A PICK GALLERY

CALCULATING REALITY – Sven Drühl
INTROSPECTION – Solimán López
THE ORWELL PROJECT – Hasan Elahi

Opening on September 9th 2022, 6 pm

A PICK GALLERY presents *Calculating reality* a solo show by Sven Drühl curated by Emanuela Romano, *Introspection* a solo show by Solimán López and *The Orwell project* a solo show by Hasan Elahi, opening on Friday, September 9th at 6 pm, in via Bernardino Galliari 15/C.

The solo exhibitions of Solimán López and Hasan Elahi, curated by Karin Gavassa, aim to explore issues related to the vision of the digital, respectively the Metaverse and the world of NFTs in the case of López, privacy and self-surveillance in the case of Elahi. The two shows are part of the programme of Algo:ritmi 2022, the widespread Festival dedicated to digital languages.

Even if totally unrelated, the three exhibitions are connected by a common thread, which is the strong presence of the digital world, the practice of new technologies and their use in our everyday life. In *Calculating reality* we see natural landscapes that are actually developed in computer graphics.
Intronspection is focused on new ways of representing human beings, plants and animals in virtual spaces and in the metaverse through art, genetics and biotechnology. In *The Orwell project* visitors will be catapulted into the artist's life by accessing a public multimedia database, which began long before the social networks, that now are totally part of our daily lives.

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Snowy mountains, impervious cliffs, stormy seas, immense glaciers are the subjects dear to **SVEN DRÜHL**'s heart, with these subjects he takes us back to familiar places. Nature is the protagonist both in the imposing canvases, where feelings typical of romanticism resurface, and also in the more intimate canvases. The viewer perceives being in front of the purest and most unspoiled nature, but his works are never a reproduction of reality.
Sven Drühl draws inspiration from natural landscapes that are already widely known as European and Japanese 'art history' thanks to the works of famous artists. Landscapes capable of triggering strong and nostalgic feelings.
In the latest series of works conceived for the exhibition Calculating reality, the works are mainly based on vector backgrounds of computer games, completely virtual and unreal

landscapes. Nature is highlighted by strong, contrasting colors that alter the perception of time, suggesting sometimes nocturnal and sometimes diurnal visions.
Observing Drühl's works, you gets lost in search of elements that reveal reality; you watch the canvas trying to grasp its true nature, but often the gaze is deceived and it does not even understand whether you are observing a snowy mountain or a raging sea.
Whether these views actually exist or they represent a romantic vision, the works of the Berlin-based artist cannot impress you and give impulses to the processes that send the individual back to the experience of himself and the world. As with virtual reality, the canvases create such a simulation of nature that the viewer feels part of that landscape, totally immersed in it.
Sven Drühl's technique also plays an important role, the overlapping of glossy and matt lacquers on different layers shows different details, depending on the light and the angle of view. If randomness is fundamental in design, in calculating possible realities and in execution, everything is studied in detail. The results are scenarios that seem more real than reality.

Some of Sven Drühl's works are currently part of the group show *Laboratorio Montagna. Museum City Territories. Sistemi in divenire*, at the Mountain Museum in Turin until 9th October 2022.

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In his solo show *Introspection*, **SOLIMÁN LÓPEZ** presents *Introns*, a project developed with a team of experts that aims to extend the concept of representation in the new, digital environments, by increasing the understanding of the information that constitutes reality, not based on gaze, but science and biotechnology.
"In a new decentralized internet that lacks valid – López writes – accurate and sincere metaphors for the social representation of biological data and is based on the idea of the metaverse as a standard and interactive space, as a connection environment and mixed realities; the development of virtual and three-dimensional entities, also based on a new visual and representative structure, (as if it were an evolution of representation in the art world) the analysis and construction of possible and justified alternatives through the operation of the data systems is vital."
Introns starts off with a Genesis collection of 1500 unique generative NFTs. Each '*Intron'* represents a 3D shell which allows users to connect their genetic data, thus transforming their '*Introns'* into a Genotyped entity, ready to inhabit the metaverse.
All '*Introns'* have been designed in order to represent its holder according to their genetic information.
The exhibition will present the project through a series of video installations and tools for collecting genetic data.

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The Orwell project was born in 2001, out of a mistake, when artist **HASAN ELAHI** on his way back from a trip was confused for a man suspected of terrorist activities at Detroit airport, following the 9/11 attacks in New York. After being detained at Immigration, several tests

cleared him of all charges, but Elahi decided to prove his innocence with a project that made his life continuously traceable. The artist has shared the details of his daily life on his website: thousands of information visible on the web in real time: timetables, trips, meals photos, bank movements.
An enormous amount of data could be shared by anyone with internet access. Providing every detail of one's daily routine made it impossible to reconstruct paths and trajectories while essential data was lost in thousands of mundane and indecipherable images.

The exhibitions will be open until October 26th, 2022.
In collaboration with Associazione Passepartout - Algoritmi Live Experience 2022.
With the support of MuPin – Museo Piemontese dell'Informatica.

Short bio

Sven Drühl (Nassau, Germany, 1968; he lives and works in Berlin) is known for his conceptual works in the context of appropriation, remixing and questioning of cultural references. In his research, he explores the question of originality, authorship and creation through the use of what already exists, while emphasising the traditional and the contemporary.His solo show include: *Virtual Landscapes*, Alexander Ochs Private, Berlin (2021); *New Landscape 4.0*, Bluerider Art, Taipei (2020); *Simulacra*, Galerie Tony Wuethrich, Basel (2017); *Simulated Landscapes*, Opere Scelte, Torino (2017); *Permutation*, Caspar-David-Friedrich-Zentrum, Greifswald (2017); *Shades of Grey*, Gallery S.E., Bergen (2010); *Landscapism*, Michael Schultz Gallery, Seoul (2008); *Remix*, Fassbender Stevens Gallery, Chicago (2002). Among his group exhibitions: *Alptraum*, TAM Torrance Art Museum, Torrance (2020); *50 anos de realismo – Do fotorrealismo à realidade virtual*, Centro Cultural do Banco Brasil, Rio de Janeiro (2019); *New Black Romanticism*, National Museum of Art of Romania, Bucharest (2017); *Under Construction (B)erlin*, Opere Scelte, Torino (2015); *Alptraum*, Visual Voice Gallery, Montreal (2015); *Berlin - Klondyke 2011*, Art Center Los Angeles (2011); *Culture(s) of Copy*, Goethe Institut, Hong Kong Arts Center, Hong Kong (2010); *De Natura*, Centre d'Art Contemporain, Meymac/Limoges (2005).

The work of **Hasan Elahi** (Rangpur, Bangladesh, 1972; lives and works in the USA) is focused on the themes of migration, borders - physical and cultural, the use of new technologies and their use in our everyday life, combining research into the manipulation of surveillance images and the aesthetisation of information. His work has been presented in several exhibitions: Centre Pompidou in Paris, Sundance Film Festival, Park City, Kassel Kulturbahnhof, Hermitage and Venice Biennale. Elahi attended to talk st Tate Modern, Einstein Forum and many other universities. His work has been covered internationally by publications as New York Times, Forbes, Wired, Die Welt, Libération, La Jornada and he appeared in TV programme as ABC, BBC, CNN, Al Jazeera and The Colbert Report.

Solimán López (Burgos, ES, 1981; lives and works in Barcelona) works combining 3D techniques, electronics, software, programming, artificial intelligence, virtual and augmented reality and digital synchronisation. He has participated in projects and

exhibitions at festivals, biennials, art centers, events and museums internationally. Among his participations: Digital Art Biennale in Brazil, Nemo de Paris Biennale (Variations Art Fair), Chronus Art Fair, Chronus Art Center in Shanghai, ISSEA 2019, ZKM in Karlsruhe, Art Santa Mónica in Barcellona, CCCC Valencia, IV Digital Art Biennale in Paris, IVAM Valencia, Etopia in Saragozza, CAB Valencia, CAB Burgos, CEART of Fuenlabrada in Madrid, La Lonja Alicante, CAC Malaga, Es Baluard museum in Maiorca and the Nuit Blanche in Paris 2019.