



## B E T W E E N   P A R T I C L E S   A N D   W A V E S

AN EXHIBITION IN VIRTUAL PUBLIC SPACE

Millions of people worldwide pass many hours of their lifetime in digital spaces. Days, weeks, months even years of living between the particles and the waves of virtually infinite places. For many people computer simulations are much more than just ones and zeros rapidly flickering on and off. While in this specific game, Minecraft, you do not control time but every cubic meter of space belongs to the player. The world is made up of blocks: every forest, ocean, desert and even the air.

During much of the last four months (twenty four years in Minecraft time), visual artists **Brad Downey** and **Jan Vormann** have worked together with the content creator **Salvatore Cinquegrana (A.K.A. Surry)** to assemble a group of international artists for an exhibition called *Between Particles and Waves*. The show will feature the works of **Jazoo Yang** (Korea), **Whils** (PRT), **Jan Vormann** (DE/FR), **Esther Stocker** (AUT), **Octavi Serra** (ESP), **Michael Johansson** (SWE), **Add Fuel** (PRT), **John Fekner** (US) and **Brad Downey** (US). As the host of the show in his popular minecraft world, Surry has dedicated many hours of his time helping the artists build their works and create tangible tokens.

Each artist was asked to apply their techniques, ideas, or strategies to the public space of this sandbox game, while exploiting every bit of the immersion this abstraction of reality provides. Virtual meshes have been put through digital blenders, voxelized into schematics and finally pasted into Minecraft biomes to serve as blueprints in the survival world of the show. Intrigued by the textures and mechanics of the entirely new set of laws of physics,

