



Contemporary Painting Upstream Gallery participates in the Main Section of Art Rotterdam 2020 with a group presentation of new work by Alicia Framis, Frank Ammerlaan, Constant Dullaart, Noor Nuyten, David Haines, Florian & Michael Quistrebert, Dennis Rudolph and Tabor Robak. While painting is usually considered the most traditional form of art, these artists continue to reinvent the medium through their use of unconventional materials and techniques.

Frank Ammerlaan

In his work, Frank Ammerlaan (1979, NL) makes use of unconventional materials ranging from dirt and dust to (liquid) metals and meteorite particles. Ammerlaan can be seen as a contemporary alchemist, researching perception, the boundaries of painting and unpredictable processes.

For a new series of lead works, the artist has orderly folded and deformed the dense but malleable metal. Lead is contaminated with meaning, it is alchemical and poisonous but also used as radioactive armour. Forged during the explosion of a star, the chemical element Uranium over time decays into the stable element lead able to protect the human body being overexposed by the radiation of its former self.

Untitled, 2019 Lead 111 x 85 cm Unique







Untitled, 2019 Lead 83 x 66 cm Unique

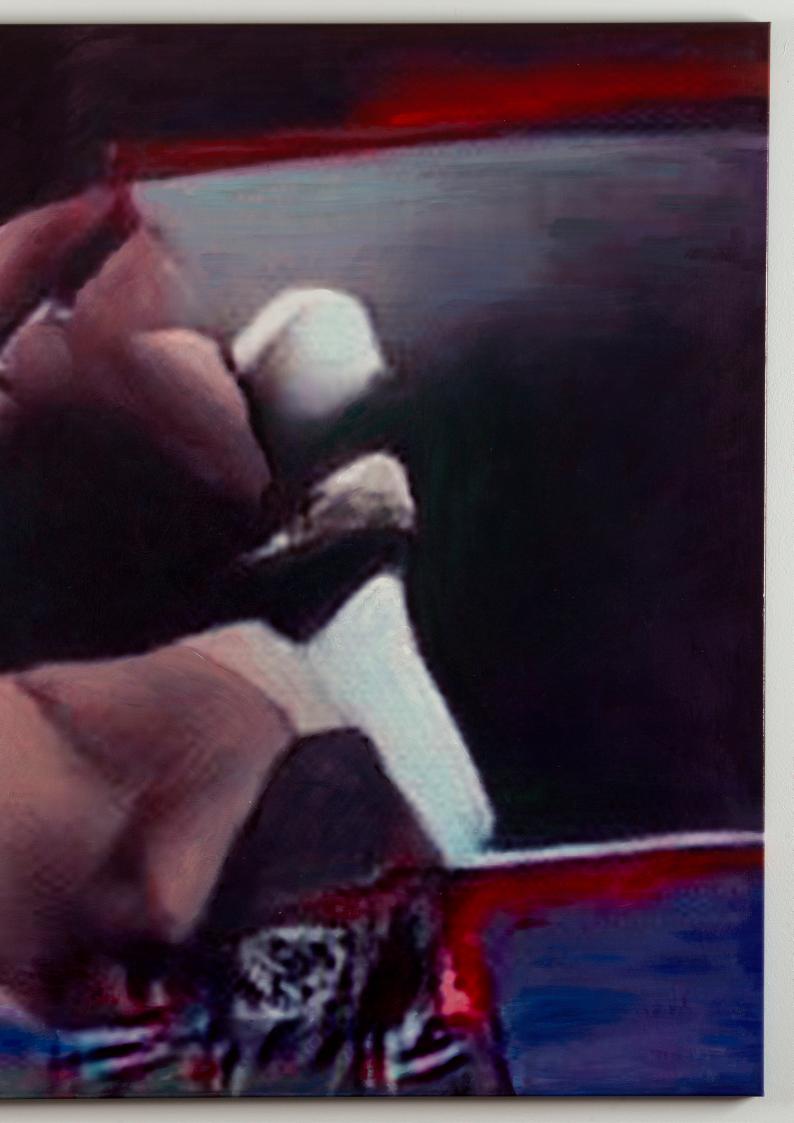
Constant Dullaart

Constant Dullaart's (1979, NL) often conceptual work manifests itself both online and off. Within his practice, he reflects on the broad cultural and social effects of communication and image processing technologies while critically engaging the power structures of mega corporations that dramatically influence our worldview through the internet.

This oil painting is based on an image generated by a Neurological Network. It is a cold machine-like interpretation of what we prefer to see and what we depict when representing in this case a boxing ring. The current state-of-the-art, synthesised image looks quite painterly, very surreal, copying the human sense of documentation and composition. Dullaart sent the slightly naive, yet cold and surreal depictions to paint factories in Dafen Village, Shenzhen, China where they are translated into oil paintings on canvas. Continuing the image automation process with outsourced human labour. The TNT express delivered canvases were treated with an automotive clear coat, normally used in car paint and product design, amplifying the mechanically attractive, adversarially authentic compositions.

Synthesised Image Net (Boxing Ring), 2017 Oil on canvas, boat lacquer 150 x 150 cm Unique







HOW TO VANISH?, 2020
Canvas ready to wear made with airbag material and bic, 10 ratchets. 2 boots and 2 gloves 120 x 120 cm
Unique



Alicia Framis

Alicia Framis (1967, ES) is a multi-disciplinary artist whose practice blends architecture, design, fashion and performance. Her work is project based and focuses on different aspects of human existence within contemporary urban society.

In the past years, this has resulted in numerous fashion collections with a message, introducing new ways of demonstration for women to fight for equality in silence. Framis reminds us how important is to dress with a message. The vulnerable message that the dresses shown here express, is almost like being naked. Today more than ever we need dressed up banners to give our point of view on what is happening in the world, says Framis, and to fight for our future and conditions of life on earth. Framis invites us to action. Not only are the paintings an expression of our being, of a vital moment in our life, but they are also a way to express that art must be a way to socialize with others and be part of a discourse that concerns us.

















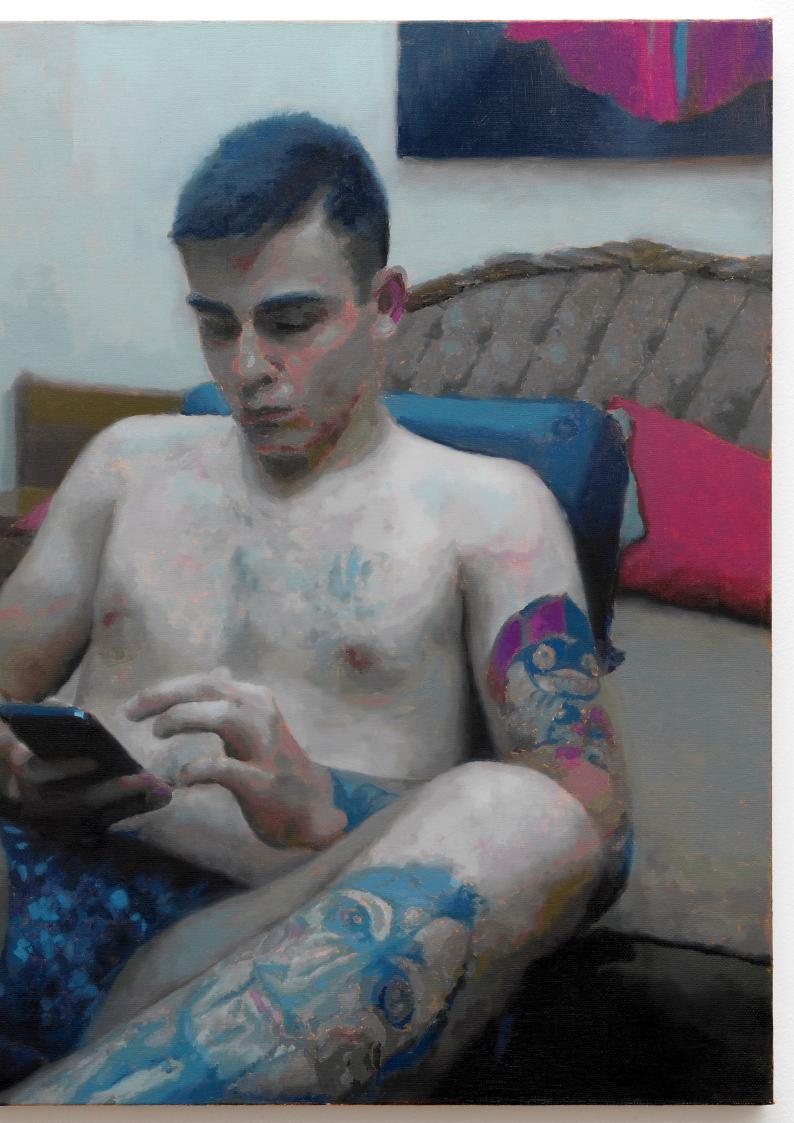
David Haines

David Haines' (1969, UK) work revolves around a relationship with the screen. This screen can be formed not only of the dark reflecting glass of a smartphone, but also of paper, canvas, paint and graphite. Images sourced from the internet often form the basis of Haines' work, whose practice actively examines the artist's own position as someone who makes pictorial and textual narratives in the wake of abstraction, conceptual art and photography, and whose themes include an exploration of digital identities (the desire for the other), online communities, contemporary myths and the indexical nature the hand made image.

For the past two years David Haines has been researching the position of and possibilities for painting within contemporary digital image culture. Feeling the burden of its history, he worked his way through the canon of painterly practices, mastering the techniques of the Old Masters and arriving a language for painting which is fully grounded in today's image culture.

Haines is aware of the status of the labour-intensive medium of oil painting in the digital age, whose immersive results require 'slow viewing', unlocking desires and inhabiting the often-

overlooked space between looking and interpretation.



Noor Nuyten

Noor Nuyten (1986, NL) creates conceptual works that appeal strongly to the imagination of the viewer. Nuyten provides new ways to engage in a critical but humorous relationship with rationally structured systems such as time, language and units of measurement. Starting from a conceptual basis, she seeks to create different scenarios that constantly question the influence of and interaction with such systems in our daily lives.

In this new body of work, presented at Art Rotterdam 2020, Noor Nuyten unpacks the materiality of the digital world. The painting shown here explores the materiality of the technological devices we depend upon daily. Nuyten pulverized the material of smartphones to create the paint for these canvases. The metal of the phones is still visible when you look closely. Nuyten reminds us of the material essence of these objects.

Noor Nuyten is nominated for the NN Art Award and will show more work during Art Rotterdam in the NN booth.

Erriccson T20s, 2020 Tempera and pigment from grinded device on canvas 80 x 60 cm







Florian & Michael Quistrebert

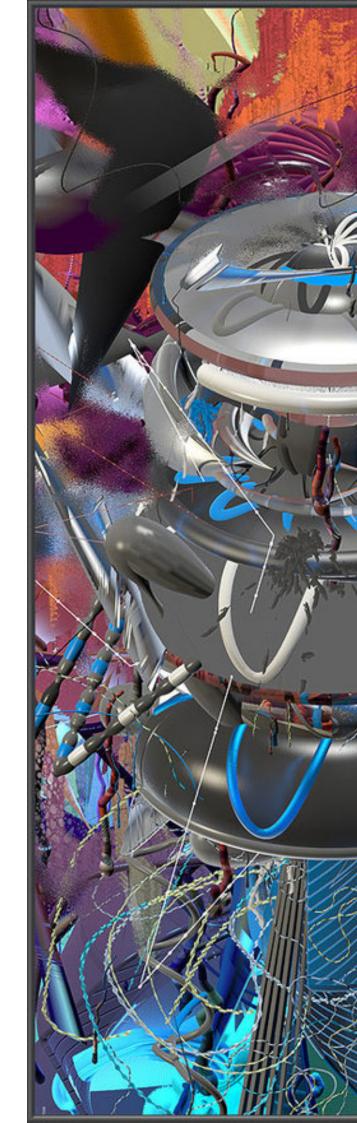
Florian & Michael Quistrebert (1982 and 1976, FR) live and work in The Hague and Paris. The brothers combine video and painting in a practice in which they explore the effects of light and shade, while bringing forward ideas of fascination, manipulation of the gaze, and their relationship to hypnosis, ecstasy and trance states. Taking elements that naturally attract our eye – fluorescent colors, sparkles, shiny and iridescent surfaces, LED lights – contrasted with content that is subtle and abstract

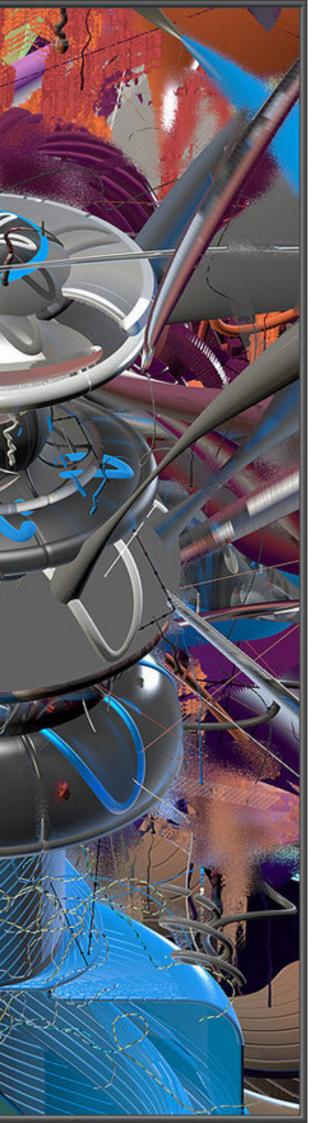
Within their painterly practice, they make use of unconventional materials such as iridescent and high gloss automotive coatings and embedded LEDS, combined with heavy layers of modeling paste, as to optimize the reflection of light and to dematerialize the painted surface. Through playing with matter, movement and light, the seductive paintings capture and manipulate the gaze of the viewer. The brothers investigate the possibility of the sublime while using low-tech materials. They play back the main motifs of modern art, while at the same time perverting them.

Their video work *Stripes 3* can be seen in the Projections sector.

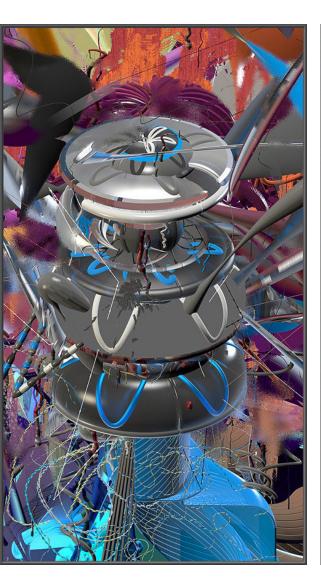


Tabor Robak (1986, USA) lives and works in New York and is known for creating multi-channel video installations and procedurally generated animations. The technological interfaces of the screen might look similar to contemporary video games, but in reality they are exponentially more elaborate. Robak has been recognized for his intricate, animated digital works, so detailed and meticulously constructed that they took months to compose. For his virtuoso computer work rendered in excruciating, hyperreal detail, he has been called the Michelangelo of digital art, or, 'Pixelangelo'. Skypad is procedurally generated in real time by software Tabor Robak has created. This means it is constantly changing, the image is never repeated, and it goes on forever.





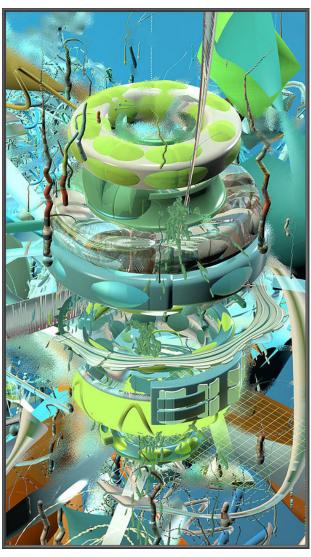
Skypad, 2016 4K generative animation, custom PC, original software infinite duration, dimensions variable











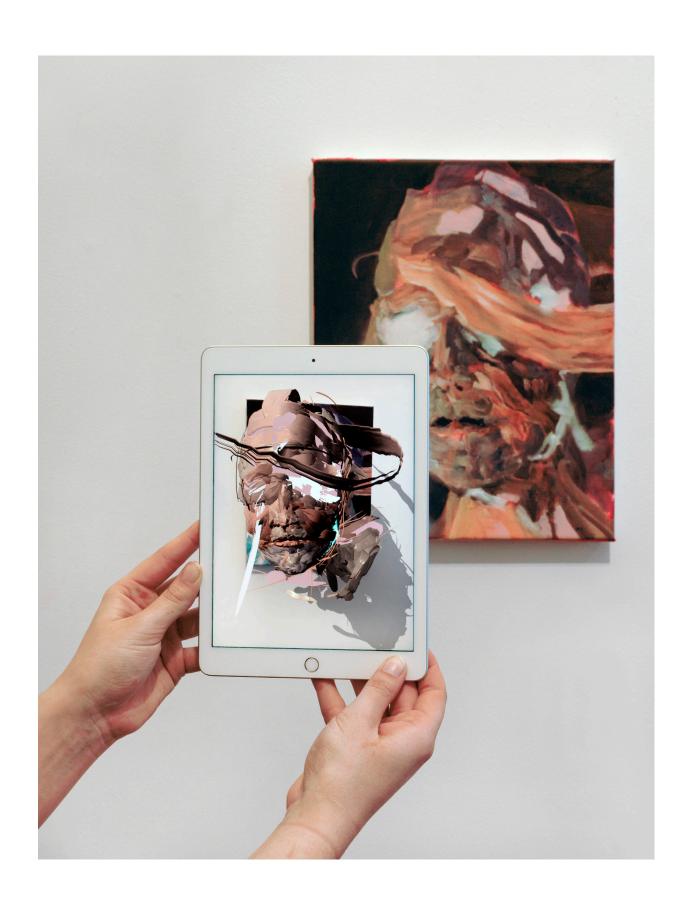


Dennis Rudolph

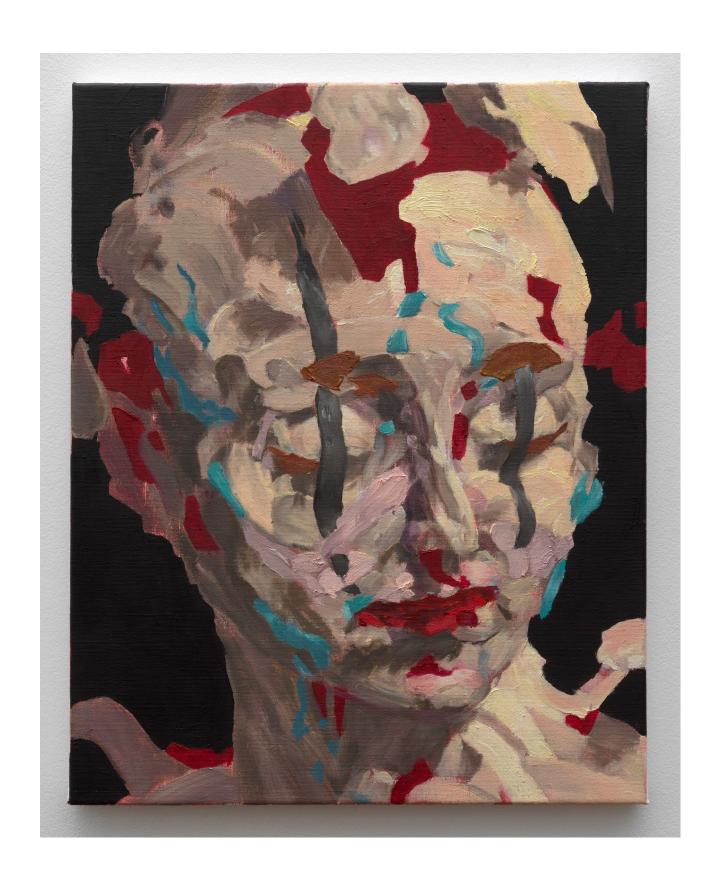
Within his most recent work, the Berlin based multimedia artist Dennis Rudolph (1979, DE) combines a focus on painting with augmented reality (AR). This line of work deals with an ideology of failed utopian vision and apocalypse in global history, while drawing a relationship with our contemporary image culture.

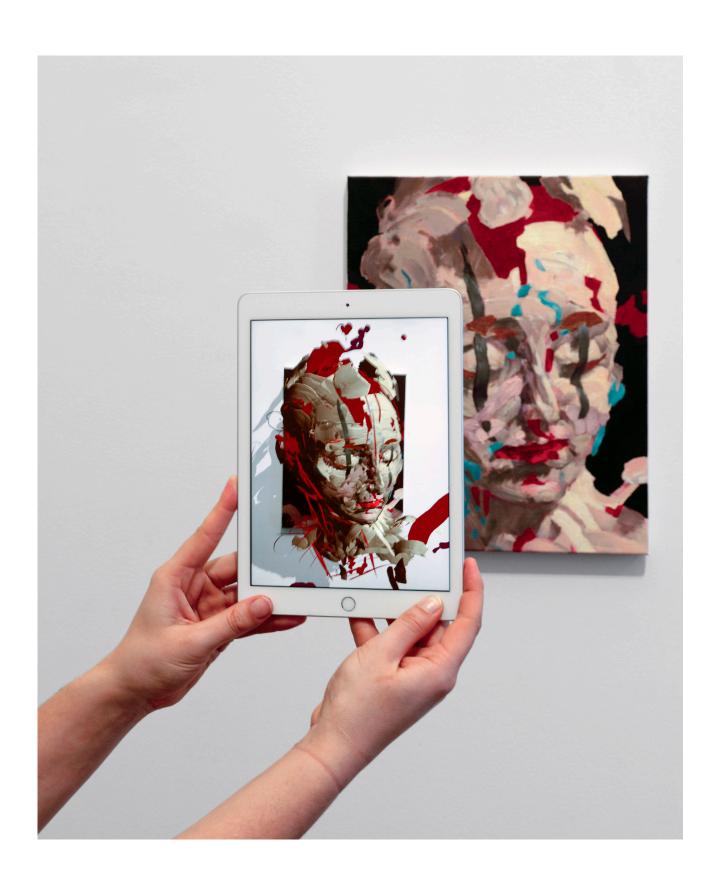
In his current multimedia project Fallen Angels, Rudolph creates a stylistic fusion that can be referred to as Neon-Baroque, due to the distinctive figures that appear in the work. The figures in question are angels, whose form is a fascinating symbiosis of 17th century frescoes paired with the bright digital effects of the VR program Google TiltBrush. This program allows the artist to use his own hands to paint three-dimensionally in virtual reality, then he introduces these paintings into a space of augmented reality.











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