Frosti (2013)
by Matt Pearson (aka zenbullets)
Brighton, United Kingdom

Matt Pearson refers to himself as a "Maker of abstract things. Author of 'Generative Art: A Practical Guide Using Processing." In a 2013 issue of *Vice* magazine, Pearson "ponders whether we're entering a new artistic era, one defined by the possibilities of real-time art" in an article titled, "The Third Era of Visual Art Is Finally Upon Us."

Veneer (2021)
by Robert Seidel, Berlin, Germany

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

His projections, installations and experimental films have been shown in numerous international festivals.

Reulf (2016)
by Tout Court, Paris, France

Literally translated "Tout Court" means short: figuratively, it means simply, with no addition or qualification. In the case of Charles Klipfel, Quentin Carnicelli, and Jean-François Jégo, Tout Court's collaborators, they combine the best of both definitions for the creation of short animated films that are delivered simply and pointedly. Their landing page on Vimeo says it all, "We love to make short films."

The Vero Beach Museum of Art is hosting its second *Art After Dark* outdoor digital art exhibition, with an expanded list of sixteen artworks from around the globe. Brett Phares, curator of *Art After Dark*, will again make a selection from a catalogue of international artists.

The outdoor projection celebrates digital art in its many possibilities in these original works, utilizing the latest technologies projected onto the iconic white walls of the VBMA. Artworks include illustration, experimental film, motion graphics, and large-scale digital video projections, some with audio.

SkyReport (2017)
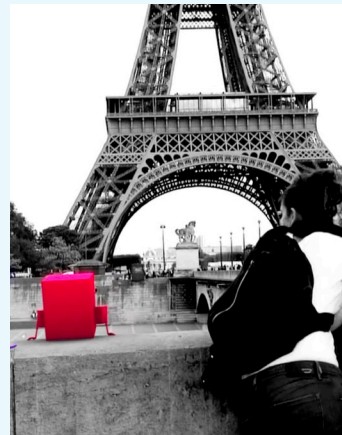**by Sean Capone**
Brooklyn, New York, America

Sean Capone is an artist who creates using digital animation, projected installations, and moving images. Having worked for more than 20 years in digital video and animation, Capone has an extensive body of work that has been shown in television, video games, music videos, gallery and museum exhibitions, and at festivals, in event and stage scenography, and at site-specific public art installations.

Waiting for You to Come Too (2022)
by FeverDreamScapes,
Miami, Florida and Chicago, Illinois, America

FeverDreamScapes is a collaborative series created by Keaton Fox and Renée Silva. The two experiment with painting and video to create an uncanny effect. By integrating traditional and new media, video artist Fox and painter Silva generate surreal landscapes of static and moving images that visualize paradoxical ecologies of the present.

Scan this QR code for more information on the art and artists.

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ART AFTER DARK

VERO BEACH MUSEUM OF ART

DECEMBER 16 – 17, 2022 / 6 PM – 8 PM
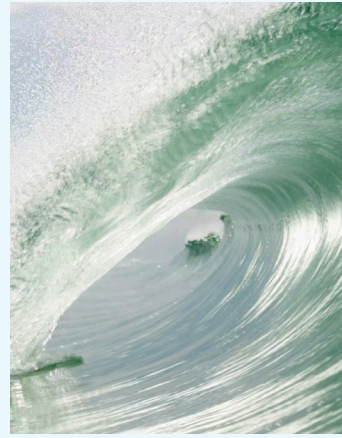
Boundless Breakers (2021)
by Jonah Allen
Santa Rosa Beach, Florida, America

Jonah Allen is an American photographer whose body of work explores his relationship with the surface of the planet. A native of Atlanta, Georgia, Allen lives and works in Santa Rosa Beach, Florida. In 2017, Allen embarked on a wave- and light-chasing journey through Central and South America, Europe, Indonesia, Hawaii, and Iceland. On his return he amassed a substantial portfolio focused on the Florida's Gulf Coast's waterways.

Shrooms (2018)
by Colors and the Kids
Berlin, Germany

Colors and the Kids is a creative company that specializes in design, motion, and music. The group's studio is based in Berlin where its team works closely with the leading brands worldwide, creating meaningful and forward-thinking content together.
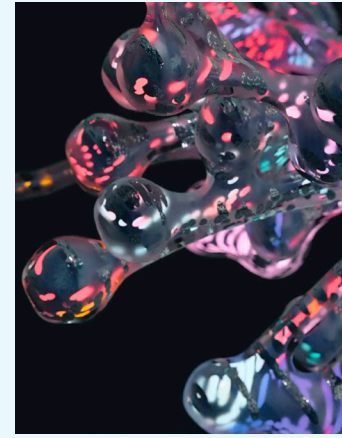
The Astronaut (2014)
**by Olga Guse, Dresden, Germany**

Born in the Saratov, a city in Southwestern Russia on the banks of the Volga River, Guse's field of study was Art History. Since 2003, Guse has called Dresden her home. Using "stop motion" to enliven her paintings as a primary medium, Guse has shown or curated works for festivals, exhibitions, and screenings around the world.

Transcendence 115 (2015)
by LIA, Vienna, 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 as compared to the formality of engineered precision and she sees the artist-machine interchange as a conversation.

In *Transcendence 115* black and white lines generate new sources of depth, confusing our vision and leading us to believe there is more to space than initially thought.

darknet (100p) (2016)
by Beeple
Charleston, South Carolina, America

Mike Winkelman, professionally known as Beeple, is a graphic designer based in Charleston, South Carolina. Winkelman creates digitally to make artwork that includes short films, Creative Commons VJ loops, "Everydays," and works of virtual (VR) and augmented reality (AR).

A native of North Fond du Lac, Wisconsin, Beeple began his career by creating widely used free Creative Commons VJ loops that led to concert visuals for pop stars, including Justin Bieber, One Direction, Katy Perry, Nicki Minaj, Eminem, Zedd, deadmau5, and others.
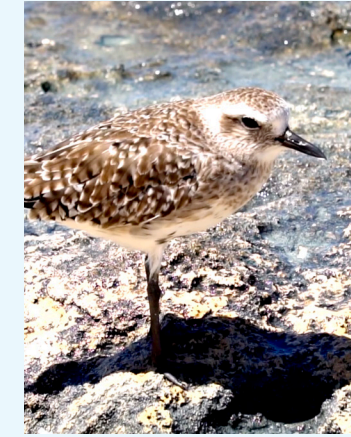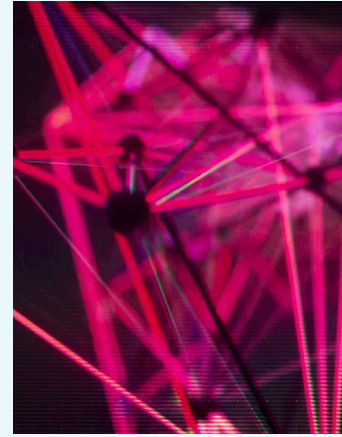
Dirty Look (2021)
by Zlatko Ćosić, St. Louis, Missouri, America

Zlatko Ćosić is a video artist born in former Yugoslavia. His work includes short films, video installations, theater and architectural projections, and audio-visual performances.
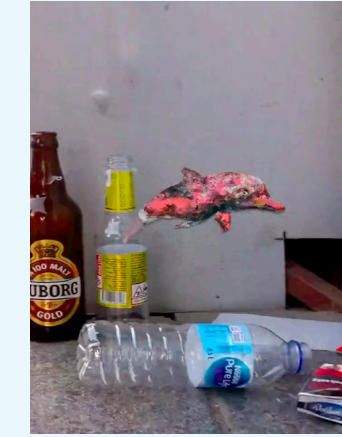
Ćosić's work began with the challenges of immigration and shifting identities, and evolved to socio-political issues associated with injustice, consumerism, and climate crisis.

Dolphin and Seal (2022)
by Kaybid, Istanbul, Turkey

Kaybid is an intermedia artist and works in organic graffiti digitalized after its installation. He began in creating his version of an "urban jungle" in 2018, and has been installing his artwork on the walls of Istanbul since.

Dolphin and Seal are small hand-painted collages displayed on a wall by day, and coalescing in motion by night. (Stop motion animation)

Excerpt from *5 Cyclic Hiva Flowpi number 3* (2018)
by Jonathan McCabe, Canberra, Australia

Jonathan McCabe is a generative artist living in Canberra, Australia. He currently works as Assistant Curator of Digital Archives at the National Library of Australia. McCabe's interest in computer art dates to the early 1980's.

He is fascinated by the ability of natural systems to generate form. In his recent work, he turns toward generating artworks based on a theory of biological pattern formation, such as spots and stripes on tropical fish, as first posited by the British mathematician Alan Turing in 1952.
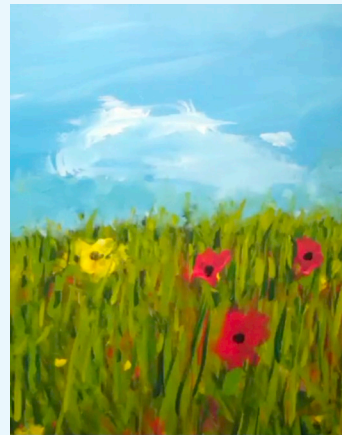
The Garden (2013)
**by Michael Burton, Lincoln**
Nebraska, America

Michael Burton is a digital artist, film producer, and professor at the University of Nebraska in Lincoln. He combines art, film, and animation to create digital artwork. Both an accomplished professor as evidenced in the success of his students, he is a frequent and featured exhibitor in Museums and Film Festivals.

The Garden shows painterly reductions of a meadow in a meditative motion, disturbed by an onslaught of technology. (Stop motion animation)

Anonymous Enemy Procession (2018)
by Ian Gouldstone
London, United Kingdom

Ian Gouldstone is a founder of the Australian games collective Pachinko Pictures, a former member of the Computational Creativity Group at Goldsmiths, and also the Gesture and Narrative Language Group at the MIT Media Lab. He graduated from Harvard University with a degree in mathematics before studying animation at the Royal College of Art, and more recently completed his MFA in Fine Art at Goldsmiths.
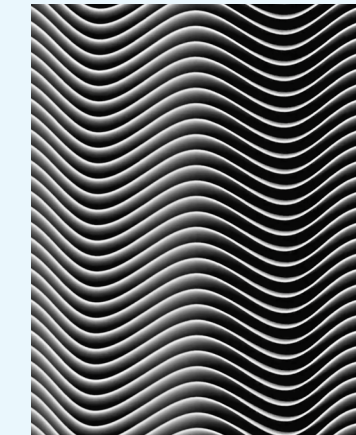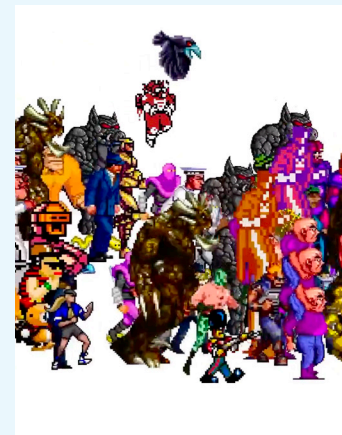
Homage to Bridget Riley (2019)
by LIA, Vienna, Austria

Considered one of the pioneers of software and net.art or internet art, Austrian artist LIA has been producing works since 1995. She applies video, live performance, software, installations, sculpture, projections, digital, and combinations therein, using code itself as her medium. By combining the traditions of drawing and painting with the aesthetics of digital images and algorithms, her works are characterized by a minimalist quality with an affinity for conceptual art.

Scan this QR code for more information on the art and artists.