

„node#2;“ - skin#26/revolve#78/revolve#78/skin#25  
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The exhibition node#2; shows objects that arose from an interdependency between analogue and digital space. They oscillate between surface and plasticity, porosity and hermetic density, geometric body and anthropomorphic form. Their appearance varies amid the structural growth of a natural material and a surficial, variable, projected simulation.

Despite their plasticity the works seem immaterial, almost two-dimensional despite their expansiveness. They evade a spatial effect through surface or produce a physical experience - despite their virtual origin from a “weightless” space. The objects are transmissions of a process which equates as an encoded information. Perhaps they are forfeiting their referential character as a work of art, thereby misleading imagination, but yet creating a productive force as a new reality of form. The artworks are products of digital tools and textures, that influence analogue productions. They are translations of a synthetic and mechanical process, which produce artistic reactions.

The objects reveal a transfer from a virtual, simulated dimension - or are imitations of this transfer. They are mediating nodes of two spaces, created in a world that - through its digital reality - has an (de-) forming effect on form production.