

# what we call sculpture

18.04. –  
30.06.2013

Chris Timms  
Francoise Gamma  
Kareem Lotfy  
Manuel Fernández

## Press release

»what we call sculpture« focuses on the possibilities of sculpture through the use of digital tools in the context of Internet and the exhibition possibilities of the online medium.

The CERMÂ exhibition space occupies that fascinating area between internet appearance and cultural institution. It exists in both the built and the virtual environment. In the virtual part, which happens on the internet, everything is digital. We explore the possibilities that arise through this and look into a digitalised future.

**All images can be downloaded at:**

<http://www.cerma.de/en/information/press/what-we-call-sculpture/>

Exhibition location (online only):

www.cerma.de

18.04. - 30.06.2013

Opening times: continuous

Information: www.cerma.de or tel: #49 (0)15775381014

Curator: Manuel Fernández (<http://www.manuelfernandez.name/>)

Artists: Chris Timms (<http://chrisotimms.com/>)  
Francoise Gamma (<http://francoisegamma.computersclub.org/>)  
Kareem Lotfy  
Manuel Fernández (<http://www.manuelfernandez.name/>)

Opening: 18.04 21h at hfg Kapelle Offenbach/M. (Germany)

Sponsors: Hochschule für Gestaltung Offenbach  
(The Offenbach University of Art and Design), 706

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CERMÂ

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## Introduction

Since the advent of video games and the Internet, the notion of actual physical space has been complemented by the existence of virtual spaces, built using code and 3D software where graphics you can see on the screen not only occupy a physical space as storage on a hard disk, but through contemplation or interaction with simulated spaces we can perceive aspects as size, material and volume, all typical of traditional sculpture.

From Mario Bros for Nintendo 64 in the entertainment industry, through social networks like Second Life, to come up with new ways in which we perceive the real world using simulators such as Google Earth, the products generated by 3D software tools have changed dramatically shaped the way we relate and understand the real space, so much so, that an architect can now recognize the version of AutoCad with which a building is designed.

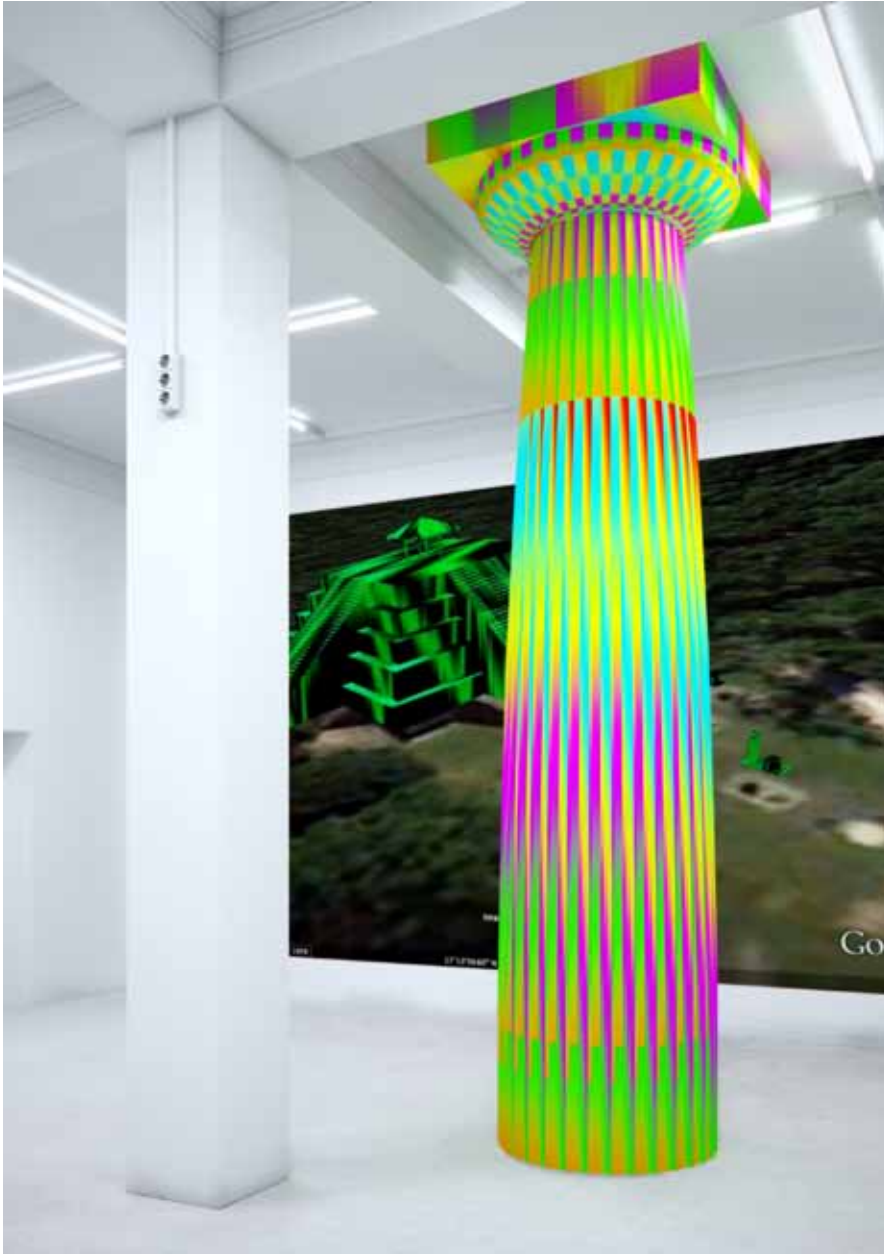
What we call sculpture is a collection of works that use sculpture procedures, installation, intervention, etc. as a means of digital experimentation to develop artistic strategies online.

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## Work on display



Manuel Fernández, New Ruins.  
Google Earth Tour

The artist presents »New Ruins.  
Google Earth Tour« a site specific  
installation with two parts:

- A greek doric column model  
extracted from a 3D Parthenon  
model, remapped and installed  
in the 3D gallery scale space from  
the ceiling to the floor.
- New Ruins. Google Earth Tour,  
a screencapture video documen-  
ting the remapping geolocated  
installations's project made in  
Google Earth, in wich the most  
known ancient ruin models have  
been remapped and installed in  
their original places.

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Francoise Gamma, Ecstasy rmx

Francoise Gamma presents »Ecstasy rmx« a digital animated 3D sculpture. She is inspired by the saturnian night, the medieval poetry and fractals in the social networks.

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Kareem Lotfy, Hummel head

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Chris Timms, Sensual Objects

Sensual objects originated as looped .gifs relating to the sensual space of experience, typically attributed to physical presence.

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## About the Artists

**Chris Timms** (b.1984) is an artist currently based in Dublin and London. Since graduating from the National College of Art and Design in Dublin, he has taken part in shows online and in Dublin, Casablanca, Bucharest, Rhode Island and L.A. He will commence an M.A. at Goldsmiths University in September 2013.

**Francoise Gamma** is an artist based on Barcelona who uses Internet to draw animated, contorted and mutated bodies. Her work has appeared in the Kanye West's blog, and recently in the American Fantasy Classics solo exhibition, as well on many other places. She is a member of the online art collective Computers Club.

**Kareem Lotfy** was born in Kairo in 1985. As a Graphic designer and visual artist his work engages critically with current political and social issues. Influenced by Internet culture, he is fascinated by the intercultural mix in his native Egypt.

**Manuel Fernández** is a spanish artist based in Madrid. His artistic practice begins at the border of art, popular culture and Internet. Fernández has several works at the Artbase of Rhizome at the New Museum NYC and has been exhibited in the Americas, Europe and Asia, including Pompidou Center (Paris), Bronx Art Space (New York), The Photographers Gallery (London), The White House Studio Project (Toronto), Shangai Art Museum and the Triennale di Milano. Manuel is founder and curator of Domain Gallery a web based gallery focused on digital and internet based works. His work has been featured in multiple outlets, including spanish newspaper El País, trend magazine Notodo, Triangulation Blog and Minus Space Blog.