

# HUMAN + MACHINE

NFTs and the ever-evolving world of art.

12 . 02 - 12 . 04

# About

This exhibition, built on the energy-efficient Tezos blockchain, explores the ever-changing collaboration between art, technology and culture.

Through an interactive NFT experience with artist Mario Klingemann and a thought-provoking speaker series, audiences are invited to examine the larger questions about creating art in our digitally native world.

On this new digital frontier, who plays the role of the artist when a machine is the maker? And what can we make together?

# NFT Experience

## with Mario Klingemann

Embedded in the exhibition is the first-ever interactive NFT experience at Art Basel. Here, attendees will be invited to collaborate with an algorithm designed by German artist Mario Klingemann, ultimately creating a type of generative self-portrait that they can mint as an NFT on the Tezos blockchain.

Klingemann, also known as Quasimondo, is considered one of the pioneers of AI art, neural networks, and machine learning. An artist who uses algorithms and artificial intelligence to create and investigate systems, he is particularly interested in human perception of art and creativity, researching methods in which machines can augment or emulate these processes. His artworks have been shown at The Metropolitan Museum of Art, The Photographers' Gallery, KM Karlsruhe, Centre Pompidou and more. Most notably, his installation *Memories of Passersby I* made history in March 2019 as the first autonomous AI machine to be successfully auctioned at Sotheby's.



Mario Klingemann, *Portrait of a Man 3*, 2019

# NFT Speaker Series

The world of digital art is undergoing a sea change. From new technology to the high profile of NFTs, the landscape is shifting in unprecedented ways.

Join us as we host a range of artist talks and panel discussions on all aspects of this new digital frontier, and discover what's possible with digital art now—and in the future.

# Thursday, December 2

- 11 .30A**      Building a Global NFT Movement  
mumu the stan, Tais Koshino, P1xelfool
- 12 .30P**      Collision: NFTs Go Mainstream  
Mike Shinoda
- 1 .15P**        Disrupted: How NFTs are Changing Models and Markets  
Ryan Roybal, Jason Bailey, Kate Vass
- 2 .15P**        Blockchain as a Creative Canvas  
Kevin Abosch, Micol Ap
- 3 .00P**        Designing a Generative Art Algorithm  
Mario Klingemann
- 3 .45P**        Art Trends - How Art is Evolving  
Mark Soares, Oscar Hormigos, Auriea Harvey, Georg Bak
- 4 .45P**        Vectors for Future Art Ecosystems by Serpentine  
Kelani Nichole, Jesse Damiani, Julia Kaganskiy, Victoria Ivanova
- 5 .45P**        Kathleen Breitman and Angie Dalton Fireside Chat  
Kathleen Breitman, Angie Dalton

# Friday, December 3

- 11 .30A**      Music & NFTs  
Lin Dai
- 12 .15P**      Artistic Experimentation & The Blockchain by Serpentine  
Refik Anadol, Amelia Winger-Bearskin, Nancy Baker Cahill, Hans Ulrich Obrist
- 1 .15P**        Entering the NFT Space as a Museum  
Bernadine Bröcker Wieder
- 2 .00P**        Imagining New Models for the Cultural Economy  
Alter/HEN
- 2 .45P**        Ownership Rights of NFTs  
Brian Frye, Simon Denny
- 3 .45P**        How to Go From a Digital Museum to The Metaverse?  
Fanny Lakoubay, Brad MacDonald, Jesse Damiani, Karen Levy, Diane Drubay
- 4 .45P**        Details & Drops: My Journey as an NFT Artist  
George Goodwin (OMGiDRAWEDit), Stijn Jansen
- 5 .30P**        Coding and Collecting Generative Art  
Ivan Zhyzhkevych, P1xelfool, Stijn Jansen

# Saturday, December 4

**12 . 30P**      The Digital Experience: Curating and Displaying Digitally Native Art  
Justine Vilgrain, Patricia Gloum, Ombeline Rosset

**1 . 15P**        Where Code Meets Art: Intersection of Developers and Artists  
Sterling Crispin, Iskra Velitchkova

**3 . 15P**        Curating Digital  
Elena Zavelev, Merel van Helsdingen, Regina Harsany, Lady Phe0nix

**4 . 15P**        Entering the Metaverse  
Chris Deschenes, Batis Samadian, Holly Wood

# Exhibition Artists

In this exhibition, you'll see works of art from some of the most exciting artists working within the space created by digital technology. Like any tool, no two artists use technology in exactly the same way—whether it's in the creation of the art, how you experience it, or somewhere in between.

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# A.L. Crego

Location  
Spain

Contact/Social  
TW: @ALCrego\_  
hen.teztools.io/alcrego

Genre  
Digital Art

“We are all generative devices.

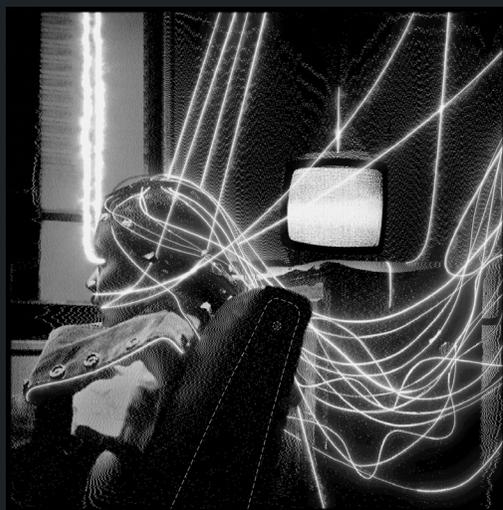
The reality is the input.

Technology is a tool.

Our (usually dichotomized) perception is the GAN.

DNA is the code.”

A . L . C R E G O



A.L. Crego, *Instructions*, 2021

A. L. Crego walks comfortably in the midpoint between the stillness of the picture and the continuous but condemned to the end frames of a film. This self-taught digital artisan utilizes impressive loops to directly represent his very own mental images in gif format, generating an hypnotic visual mantra.

Understanding the web as the new street, Crego also collaborates with many street artists in a bid to give motion to their pieces in these new digital walls. He is considered one of the pioneers of street art gifs.

He also works with Augmented Reality apps, playing with the newborn “digital public space” and making questions about the concept of museums, art and even reality.

# Anna Lucia

Location  
Egypt

Contact/Social  
TW: @annaluciacodes  
IG: @anna.lucia.codes

Genre  
Generative Art

“My medium is computer programming, and I write compositional instructions for a computer to execute. The computer is not a collaborator or a partner. The computer is an unbiased sounding board I bounce ideas off.”

ANNA LUCIA



Anna Lucia, *Noise Cancellation*, 2021

Anna Lucia is an artist and engineer currently living in Cairo, Egypt. She was born in The Netherlands and studied at the Technical University of Delft. Her preferred medium is computer programming, and she minted her first NFT in August 2021.

# Auriea Harvey

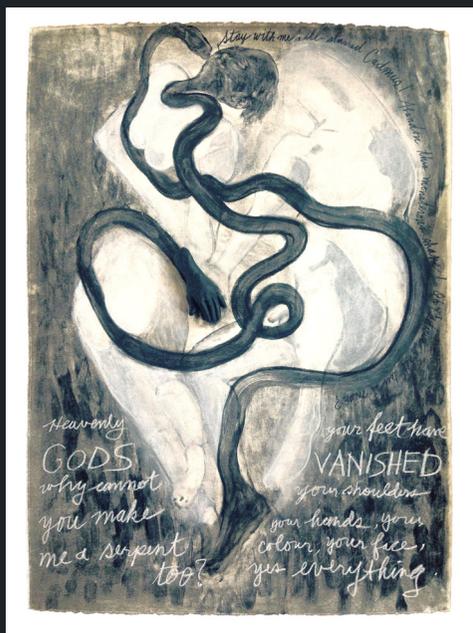
Location  
Italy

Contact/Social  
IG: @auriea.harvey.studio  
TW: @auriea  
http://auriea.art

Genre  
Digital Sculpture & Drawing

“Having spent a lifetime at the intersection of art and technology it feels that now there is finally a shift.”

AURIEA HARVEY



Auriea Harvey, Destroyed Drawings - Cadmus and Harmonia, 2021

Auriea Harvey is an artist based in Rome. She creates virtual and tangible sculptures, drawings and simulations that blend digital and handmade production. Auriea is primarily concerned with mythological worlding through form, interaction and immersion.

Her work can be found in the permanent collections of the SFMoMA, the R.F.C Collection, and Rhizome's Net Art Anthology. Her XR works have been exhibited at the Tinguely Museum, Basel; the Victoria & Albert Museum, London; the New Museum, NYC; and ZKM, Karlsruhe. Auriea is represented by bitforms gallery.

# Bees & Bombs

## Location

Ireland

## Contact/Social

TW: @beesandbombs

IG: davebeesbombs

Beesandbombs.com

## Genre

Generative Art



Bees & Bombs, *spiral 1*, 2021

Dave Whyte is a motion designer based in Dublin, Ireland. He is a prolific creator of captivating animated loops—his influential Tumblr account Bees & Bombs popularized animated GIFs created from code, while simultaneously changing Dave's focus from physics student to full-time motion designer.

After receiving his PhD from the Trinity College Dublin School of Physics in 2017, Dave has been working in his studio full time under the same moniker, Bees & Bombs. Since 2011, he has made 1,000s of 5–10 second looping animations, each year going deeper into the details of coded form and perception.

# Eko33

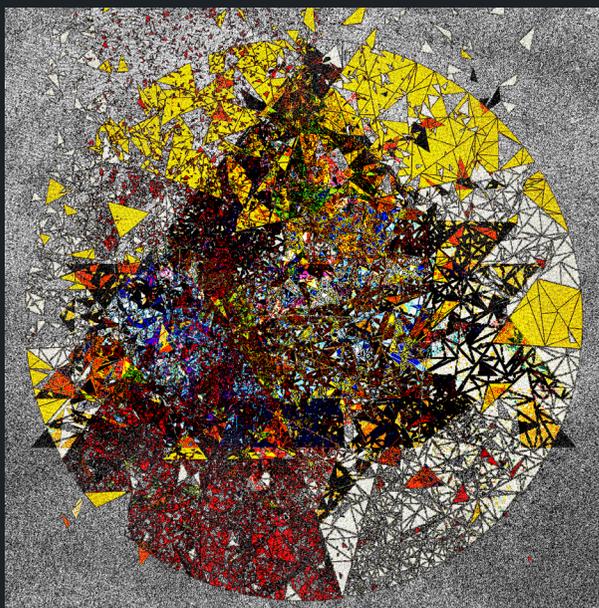
Location  
Switzerland

Contact/Social  
@Eko3316

Genre  
Generative Art

“Software and robots excel at pointing the spotlight on the artist’s creative expression. Free from the repetitive, mundane tasks, I now feel entirely focused on the artistic process.”

EK033



Eko33, *Elementary luck 04*, 2021

Since 1999 Eko33 has been experimenting with digital arts. His first experiments were made with a “portable” Commodore SX-64.

Starting with Max/MSP, Processing and Nato.0+55+3d his first exhibition occurred in 2004 at Seoul’s Museum of Art during the International Media Art Biennial.

After completing his academic training, he taught creative coding within world-class art schools in France and Switzerland.

Since then, he has been obsessively building autonomous artistic systems worldwide.

# Ganbrood

Location  
Netherlands

Contact/Social  
@ganbrood  
ganbrood.com

Genre  
AI Art

“Art is the imitation of life. By building artificial intelligences in the form of generative adversarial networks, we are closing in on uncovering the mystery of creativity.”

## GANBROOD



Ganbrood, *Le Souteneur Galactique*, 2021

Bas Uterwijk, or Ganbrood, has a background in special effects, 3D animation, video games and photography. Mostly self-taught, he has always been involved in forms of visual storytelling that imitate and distort reality.

Since 2019 he combined his different skills and experiences when he started working with generative adversarial networks (GANs)—Deep learning, Artificial Intelligence-based software that interprets and synthesizes photographs.

With the help of these neural networks, he constructed photos that were never recorded by an actual camera. Portraits of people that lived before the camera was invented or people that never existed.

Since early 2021, he has been active on the NFT platform Hic et Nunc. His latest series of artworks are more abstract: “pseudo-figurative” pieces in which he interrogates GANs on creativity and their ability to unbalance human visual recognition.

# Helena Sarin

Location

USA

Contact/Social

@NeuralBricolage

Genre

AI Art



Helena Sarin, *Today at the HEN farmers market: Scarlet Butterhead LatentTuce*, 2021

Visual artist and software engineer Helena Sarin has always worked with cutting-edge technologies for tech companies. At the same time, she has done commission work in watercolor and pastel, as well as in the applied arts like fashion, food, and drink styling and photography. But art and software ran as parallel tracks in her life, all her art being analog, until she discovered GANs (Generative Adversarial Networks).

Her artwork was exhibited at AI Art exhibitions in Zurich, Dubai, Oxford, Shanghai, Miami, Zaragoza, Lutz, and was featured in number of publications including twice in "Art In America" magazine.

She published an artist book "The Book of GANesis" that was immediately sold out, "GANcom-media Erudita" that was exhibited in Nvidia AI Art Gallery last fall, and now working on "The Book of #veGAN". GANimations is her recent focus.

She was born in Moscow, Russia and currently resides in NJ, US.

# Henrik Uldalen

Location  
UK

Contact/Social  
@Henrikaau

Genre  
Digital Sculpture and  
Painting

“I view technology as an extension of the body itself. The use of blockchain technology and all its opportunities can be viewed as an extension of the brain, much like a wheel would be considered an extension of our legs.”

HENRIK ULDALEN



Henrik Uldalen, *Taint*, 2021

Henrik Uldalen is a natively figurative painter from Norway, working out of London. The core of his work revolves around the perimeters of existentialism and melancholy. With a soft neo-classicist touch juxtaposed with bursts of destruction and violence he often speaks about his perception of human nature and its cognitive dissonance.

# Iskra Velitchkova

## Location

Spain

## Contact/Social

TW: @pointline\_

IG: @ognyveli

iskraovelitchkova.com

## Genre

Generative Art

“First with the train, then with the plane, we managed to somehow reduce time and physical distance. Maybe the machines are today, another way to reduce another type of distance: in this case, what separates us from each other, and the world around us.”

## ISKRA VELITCHKOVA



Iskra Velitchkova, *Collection: SELÓ | Polé i, 2021*

Iskra Velitchkova is an artist currently based in Madrid.

Her work explores the present and potential interactions between humans and machines and how instead of making technology more human, this relationship can push us to understand our limits better.

She believes that roots and tradition can nurture her work with greater truth. After a record on tech and artificial intelligence industry as visual thinker, Iskra decided to apply her knowledge and experience at the service of her own research.

Her work is based on mixed techniques: she explores new media combining digital formats and physical nature.

# Joanie Lemercier

Location  
Belgium

Contact/Social  
Joanielemercier.com  
@JoanieLemercier

Genre  
Generative Art

“I use drawing machines as an extension of my arm—they draw more precisely and help me execute ideas tirelessly, allowing hundreds of iterations and refinements.”

## JOANIE LEMERCIER



Joanie Lemercier, *Shard* |13, 2021

Joanie Lemercier is a French visual artist working primarily with light in space, and its influence on our perception. As one of the pioneers of projection mapping, he's been doing architectural projections around the world since 2005, and performed in music festivals such as Mutek (Montreal, Mexico), Sonar (Barcelona), Unsound (Poland), Decibel (Seattle), Flying Tokyo (Japan) and co-created Flying Lotus' show at the Roundhouse in London.

Since 2010, he is represented by Art galleries in NYC, Paris and Brussels, and Lemercier's physical artworks, combining print and light projections are often shown in Art fairs. In 2013, he collaborated with Jay-Z to create the holidays windows for Barneys flagship store on Madison avenue in NYC. His work has been exhibited at China Museum of Digital Art (Beijing), Sundance film festival and Art Basel Miami. Today, he runs his Art studio in Brussels, Belgium, and starts exploring the Crypto Art space as a new way to distribute his bright geometric compositions.

# Kelly Richardson

Location  
Canada

Contact/Social  
IG: @kellyrichardson\_studio  
TW: @richardsonkelly  
kellyrichardson.net

Genre  
Digital Sculpture & Painting

“The use of technology allows me to imagine potential futures in order to engage the public about our current priorities and where those are leading us.”

**KELLY RICHARDSON**



Kelly Richardson, *Pillars of Dawn (IV)*, 2021

Taking cues from 19th-century painting, 20th-century cinema, and 21st-century planetary research, Kelly Richardson crafts works that offer imaginative glimpses of the future that prompt a careful consideration of the present.

Her work has been featured in the Beijing, Busan, Canadian, and Gwangju biennales, as well as major moving image exhibitions including the TIFF and Sundance Film Festivals. She is represented in the collections of the Hirshhorn Museum and Sculpture Garden, SMOCA, Albright-Knox Art Gallery, National Gallery of Canada, Arts Council Collection (England), among others.

# Kevin Abosch

Location  
Ireland

Contact/Social  
kevinabosch.com  
TW: @kevinabosch  
IG: @kevinabosch

Genre  
Crypto Art Pioneer

“I try to blur the line between myself and the technology, but I never anthropomorphize the latter. I frequently work in feedback loops with AI, in turns, each informing the next loop until I decide that the work is done.”

KEVIN ABOSCH



Kevin Abosch, *Plausible Deniability*, 2021

Kevin Abosch is an Irish conceptual artist known for his works in photography, sculpture, installation, AI, blockchain and film. Abosch's work addresses the nature of identity and value by posing ontological questions and responding to sociologic dilemmas.

Abosch's work has been exhibited throughout the world, often in civic spaces, including The Hermitage Museum, St Petersburg, The National Museum of China, The National Gallery of Ireland, Jeu de Paume (Paris), The Irish Museum of Modern Art, The Museum of Contemporary Art Vojvodina, The Bogotá Museum of Modern Art, ZKM (Zentrum für Kunst und Medien) and Dublin Airport.

# LIA

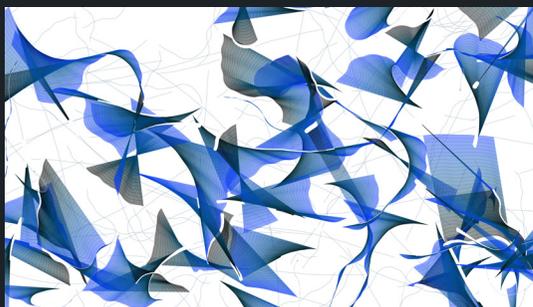
Location  
Austria

Contact/Social  
liaworks.com  
@liasomething

Genre  
Generative Art

“I see the process between the machine and me as a conversation, a feedback loop. I create the machine, the machine creates an output, I review the output and then I tweak the machine. This process of reviewing and tweaking is repeated until I am satisfied with the output.”

LIA



Lia Something, *I've sailed the seven seas*, 2021

Austrian artist LIA is considered one of the pioneers of software and net art, and has been producing works since 1995. Her practice spans across video, performance, software, installations, sculpture, projections and digital applications.

LIA's works combine traditions of drawing and painting with the aesthetics of digital images and algorithms, characterised by a minimalist quality and by an affinity with conceptual art. She focuses on the translation of certain experienced principles into abstract forms, movements and colours in order to allow the viewer to explore the same on a subconscious level.

# Linda Dounia

Location  
Senegal

Contact/Social  
@LindaDouniaR  
thesandwyrn.com

Genre  
Net Art

“I am attached to many machines for utility and for pleasure, and more than once, these machines have been a refuge and an escape from the world.”

LINDA DOUNIA



Linda Dounia, *sandwyrn dance/fourth flow*, 2021

Linda Dounia is an artist, designer, and writer living in Dakar. Her work is multidisciplinary and rooted in her childhood growing up in Senegal.

Through her practice, she wants to carve out spaces to interrogate her communities' experiences of the modern world, and create repositories for how they imagine futures that work for them.

She is the creator of Cyber Baat, a DAO of artists of African descent on the blockchain.

# Mario Klingemann

## Location

Germany

## Contact/Social

TW: @quasimondo

[showtime.io/Quasimondo](https://showtime.io/Quasimondo)

## Genre

Crypto Art Pioneer



Mario Klingemann, *Portrait of a Woman 2*, 2019

Klingemann, also known as Quasimondo, is considered one of the pioneers of AI art, neural networks, and machine learning. An artist who uses algorithms and artificial intelligence to create and investigate systems, he is particularly interested in human perception of art and creativity, researching methods in which machines can augment or emulate these processes. His artworks have been shown at The Metropolitan Museum of Art, The Photographers' Gallery, KM Karlsruhe, Centre Pompidou and more. Most notably, his installation *Memories of Passersby I* made history in March 2019 as the first autonomous AI machine to be successfully auctioned at Sotheby's.

# Matt DesLauriers

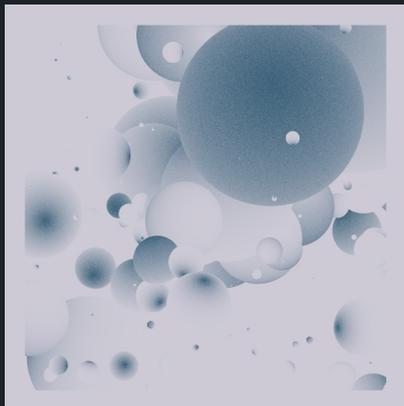
Location  
UK

Contact/Social  
TW: @mattdesl

Genre  
Generative Art

“The collaboration is not always with the machine, but with the algorithm and its parameter space, carefully tweaking and massaging it over many iterations, but sometimes letting it guide me to unexpected places. It is a way of taming and touching the edges of infinity, an attempt to compress a vast multidimensional set of probabilities into a beautiful and tangible artifact.”

## MATT DESLAURIERS



Matt DesLauriers is a Canadian-born artist now living in London, UK. His work focuses on a playful exploration of code as a creative medium, often driven by emergent, generative, and algorithmic processes.

# Memo Akten

## Location

Izmir, TR / San Diego, CA

## Contact/Social

@memotv  
memo.tv

## Genre

Computational Art /  
AI Art Pioneer

“I work with emerging technologies as both a medium, and a subject matter. Thinking about science and technology as extensions of our body, and as extensions of our mind, I study their impact on us as individuals, how we behave and express ourselves, and ultimately their impact on society, culture, ethics, law, tradition, ritual and religion.”

## MEMO AKTEN



Memo Akten, *Tentacular Critter #130*, 2021

Memo Akten is an artist, experimental filmmaker, musician and computer scientist from Istanbul, Turkey. He works with emerging technologies and computation as a medium to create images, sounds, films, large-scale responsive installations and performances.

Fascinated by trying to understand the nature of nature and the human condition, he draws from fields such as biological and artificial intelligence, computational creativity, perception, consciousness, neuroscience, fundamental physics, ritual and religion. He has a PhD in Artificial Intelligence / Deep Learning and expressive human-machine interaction from Goldsmiths University of London, and is Assistant Professor of Computational Arts at University of California, San Diego (UCSD).

# mumu the stan

Location  
Malaysia

Contact/Social  
[linktr.ee/mumu\\_thestan](https://linktr.ee/mumu_thestan)  
TW: @mumu\_thestan

Genre  
Net Art

“Technology is a tool, but it is also more than just a tool for us. It is how we express ourselves, an extension of our identity.”

MUMU THE STAN



mumu the stan is the pixel art pseudonym of Malaysia-based visual artist and poet MOON HMZ. Her works encompasses a range of human experiences, from the deep and meditative, to the cute and colorful.

# P1xel fool

Location

Brazil

Contact/Social

@p1xel fool

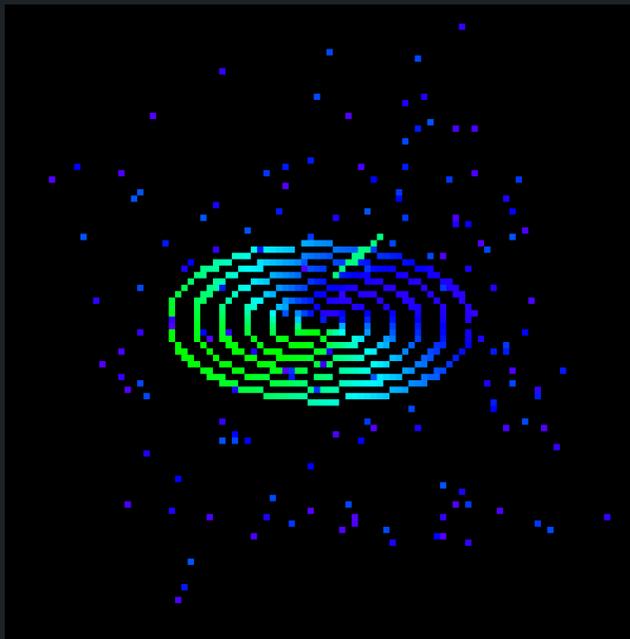
p1xel fool.com

Genre

Net Art

“We seek expression and we do so by taking advantage of the medium and the tools that allow us to interact with it. In that sense, technology has always been an important part of an artist’s process. From pigments to mirrors to computers.”

P1XELFOOL



Internet artist since 3001.  
Father of multi-dimensional entities exploring time, consciousness and the edges of synthetic objects through generative art.

# Polyhop

## Simon Alexander-Adams

Location

USA

Contact/Social

IG: @polyhop

simonaa.media

Genre

Generative Art

“I am continually pushing towards the unattainable complexity of nature, and while the pinnacle remains out of reach, the result is often worthwhile and unforeseen.”

**SIMON ALEXANDER-ADAMS (POLYHOP)**



Simon Alexander-Adams is a multimedia artist and designer working within the intersection of music, visual arts and technology. He specializes in real-time generative art, interactive installations and audiovisual performances.

He is inspired by the emergent patterns found in nature and uses complex systems to simulate natural phenomena in the pursuit of organic textures and surprising interactions. He also draws on a love of fractals and geometry, science fiction and glitch art (the aesthetics of failure.)

# Qubibi

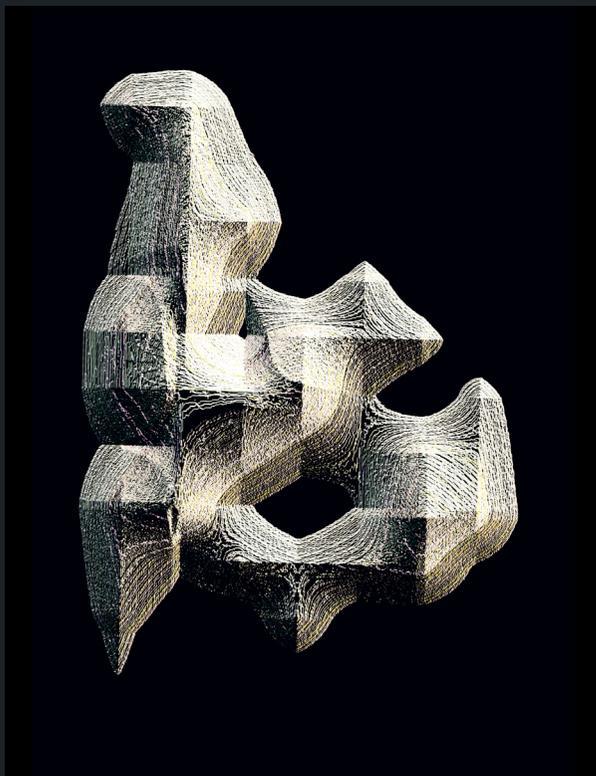
Location  
Japan

Contact/Social  
@qubibien  
qubibi.org

Genre  
Generative Art

“It’s like a world just for the two of us.  
Me, and the machine.”

QUBIBI



Qubibi is a label by Kazumasa Teshigawara focused on Digital Art. He is an artist, web designer, and lecturer. Born in Ikebukuro, Tokyo.

Qubibi, MMZ 136, 2021

# SUTU

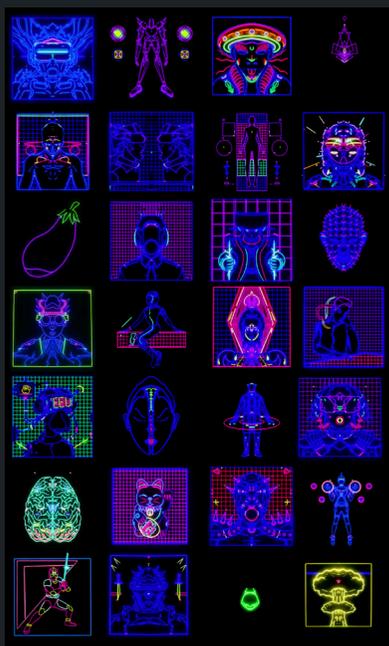
Location  
Australia

Contact/Social  
sutueatsflies.com  
IG: @sutu.eats.flies

Genre  
Net Art

“In the same way that a pair of glasses can improve vision, the combination of art and technology can be used to create new sensory experiences. I’m interested in how these new experiences can influence the formation of identities, behaviour and human evolution.”

## SUTU



Sutu, *Neonz Montage*, 2021

Sutu uses art and technology in new ways to tell stories. He has been commissioned by the likes of Marvel, Google and Disney to create VR art for properties such as Doctor Strange and Ready Player One. He has created virtual music experiences for The Weeknd, Jean Michel-Jarre and John Legend. He has also created VR documentaries; Inside Manus for SBS, Mind at War for Ryot Films and The Battle of Hamel for the Australian War Memorial. He is also known for his interactive comics including Nawlz, Neomad, Modern Polaxis and These Memories Won't Last. His personal works explore the future of digital culture.

He holds a Honorary Doctorate of Digital Media from Central Queensland University, is a 2017 Sundance and Tribeca Fellow and is the co-founder of EyeJack an Augmented Reality company.

# Taís Koshino

Location  
Brazil

Contact/Social  
taiskoshino.com  
@taiskoshino

Genre  
Generative

“Art and technology have always been side by side. Artists can expand what we perceive about a certain technology by pushing and questioning its limits and borders.”

TAIS KOSHINO



Taís Koshino, *jardim-2021-04-12-II*, 2021

Taís Koshino was born and works in Brasília, Brazil. She is a visual artist, researcher and curator. Her artist's poetics is about the practice of drawing and its possibilities to embrace imprecision and impermanence. She explores these aspects in different media: comics, video and digital.

Taís is co-founder and curator of Divers-eNFTArt. Currently, she is a student in the Master Program in Visual Arts at University of Brasília. Her drawings have been published in different countries, and have been displayed in many exhibitions and fairs in Brazil and abroad. Her most recent work is *jardim*, a network formed by different works, including *jardim | 枯山水 | garden*, a digital simulation coded by Kosha and Mut, inspired by the Japanese rock garden, in which visitors can build their own *jardim*.

# Universal Everything

Location  
UK

Contact/Social  
TW: @universalevery  
IG: @universaleverything

Genre  
Generative Art

“We are searching for the human soul in our digitally born lifeforms. We use emerging technologies as a method of exploring new forms of empathic being using new digital display formats and bespoke code based tools as our medium.”

## UNIVERSAL EVERYTHING



Universal Everything, *Misfit - Slice 1*, 2020

Universal Everything are an international digital art and design collective established in 2004.

Using emerging display technologies as their canvas, UE produce screen-based artworks that subvert cinematic CGI, physics simulations and real-time gaming graphics, to create new forms of moving image. Their work is at times immersive and interactive, often journeying into augmented or virtual reality. It exists at the balance between abstract and figurative – the point at which a hint of life emerges, and technology becomes soulful.

# Zach Lieberman

Location

USA

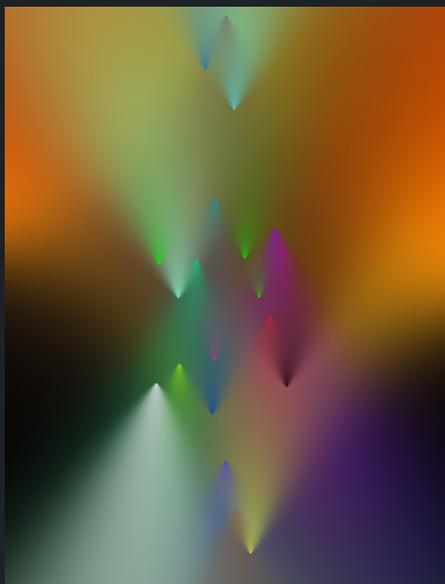
Contact/Social

@zachlieberman

<http://zach.li>

Genre

Generative Art



Zach Lieberman, *color gradient cones (up / down)*, 2021

Artist Zach Lieberman is one of the key masterminds behind YesYesNo, and an essential figure in the community of artists working at the forefront of media and technology. As one of the founders of openFrameworks, a C++ coding toolkit and global creative community, Lieberman is considered something of a sensei when it comes to media art. He makes projects that continually locate the human in technology, focusing on gesture and storytelling and bringing elements of play, performance, and magic (in fact, he's even worked with a magician) to today's most cutting-edge tech tools.