

[Delen 0](#)[Tweet](#)

CGI or reality? in Noorderlicht Groningen - until 25 June

MARCH 27, 2017 - 10:37 • [NEWS](#) • [EVENTS](#) • By: [Jasper van Bladel](#) [1053](#) [0](#)

What is real, what is unreal? The boundary between the two begins to fade. In the visual language of the advertising industry, the boundary between real photography and digitally calculated models can hardly be distinguished. Noorderlicht shows nine artists who are fascinated by this development.

In the visual language of the advertising industry, the boundary between real photography and digitally calculated models can hardly be distinguished. The same applies to the film industry, where CGI (computer generated imagery) seamlessly merges with physically recorded images. And the promises of VR (virtual reality), AR (augmented reality) and AI (artificial intelligence) are just around the corner.

It becomes a challenge to distinguish images that represent reality from images that depict reality. This is at the heart of the exhibition: a Simulacrum represents a simulation that takes the place of the reality from which it emerged. As this technological development progresses, it becomes more accessible. What until recently was reserved for wealthy studios now comes in the reach of individual artists. Average computers and game consoles are now powerful enough to handle CGI models, which also become more lifelike.

[Noorderlicht](#) shows nine artists who are fascinated by this development. Some of them maneuver with a virtual camera through computer games, as true reportage photographers in a virtual reality. Others build up their own images from the ground up, and reveal a new world for us that can hardly be distinguished from reality.

The participating artists are:

Mathieu Bernard-Reymond - Interruption

In this series the process of creation becomes visible. The calculation process with which these landscapes are created is always interrupted, the semi-finished images are merged with each other. In this way a fictional landscape becomes visible, where the mathematical polygons of the calculation process still shimmer through.

Justin Berry - Videogame Landscapes

Berry's landscapes resemble nature as seen through the eyes of classical masters. In reality, in video games, he searches for the landscapes behind the game, which he saves as screenshots. His final photorealistic images come about as a collage of many details that he captures in this way.

COLL.EO (Colleen Flaherty & Matteo Bittanti) - Fregoli Delusions

These videos come from games, but they ignore the drivers and racing cars that are main characters in them. Instead, the extras are put in the center. What is it like to be a character without a role in the hallucination of the game? A Fregoli Delusion is a medical delusion in which the illusion of repetitions and double identities is central.

Eelco Brand

Brand's work is an artificial reflection of a tangible world. He investigates the possibilities of 3D software in photos, videos and objects. Nature is a recurring theme, varying from deceptively realistic images to fictions with an absurd impact. In the exhibition photos and videos of his hand are shown.

Roc Herms - Study of Perspective / Postcards from Home

Herms sees an analogy between Grand Theft Auto V and the work of Ai Wei Wei. Both are controversial and look critically at modern civilization. The rebellious and anti-authoritarian "Study of Perspective" by the Chinese artist is given a recreation in GTA V. Also "Postcards from Home" is presented, a photo book about Herms' virtual adventures in the world of Playstation.

Gerhard Mantz - Landscapes

At first sight these landscapes look realistic and seductive. But from close by it turns out to be alienating, imaginary realities. Mantz uses abstract calculations, his models take archetypal spaces as starting points and build on them. New memories arise, which are more about universal emotions than about specific places.



Photo: Gerhard Mantz

Robert Overweg - The End of the Virtual World / Flying & Floating

The virtual game world is not round but flat, with a hard break on the end. Overweg looks at the frayed edges of video games. What does the end of the world look like? Can a casual scene surprise us with a new look? And when he leaves the beaten track as a player, a surreal landscape of faltering software emerges.

Alan Warburton - Assets / Spherical Harmonics

Loose 3D objects are for sale for sale in online stock libraries. In the series "Assets" such objects are presented as photographic still lifes, in a context-free isolation. "Spherical Harmonics", a film commissioned by the Photographers' Gallery, takes the viewer on a journey through the virtual worlds that can be built with them.

Rob Wetzler - Lost Worlds

The player of games is tempted to go on a voyage of discovery in untouched areas. The 3D designers behind such landscapes make frequent use of the ideal images from our collective consciousness. It is an idyllic image of unspoiled nature, which in its inauthenticity symbolizes our lost contact with the real nature.

 Delen 0

 Tweet

THE AUTHOR



Jasper van Bladel | *Editor*

Photographer and journalist

www.jaspervanbladel.nl

[View all articles by Jasper »](#)