



Nxt Museum
Amsterdam Noord

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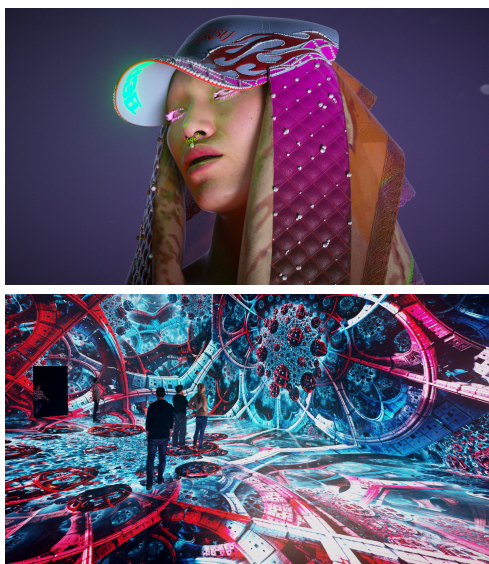
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New exhibition launch: 'UFO – Unidentified Fluid Other' opens at Nxt Museum, 11th June

Press previews: Tuesday 7 and Wednesday 8 June

Nxt Museum, the home of New Media Art in Amsterdam, will launch its second exhibition, 'UFO – Unidentified Fluid Other', on 11 June.

Through a series of multi-sensory installations, the exhibition will examine the rise of digital identities, how we shape-shift between virtual and physical worlds, and what's possible beyond the fixed boundaries of our material existence. Dutch and international participants so far include: multimedia artist **Lu Yang**, designer **Audrey Large**, digital fashion house **The Fabricant**, fractal artist **Julius Horsthuis**, 3D artist **Harriet Davey**, graphic designer, animator & programmer **Ksawery Kirklewski**, and many more.



As we live more fully online and in metaverses, the digital world is merging with our physical reality and giving rise to the development of digital identities. Deity-like figures that surpass the limitations of the physical world, digital avatars and the fictional worlds they inhabit can be seen as modern myths that help us to frame, question and come to terms with the conditions of our existence.

The 'unidentified fluid others' featured in this exhibition blaze a trail to virtual landscapes where they meet fellow digital creatures in virtual realities and in the multi-sensory museum experience. Here, visitors can try on fashion from a digital fashion house releasing seasonal NFT drops; gather around physical sculptures born out of digital forms; and experience motion-captured vogue dancing showing how digital masks can enable the ritual of human movement and community empowerment.



Exploring the boundaries of our identities through art and technology, 'UFO – Unidentified Fluid Other' brings together disparate communities and subcultures through digital expression, and transports us to hyperrealities of infinite possibilities. Staying true to Nxt Museum's founding mission, this new exhibition will seek, show and question what's next.

The full list of artists and details of the public programme will be released next month. Nxt Museum's inaugural exhibition 'Shifting Proximities' is on view until 8 May 2022. Follow @nxtmuseum on Instagram and check the website for updates: www.nxtmuseum.com.

ENDS

Notes to editors

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About Nxt Museum

Nxt Museum, the home of new media art, opened in Amsterdam in 2020 and is the first museum in the Netherlands dedicated to art, technology, science AND sound. Nxt Museum exhibits and commissions ambitious, large-scale new media art installations born of interdisciplinary collaboration between artists, designers, technologists, sound builders and scientists. The museum's three-fold programme, comprising exhibitions, performance and education, are designed to appeal to a broad range of interests, from music, sound, dance and performance art, to creative coding, NFT's and Web 3.0. The programme is led by Nxt Museum's founding mission to seek, show and question what's next.

About the artists

— Lu Yang

Shanghai-based multimedia artist Lu Yang creates fantastical, often painful, and shocking images which represent an interdisciplinary blend of religion, philosophy, neuroscience, psychology and modern technology, as well as the allusions to real life forms and structures of natural and religious origin. The *Great Adventure in Material World* is the most adventurous video game artwork that Lu Yang has created. The *Great Adventure in Material World* and *Material World Knight* have combined all the protagonists in Lu Yang's artworks from the past and created an alliance of these heroes. In this video game, the world can be indefinitely explored by players.

— Audrey Large

Audrey Large is a French designer based in the Netherlands. She graduated with Cum Laude from the Design Academy of Eindhoven (NL), MA Social Design, in 2017 and then joined the artist residency program of the Jan Van Eyck Academy (NL), 2019-2020. Straddling between art and object design, her practice explores the potential of digital image manipulation processes applied to the design of our material surrounding. The room stages a digitally hand-crafted sculpture in the empty space of the computer and brought back into the material realm. The model is conceived as an entanglement of fluid and dynamic forms made from different materials and their associated digital fabrication process.

— Julius Horsthuis

Julius Horsthuis is a digital artist who almost exclusively uses fractals. Horsthuis uses maths and infinite geometric patterns to create mind-bending films that take our imagination on a journey. *Foreign Nature* is a 270-degree immersive installation that puts the viewer right inside an awe-inspiring journey of mathematical landscapes. Using nothing but fractals, Horsthuis doesn't create his worlds. Rather, he finds them by exploring a vast array of possible functions

— Harriet Davey

Harriet Davey is a 3D Artist, Graphic Designer, and AR creator based across London and Berlin. Obsessed with questioning what it means to be fluid and human in a digital world, her work examines and interrogates the ugly and the beautiful; the maximum and the minimum; the online and the offline. The viewer is taken along a journey of evolution with a virtual character as they discover the worlds and themes of the exhibition together. The transition rooms become rest spaces, a time to reflect in a tranquil yet slightly liminal moment.

— The Fabricant

The Fabricant is an Amsterdam-based digital fashion house operating at the intersection of fashion and technology, creating garments purely for use in virtual spaces. Its pieces explore the concept of fluidity, both in their aesthetic and within the context of the digital environment, where self expression can exist beyond the fixed boundaries of fashion and gender in the physical world. Its work asks us to freely express our multiple selves and playfully experiment with our identity, embracing every aspect of who we are by bringing our shadow selves into the light.