



### Winter (2019)

by LIA, Austria

The Viennese artist LIA translates from the conceptual to a “written” or coded structure for machine-generated real-time multimedia outputs. LIA’s process is fluid by nature compared to the formality of engineered precision, and she sees the artist-machine interchange as a conversation.

LIA combines the traditions of drawing and painting with the aesthetics of digital images and algorithms. A minimalist quality with an affinity for conceptual art characterizes her works. She focuses on translating certain experienced principles into abstract forms, movements, and colors, allowing the viewer to explore the same subconsciously.

### A LOVE STORY (2019)

by nushpeas, United Kingdom

Anushka “Nush” Naanayakkara enjoys the soulfulness of the tactile fusion of a narrative with experimental elements for creating shorts, music videos, and commercial projects. She holds a Master of Arts in Directing Animation from the National Film and Television School, named consistently by the *Hollywood Reporter* as a Top 15 International Film School in Beaconsfield, England. “A Love Story” received a BAFTA award and excellence and achievement awards at the Japanese Media Arts Festival and the British Animation Awards. Nush explores human relationships and behaviors using texture and patterns to tell stories.

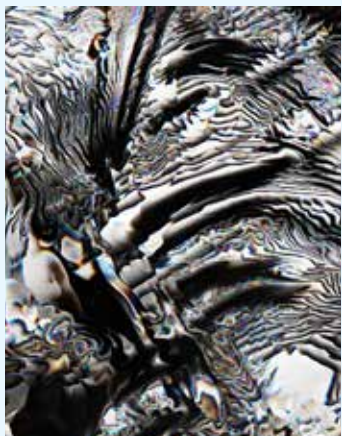


### Sfumato (2012)

by Robert Seidel, Germany

Berlin-based artist Robert Seidel is interested in pushing the boundaries of abstracted beauty through cinematographic approaches and ones drawn from science and technology. He creates a continuously evolving complexity through the organic interplay of various structural, spatial, and temporal concepts.

He began his studies in biology before transferring to the Bauhaus University Weimar to complete his degree in media design. His projections, installations, and experimental films have been shown in numerous international festivals.



### Leon Tour – All Our Dreams (2018)

by Balázs Simon, United Kingdom

Hungarian-born Balázs Simon refers to himself as a yogurt-inhaling music buff who’s a cold-weather enthusiast. London-based, the artist’s body of work operates in the language of feeling through cinema and film craft, both in camera and VFX. Simon has received global recognition for several music videos over the years, ranging from nominations at SXSW to the UK Video Music Awards, where he was recognized for his music video created for German musician, composer, and producer Nils Frahm. A member of the Blinkink creatives team, Simon also took home a prize at the 1.4 Awards for the Animation and production of “Heart Attack” for Electronic Powerhouse, Bronson.



### Synthetic Love (2016)

by Joon Sung, United States

Originally from Korea and currently based in the United States, Joon Sung is an artist and a professor at Western Kentucky University. With a painting background, he started doing time-based work when he began his graduate studies in computer art at Syracuse University under the tutelage and mentorship of Edward Zajec. Zajec is described as one of the computer graphics pioneers in the 1960s. Sung credits his mentor’s influence in the real-time artwork of his early paintings.

### The End (2017)

by Joel Swanson, United States

A native of Chicago, Illinois, Swanson is an Associate Professor in the ATLAS Institute and the Herbst Program for Engineering, Ethics & Society at the University of Colorado Boulder. There, he works and teaches at the intersection of language and technology. Swanson directs the TYPO Lab, a speculative design lab that explores critical commonalities between text and technology. He received his Master of Fine Art at the University of California, San Diego, where his focus was Computing and the Arts.



### Marble Machine (2016)

by Wintergatan, Sweden

Wintergatan is a Swedish music group known for its unique blend of electronic, folk (folktronica), and experimental music. It is characterized by a fusion of acoustic and digital instruments with a strong emphasis on melody and intricate arrangements. The group was formed in 2012 by Martin Molin, a talented musician and inventor, in Gothenburg, Sweden.



#### Benefactor Sponsor:

Costa d’Este Beach Resort & Spa



3001 Riverside Park Drive  
Vero Beach, FL 32963-1874  
772.231.0707  
vbmuseum.org



Cover image: *Dolphin and Seal* by Kaybid

**VERO BEACH MUSEUM OF ART**  
DECEMBER 15 - 16, 2023 / 6 PM - 8 PM



Scan this QR code for more information on the Museum.

The Vero Beach Museum of Art hosts its third *Art After Dark*, the Treasure Coast's only outdoor digital art exhibition, representing the work of eighteen global artists.

Brett Phares, lead curator of *Art After Dark*, worked with the Museum team to arrive at the final selection of international artists whose original works celebrate digital art in its many possibilities. Projected onto the iconic white walls of the Museum, these artworks will give visitors a new perspective and experience at the VBMA.

Artwork includes motion graphics, experimental film, animation, and generative, some with audio.

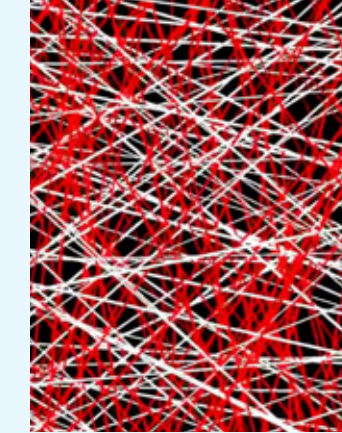


**Fest (2018)**  
by Nikita Diakur, Germany

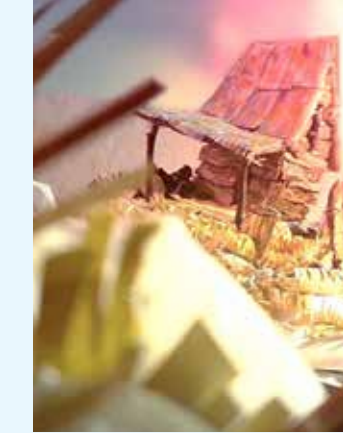
Nikita Diakur is a Russian-born filmmaker based in Mainz, Germany. He studied animation at the Royal College of Art in London, where he produced "Fly on the Window," which went on to screen at international film festivals such as Zagreb, Annecy, and Edinburgh. Diakur is now making short films influenced by prominent internet stories that are animated using computer simulation.

**Grid (Variation 2) (2021)**  
by Ian Gouldstone, United Kingdom

Ian Gouldstone is a BAFTA winning artist and filmmaker whose work incorporates games, animation and new media. He has shown his work in the U.K., China, Australia, Slovenia, and the USA.



Gouldstone states: "We use grids to try to divide up spaces and understand them better. Typically, they comprise two orthogonal sets of regularly repeating lines. Grid is a live simulation that asks how we understand space when those lines are neither regular, orthogonal, or static."



**Secret Place (2020)**  
by Emily Hestelow, Australia

Emily Hestelow is a native Australian artist who enjoys working collaboratively to create compelling visual narratives. She graduated with a bachelor's degree in Design in Animation (honors) from the University of Technology in Sydney. While there, she was co-director of the 3D short "Backfire," which received an excellence award and was a finalist in the 2022 Rookie Awards. When she is not serving as a volunteer firefighter for the New South Wales Rural Fire Service, the skilled 3D animator and designer creates storyboards for Studio Gilay. Each project germinates from seedling ideas to full-blown stories in this artist-founded studio.



**The Whirling World (2022)**  
by Sean Capone, United States

Sean Capone is an artist who creates using digital animation, projected installations and moving images, and has worked for more than 20 years in digital video and animation. Capone has an extensive body of work that has been shown on television, video games, music videos, gallery and museum exhibitions, festivals, event and stage scenography, and site-specific public art installations. Capone studied in the Video Art/New Media program at the University of Texas at Arlington under multimedia artist Jim Pomeroy.

**Extinct In the Wild (2023)**  
by Courtney Egan, United States

Courtney Egan is a lens-based media artist and naturalist who weaves the tradition of botanical art with sculpture and digital technologies. Strongly inspired by the profusion of native and non-native flora in New Orleans, where she has lived and worked since 1991, Courtney's artworks ask broad questions about how human life and the plant world co-evolve.



**Two Minutes Before the Digital War (2020)**  
by Graphset, France

Mikael Doczekalski lives in Paris and has been using the nom de plume, Graphset, since 2007.

Graphset produces various graphic designs, including printed objects and motion designs for the stage. His productions are the result of an atypical academic and professional background. Trained as an automation technician, he began his career in industrial robotics. This enabled Graphset to develop a unique graphical logic and method that he blended into creative works at the École Nationale Supérieure d'Art de Paris Cergy in 2002.

**Let Sleeping Pilots Fly (2023)**  
by Timothy Jeffs, Australia

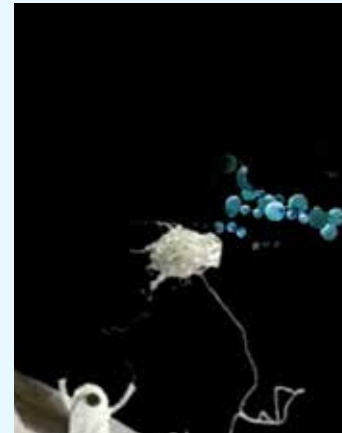
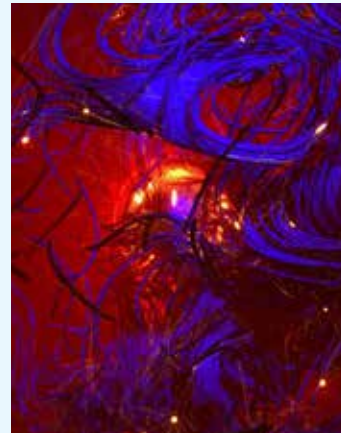
Jeffs is an animator based in Melbourne, Australia, interested in 2D and 3D animation. He has over ten years of experience as a 3D animator in the VFX industry and uses his talent on high-profile film and television projects in Australia and abroad. His personal work draws on 2D animation that often features familiar objects and scenes in untethered contexts. He explores visual ideation by incorporating organic and geometric abstract forms. Jeffs straddles the line between consciousness and improvisation to create a dance between literal and abstract animation.



**Advanced Timetable (2019)**  
by Joshua Davis, United States

New York City-based Joshua Davis has made a career since 1995 as an image maker using programming. He writes his code to produce user interactions and generate visual compositions using rule-based, randomized processes.

Davis was an early web designer. As a design student at Pratt Institute in Brooklyn, a friend introduced him to the internet, where he studied illustration and art history. After a year of illustrating by day and programming by night, Davis accepted a position to write HTML for Pratt's website. He dropped out of Pratt in his junior year to work in the new field of design technology.

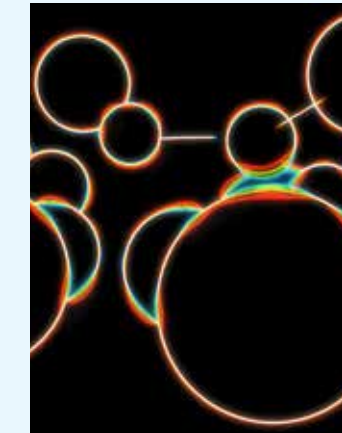


**Amstel (2009)**  
by Emilia Forstreuter, Germany

Emilia Forstreuter is a freelance graphic and motion designer based in Berlin. A native of Hannover, Germany, she studied communications design and time-based art at the Braunschweig University of Art in Germany and the University of Dundee in Scotland. After graduating in 2009, her work has been shown in film and other projected art festivals in London, Tokyo, Berlin, Miami, Paris, and elsewhere worldwide. Forstreuter, among other notable awards, is a recipient of a Cannes Silver Lion award in the design category for a brand campaign and actively seeks collaboration of all sorts.

**A Very Large Increase in the Size, Amount, or Importance of Something Over a Very Short Period of Time (2013)**  
by Max Hattler, China

Max Hattler is an artist, researcher, curator, and educator who works in abstract animation, video installation, and audiovisual performance. He holds a master's degree from the Royal College of Art and a Doctorate in Fine Art from the University of East London. Hattler's work has been shown at festivals and institutions that include Resonate, Ars Electronica, ZKM Center for Art and Media, MOCA Taipei, and Beijing Minsheng Museum.



**Emoji and Pixel (2018)**  
by 解像 Kaizouis, Japan

解像 Kaizouis is a media art group based in Tokyo. Consisting of an artist, a designer, and engineers, 解像 Kaizouis experiments with digital audiovisual media and creates artworks with technologies and computer science theories.



Scan this QR code for more information on the Museum.