

Digital

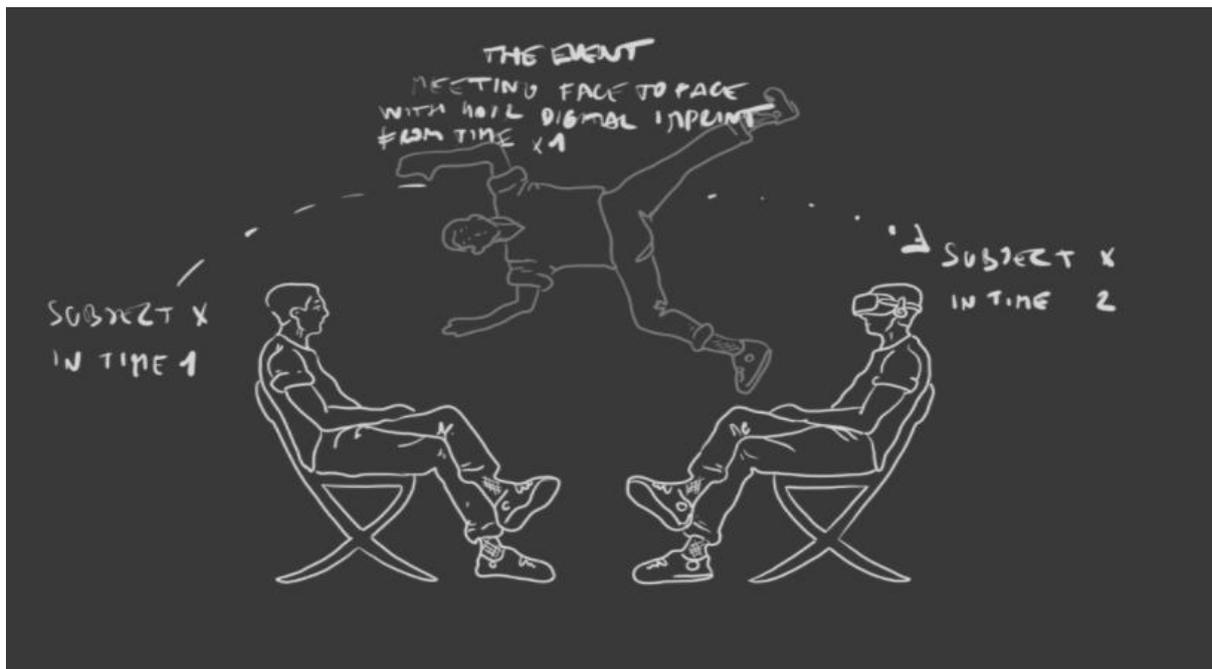
LCB Depot's exhibition & events programme highlights work from a different creative practice every month. In December 2021 the focus is on digital creativity from VR to gaming to digital art.

Work is exhibited across the site and online from **December 6th - 24th 2021,**

Mon to Fri, 9am - 5pm

To find out more visit <http://www.lcbdepot.co.uk/event/digital>

#digital @lcbdepot



Realms

Martin Cibik & Shawn Lourdes

Audio/Video

My recent work is based on religious, scientific, and philosophical perceptions of nature and structures of reality. 'The Realms' are a collection of visual scenes created in a digital medium as three-dimensional, independent systems.

The idea of technological singularity is implemented through these 'realities'. It is portrayed as an intersection of technology and spirituality, as a merging of biological and artificial intelligence, where technology becomes a part of our species. This raises questions of how far we can interconnect (with technology) and what we can gain and lose.

AI and various algorithms are becoming a part of everyday human life. Their use, added to the utilization of the latest technologies in software, have had an enormous impact on the art world, where we can witness the change in definitions of artist and technology. AI is becoming a co-producer of the artwork, instead of being a simple tool.

The analyses of these realms can be found in scientific theories, descriptions of multiverses, multiple dimensions, and parallel universes. Also, I lean on explanations from 'The Simulation Hypothesis', where our reality is considered as some sort of 'reproduction' of an 'original' world, or an advanced game. This theory-examination deals with the possible existence of multiple world simulations that run simultaneously.

The research goes further, to interpretations of Quantum Indeterminacy (Schrödinger's cat), which can be understood in the Simulation Hypothesis. Through the perception of a simple concept used in computer science to optimize rendering. The system only renders that part of the world that is being viewed by the player.

We, as conscious observers, interactively participate in the qualities of reality (double-split experiment). + DON'T MISS the VR Try out TONIGHT! Thursday 9th, 6pm

Artist Bio

We are both recent graduates from DMU's Fine Art course, working across the media. Martin is mostly focusing on visual art where Shawn focuses on audio and sound.

<https://www.instagram.com/ciboman/>,

https://www.instagram.com/zziggy_pop/