KSP Jürgen Engel Architects in collaboration with Chubb Design. The core concept of the design is: a public place that integrates art, culture and public space – a place where people and culture interact. A wide projecting roof protects and symbolically unites the combination of the entrance square, the museum and the library. The result: a new cultural meeting point in the urban fabric of Shenzhen.

Exhibition Preface

2024 marks the momentous 60th anniversary of the establishment of diplomatic relations between the People's Republic of China and the French Republic. It calls for breaking through the artistic barriers between the two countries, creating an artistic bond, fostering mutual growth, and strengthening the profound friendship between China and France, all while passing down the artistic heritage. At this auspicious time, in the city of Shenzhen, a hub of culture and technology, we showcase the works of Opline Prize-nominated artists and outstanding new media artists. This exhibition not only embodies Shenzhen's steadfast commitment to the idea of "empowering culture through technology" but also aims to popularize contemporary art and build an artistic community, allowing everyone to indulge in the cultural life of art.

The Opline Prize is the first award in France dedicated to new media art. It was founded by curators, cultural organizers, economists, and visual artists, representing a contemporary art award that combines mass appeal and international recognition. Its original purpose has always been to enable more artists to discover and create new possibilities in the field of art. Over the past 14 years since its inception, the Opline Prize has evolved with the continuous updates and development of new media art, establishing itself as a brand with attributes of culture, technology, and digital art.

As a cutting-edge development sanctuary integrating art, technology, and ecological progress, Shenzhen stands out as one of China's leading contributors to emerging technological innovation globally. With its youthful and pioneering urban characteristics, Shenzhen injects new vitality into the development of global new media art. On this fertile ground, the prosperity of Chinese high-tech enterprises' headquarters and Shenzhen's undeniable status as a highland for scientific and technological innovation in China, as well as the leading innovator in the Guangdong-Hong Kong-Macao Greater Bay Area, provide contemporary artists with endless new ways of creative expression. This, to a certain extent, propels the rapid development of new media art worldwide.

This exhibition will feature globally renowned new media art works from the 2000 to the present. It marks the collective debut of global new media art in China, with Shenzhen being the first stop of the exhibition. This signifies an acknowledgment and outlook on the artistic vitality and the fusion of art and technology that Shenzhen has been upholding throughout its development and the evolution of the times.

Exhibition Foreword

We live in a constantly evolving world that sparks boundless human creativity, drives technological advancements, propels urban development, and even transcends dimensions beyond human perception. Art, too, continuously evolves and moves forward, giving rise to the emerging concept of Art + Technology. It is within this notion that new media art emerged alongside technological developments since the mid-20th century, creating a global wave of excitement in the 1990s. Technology has not only offered contemporary artists diverse ways of creation but also provided them with opportunities and channels for widespread dissemination.

In this exhibition, we present works by Opline Prize-nominated artists Orlan, Jérémy GRIFFAUD, Yann Minh, Paolo Scoppola, Maurice BENAYOUN, Olga KISSELEVA, Pia I MYrvoLD, Jeanne Susplugas, Kimchi & Chips, as well as renowned new media artists from around the world, including Matthew Schreiber, SHIMURAbros, Nicolas Tourte, Nick Verstand, Tony Brown, Stéphane Thidet, and Chinese artists Black Void team, among others, showcasing a total of 18 works, most of which are being exhibited in China for the first time. The exhibition is divided into three parts: "Duration of Consciousness," "Breath of Field," and "Re-set," revealing the interconnected landscape between the technological new city of Shenzhen and contemporary new media art.

As President Xi Jinping said, "Any civilization needs to keep pace with the times and absorb the essence of the era." We hope that through this exhibition, we can build a bridge for cultural and civilizational exchange and learning between the East and the West, bringing together friends who seek true knowledge, broaden their horizons, and thirst for an understanding of art. Together, we will elevate ourselves in the world of art and broaden our view of the world.

The Tour of Emptiness

(Le tour du vide)

Stéphane Thidet

2023

Mixed Media 600x400cm

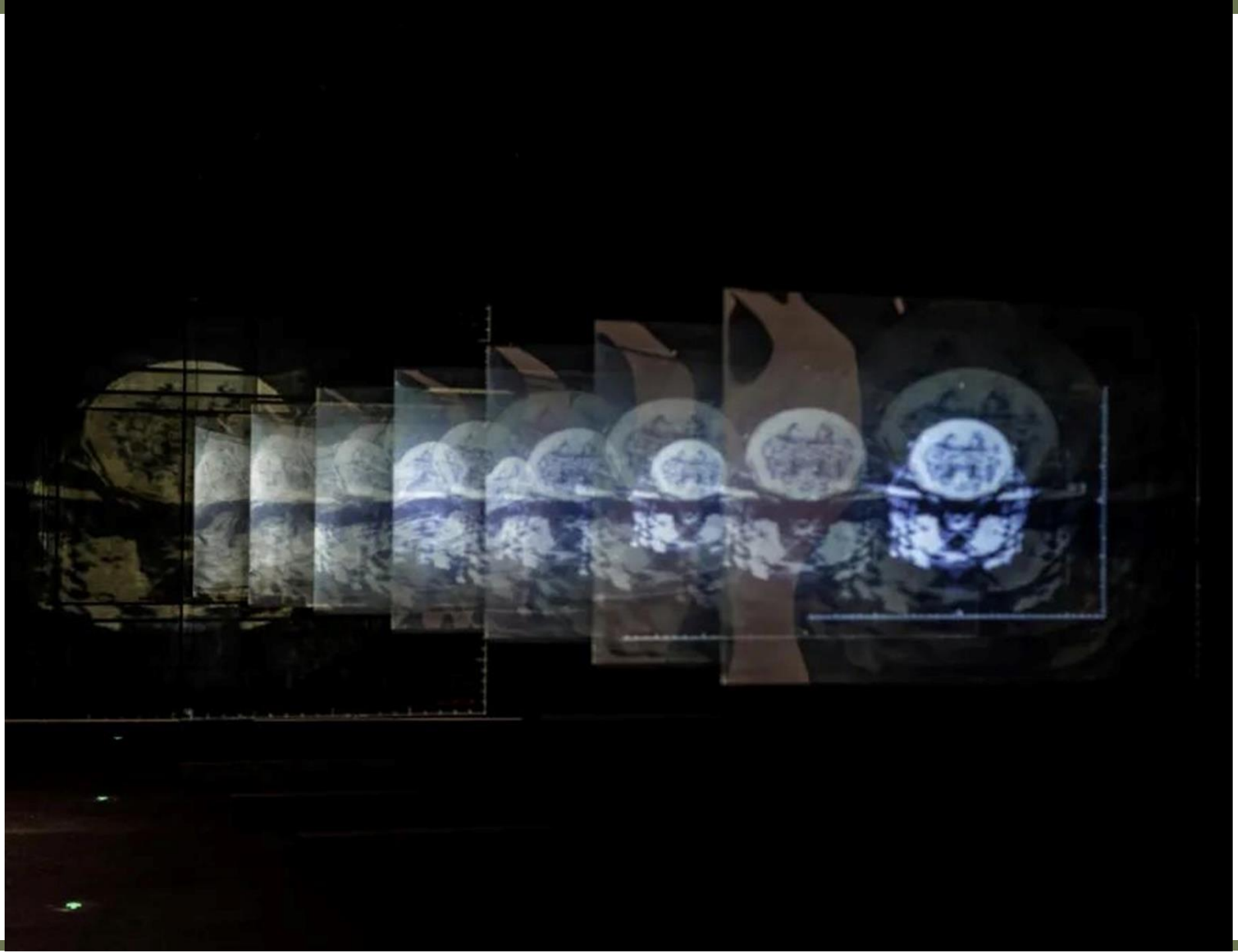
Stéphane Thidet's artwork utilizes various mediums and forms to create a rich imaginative space for the audience. The artist suspends an overturned small boat within a group of sand dunes.

The mast of the capsized boat continuously paints irregular circles on the sand dunes. Through poetic interventions in the order of things, the artist creates a unique playful environment.



X-Ray Train
SHIMURAbros
2023
Mixed Media
1200x8000mm

On December 28, 1895, the Lumière Brothers of France created the world's first motion picture, "Arrival of a Train at La Ciotat," in which a locomotive rushes towards the camera with a deafening sound. The audience at the time was shocked and panicked, believing they would be run over by the train, causing a scattered and frightened reaction. This iconic scene of the train's arrival also symbolizes the origin of the development of film technology. The destination of SHIMURAbros' "X-Ray Train" is not the vast territory depicted in documentary films, but the unknown realm that extends from beyond the screen into the depths of the human heart.



Enlarge yourself Jérémy Griffaud 2019-2022 MixedMedia Variable dimensions

Enlarge yourself has been showcased multiple times in Europe as an interactive installation, and will soon be exhibited in the collaborative exhibition project of the 2024 Paris Olympics . In this installation, the audience can engage in a series of twenty abdominal exercises while watching an animated film. In the film, even the trees are exercising. A rowing machine for physical exercise is placed within the space and is available for use at any time. The audience can use the machine while immersing themselves in the video landscape and advancing within the animation. Encouraging slogans appear around the space to counter any negative thoughts that may arise during the exercise process.



Lupanar

Nicolas Tourte 2023

Mixed Media

Variable dimensions

This grand video installation is a possible projection of the cyclical nature of history and the human condition. The flood becomes a umbilical cord, where life and water rotate in a continuous loop. Each region exhibits varying degrees of turbulence. The captive flow rolls and surges within a circular shape, without a starting point or an endpoint. Nicolas Tourte's exploration and artwork are simultaneously wise and playful. His gaze is captivated by the world he perceives at a given moment. Substantial ownership subsequently occurs in an untamed form: the snake flood. Within it, one can see, like a mirage or searing vision, an ethereal depiction of the snake biting its own tail, reminding us of the eternal unity of all things.



Light Barrier Edition 2

Kimchi and Chips

(Mimi Son, Elliot Woods)

2023

Mixed Media

Variable dimensions

This visual narrative follows a digital form on a journey. It begins by traversing a "light barrier," pushing the digital form beyond the confines of its parent reality and into the physical world we have shaped. It then explores the possibilities of its newfound physicality while attempting to maintain its digital identity. Finally, it once again passes through the light barrier, entering the next reality. The physical installation is presented with high intensity, creating colors and contrasts with brief white light projections. The light is manipulated in the air to create distinct objects of light, further opening a gateway to a semi-material existence mode.



Echoescape
Paolo Scoppola 2023
Video Installation
Variable dimensions

Over the past decade of his artistic career, the artist has been dedicated to developing interactive installations, aiming to empower the public to express their creativity through his works. The exhibited piece is a specially created interactive installation, where the artist combines years of technical expertise and creative content. By pressing the keys on the piano, anyone can create their own expression through the interconnected images and sound. The audience's experience within the exhibition space contributes to the integrity of the artwork.



Skyline

Nick Verstand 2023

Mixed Media

Variable dimensions

Artist Nick has been exploring human behavior and perception through spatial audiovisual works. His autonomous installations and live performances delve into the materialization of emotional experiences and are created through collaborative design processes aimed at breaking social boundaries. The resulting immersive experiences, co-created by the artist and the audience, create a hypnotic environment for the subconscious. "Skyline" is an audiovisual installation that explores our perception of space. Within this space, the audience will experience a dream-like effect produced by 28 sets of audiovisual devices alternating in synchronization.



Flying House

Jeanne Susplugas

2023

Mixed Media

Variable dimensions

This artwork is part of a series of installations called "Flying House" created by the artist since 2013. The project "At Home, She's a Tourist" serves as a key point in the artist's series of works that explores the space we inhabit as a territory to be explored. "Home" is considered a special place, intimate to us, but also a stage where our bodies, movements, and habits are displayed. However, the house also symbolizes confinement, isolation, separation, and thus the potential for behavioral and psychological alienation of those living there. This artwork delves into the contemporary relationship between people and the spaces we live in. The flying house represents fantasy, while the installations below represent dependence and intimate relationships between individuals.



Black Tunnel 01

Matthew Schreiber
2023

Mixed Media Variable
dimensions

This exhibition is a new series of works by Matthew Schreiber based on his classic work Pipeline (Tokyo Blue). The artist uses ultraviolet light, which is difficult to capture with the naked eye in everyday situations, as the main body of the installation, a passageway made of light, constructing a narrow space with technology, creating a sense of oppression for the viewer is the effect the artist intends to present, this work pays homage to the artist's reverence for the minimalist artist Dan Flavin and the avant-garde artist Bruce Naumann in the creation of the work, exploration of the relationship between light and space.



Ghost Forest Olga
Kisseleva & Lilia Chak
2023
Mixed Media
Variable Dimensions

The Ghost Forest project is dedicated to the restoration and resurrection of extinct plants. Botanists aim to revive extinct plant species for archaeological purposes. Through "information transfer," the re-created extinct plants and those yet to be revived create possibilities for future interactions. The Ghost Forest installation serves as a "Vegetation Time Machine" transporting the audience into a forest composed of resurrected trees. During a journey, the artist discovered a seed, which later, with the efforts of biologist Dr. E. Solowey, successfully revived a palm tree that had been extinct for 1500 years. This resurrected plant was named "Methuselah," after the biblical figure known for being the longest-lived person.



Time Machine

Pia MYrvoLD 2023

Mixed Media

Variable Dimensions

The Time Machine series is an on-site installation and by far the most voluminous work created by the artist. It was presented at the Venice Biennale in 2019, where the installation used recycled second-hand materials, everyday electronics, and discarded digital electronics. This reflects the overproduction of cheap and meaningless products oriented towards a consumer society. The sculptures function as "projectors" in terms of lighting, lamps, videos, and machines, and serve as a metaphor for the contemporary reality of global behaviors related to production, consumption, and e-waste. Here, these behaviors are transformed into beautiful objects that immerse the public in an illusory and mesmerizing space created by "e-waste". All materials for this work are sourced from China.



Twin Cloud Black Void 2023 Mixed Media Variable Dimensions

Twin Cloud is an atmospheric data-driven generative artwork and will also be an art IP that focuses on the concept of sustainability.

Clouds are a mapping of terrestrial activity; ash from volcanic eruptions creates aerosol clouds in the air, emissions from industrial production stain clouds red, and bombs and tear gas create fleeting clouds

Particulate matter from terrestrial activity enters our bodies with every breath.

The artists extracted meteorological data from hundreds of cities around the world, including greenhouse gases, particulate pollutants, temperature, humidity, and geographic location, to generate digital cloud sculptures that correspond to geographic locations and time slices.

Chemicals such as sulphur dioxide, which responds to the degree of industrialisation, and marine aerosol particles, which responds to the degree of coastalism, as well as the latitude and longitude of the city

all influence the shape, movement patterns, colours, and textures of the digital clouds.



CASABLANCA
33°39'0"N 7°35'0"W
sea salt aerosol
methane
dust aerosol



BERLIN
52°31'0"N 13°23'0"E
methane
dust aerosol
sulfate aerosol



TOKYO
33°39'0"N 7°35'0"W
nitrogen dioxide
sulphur dioxide
sulfate aerosol



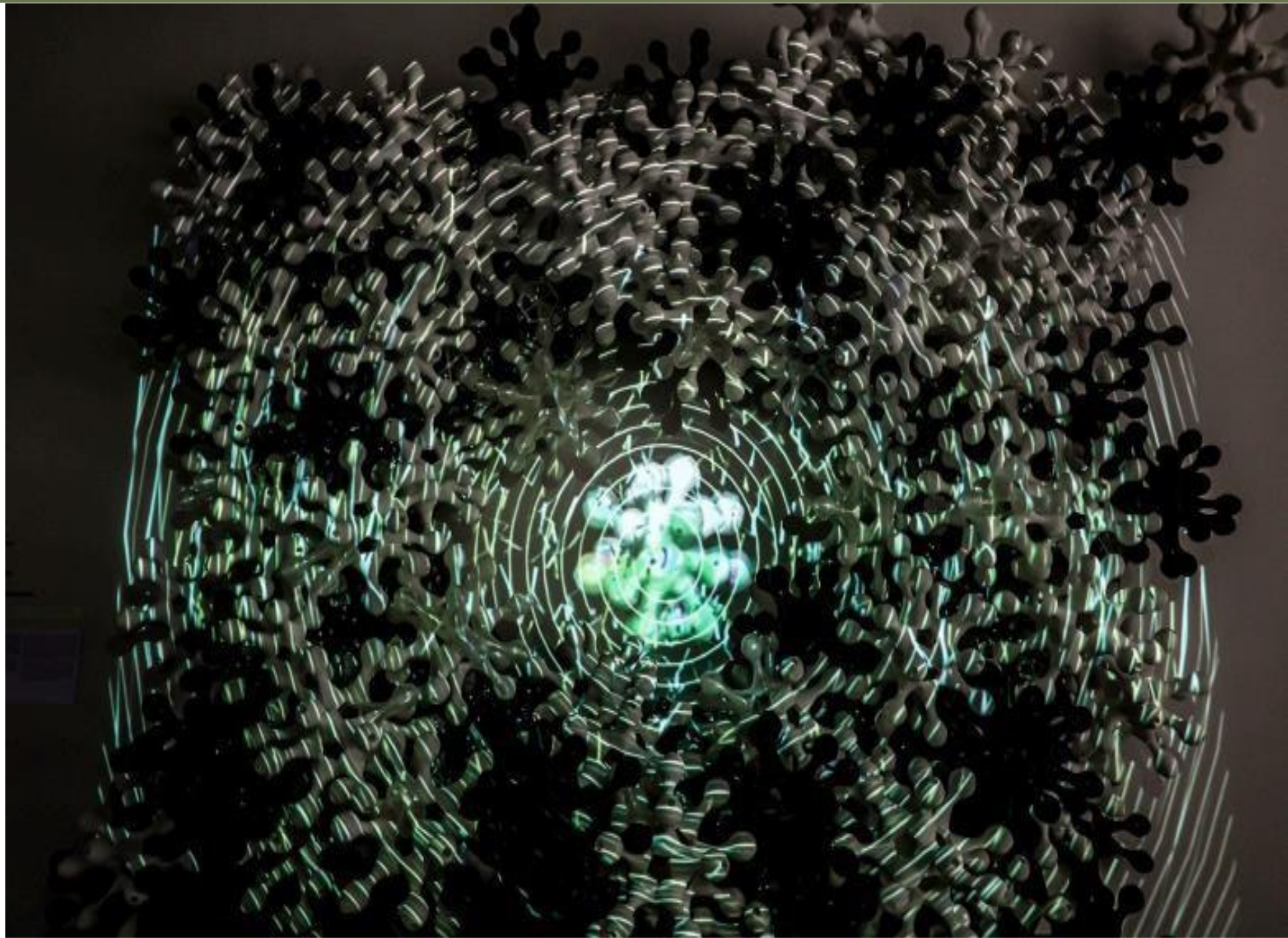
BANKOK
52°31'0"N 13°23'0"E
black carbon aerosol
carbon monoxide



HELSINKI
60°10'32"N 24°56'03"E
methane
sea salt aerosol
ethane

Supernova v1 Tony
Brown 2023
Mixed media
Variable Dimensions

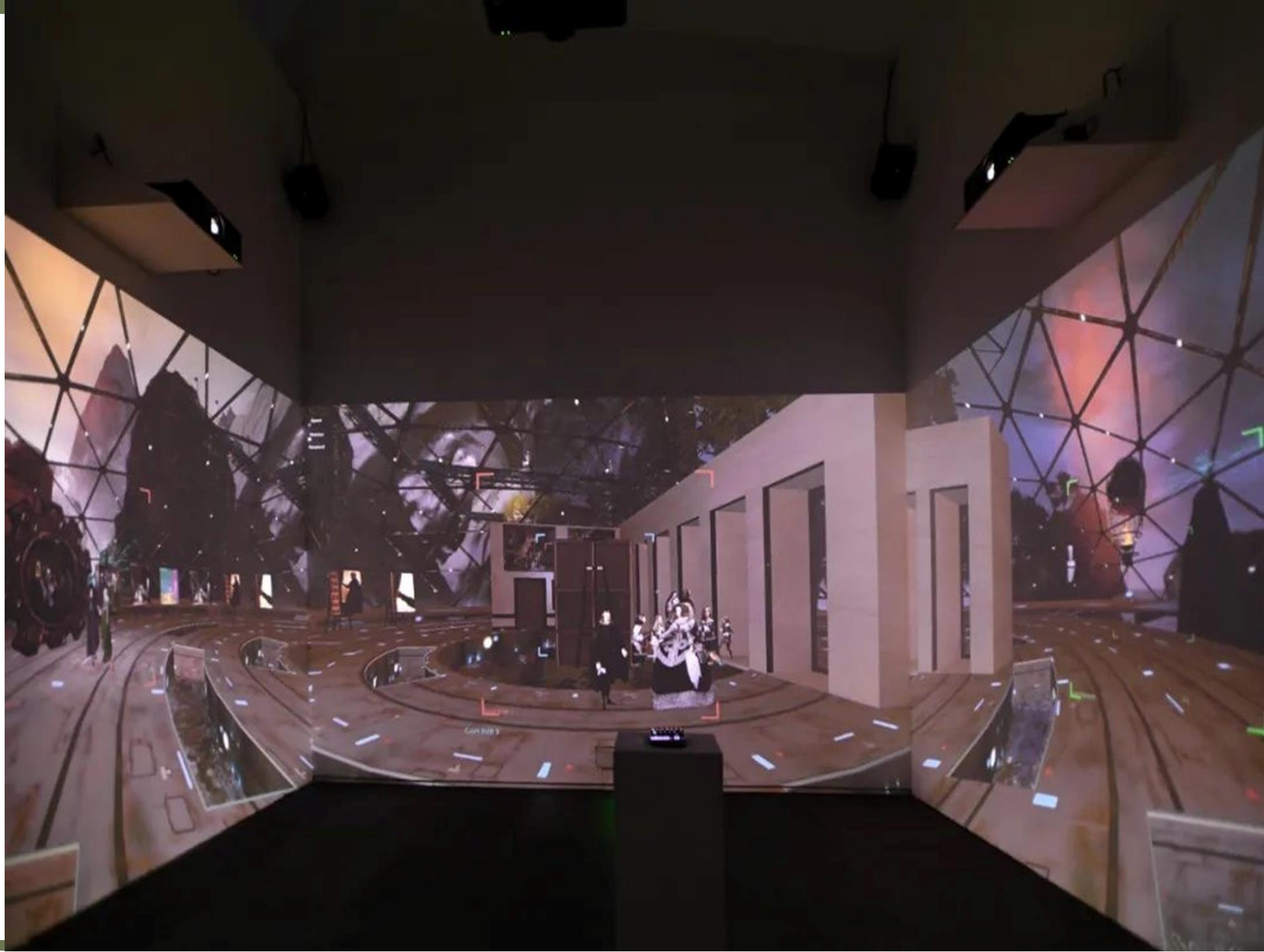
Supernova v1 considers the geometrical contiguity of neutron stars and biological cells (cells and stars) at the most fundamental level of physics. The artist believes that contemplation of the cosmos ultimately leads to an understanding of humanity itself, and he utilises the qualities of the meridian cells and retroviruses that bind and mutate to mix the shape of the Buckminsterian fullerene with a common and natural fullerene and a common virus that travels through time and space, eventually exploding like a supernova and dying.



NøøMuseum Yann Minh 2004-2023

Interactive game Variable Dimensions

NøøMuseum of Ideas is a video game dedicated to educational purposes (serious gaming) and one of the first projects of an immersive virtual museum in 3D real-time hypermedia. It has been online since 2004. Inspired by the ancient art of memory (*Ars memorativa*) or the law of place, the NøøMuseum of Ideas is a mnemonic device that recreates a virtual labyrinth of memory in which the player's movement through the virtual space promotes the process of remembering and recalling information encountered during the journey through the historical labyrinth. The public or the student, through a path through the virtual space, synchronised with the path of the teacher, establishes connections between his different geographical locations and the content of the infographic scene, which facilitates the learning and the memory of the historical information encountered in this recreational process.



POWER CHESS

Maurice Benayoun

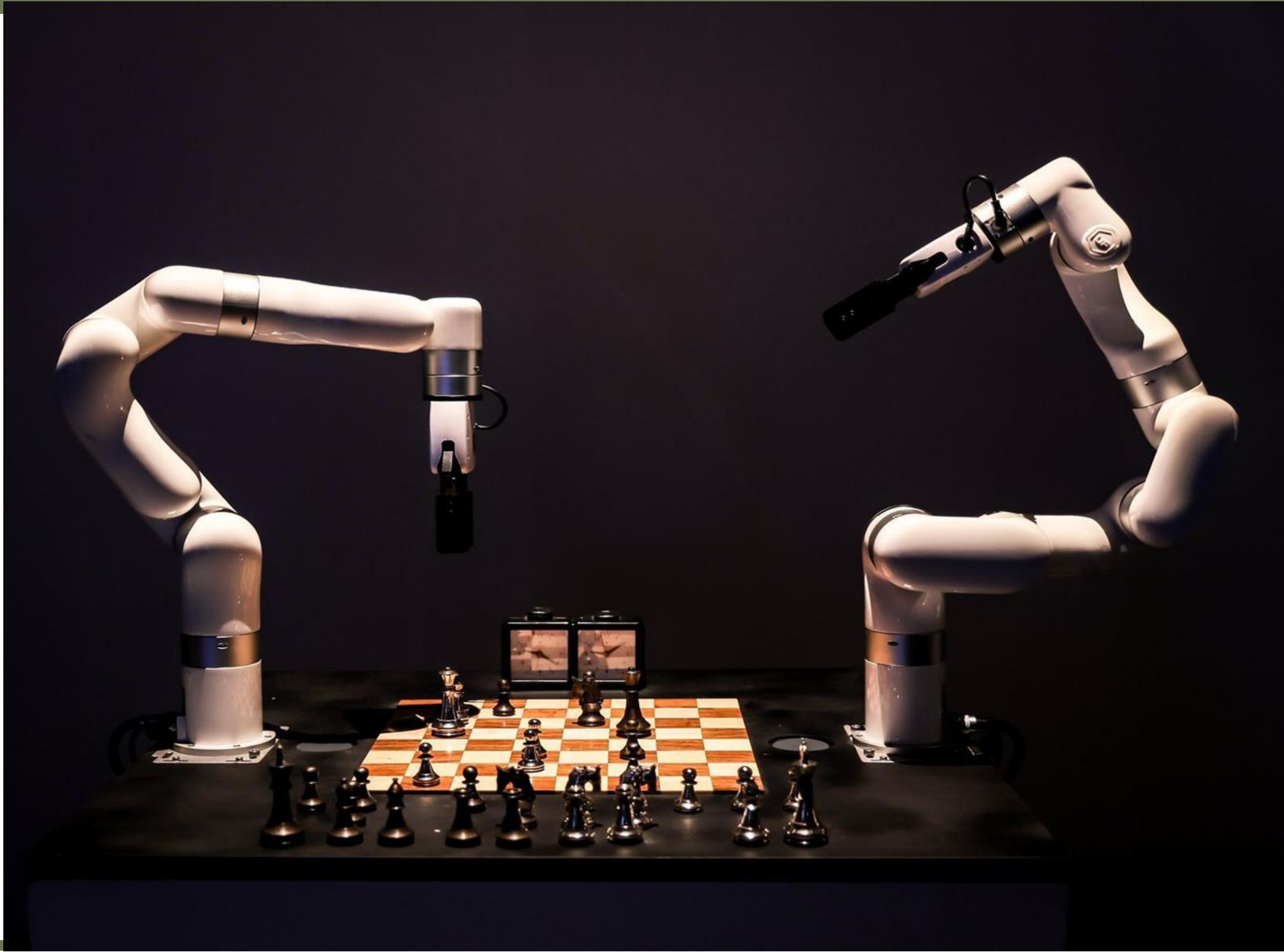
2023

Mixed media

Variable

Dimensions

This piece shows two robots facing each other in a game of chess. There is no human interaction or emotion involved. Instead, the two robots are interacting with the sounds in the environment. This is not just a board game, but a pure power game. The power of each move is carefully thought out by the robots and quickly calculated from a seemingly infinite number of choices. When we play a game using two robots developed through the best artificial intelligence, then how does one robot win over the other.



Self Hybridations
Beijing Opera Masks
ORLAN
2016
Paper
150 x 150 cm

Beginning in the late 1970s, ORLAN began exploring the use of new technologies in art. The Self Hybridisation series began in the late 1990s and early 2000s and continues to the present day. The artist blends faces from different cultures (Native American, Pre-Columbian, African, Peking Opera faces) through digital photography and computer graphics editing software. Through augmented reality, the artist appears in space with a 3D avatar of the Peking Opera face and performs acrobatics. By combining the artist's personal face with representations of other cultures, the work responds to the artist's declaration that "the standard of beauty is diversity".



OPENING CEREMONY OF ShenZhen Art Museum (New Venue)



Signing Ceremony For collaboration with ShenZhen Art Museum



深圳城市人文艺术发展高峰论坛

“美美与共” 艺术科技雅集 暨第十一届深圳美术馆论坛

THE SCIENCE TECHNOLOGY ARTS SUMMIT FORUM - CREATE THE FUTURE OF
MANKIND TOGETHER AND THE 11TH SHENZHEN ART MUSEUM FORUM

2023.11.06

指导单位:当代中国与世界研究院 深圳市文化广电旅游体育局
DIRECTED BY: THE ACADEMY OF CONTEMPORARY CHINA AND WORLD STUDIES (ACWOS) CULTURE, RADIO, TELEVISION, TOURISM AND SPORTS BUREAU OF SHENZHEN MUNICIPALITY

主办单位:深圳美术馆
HOST BY: SHENZHEN ART MUSEUM

深圳美术馆
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