

## ***Fragments Chipped Away***

Bart Stolle  
Quintus Glerum

3 - 24 September 2022

Preview: 2nd September 15:00 - 19:00

Opening: 3rd September 16:00 - 19:00

### **Quintus Glerum**

Comparison is the strategy at the basis of Quintus Glerum's practice, which focuses on the relationship between men and machines. While the very tools created to extend our limitations are shaped with a specific purpose in mind, We as humans are free to shape our own direction. Quintus uses the gaze of machines to reflect on his own actions to both get a better understanding of himself and what defines us as humans in the first place.

Glerum's connection to digital media comes from his background in animation at St.Joost (graduated with honors in 2018). He later turned to more physical media through his master's in fine arts at Frank Mohr Institute (graduated with honors in 2021). His work now moves between the realms of virtuality and physicality, and thrives on all the processes which transform data into information. While his themes embody the systematic nature of technology, the human element always performs a central role.

### **Bart Stolle**

Bart Stolle is working on a complex body of work that mainly consists of paintings, drawings and animated films. In an age when everyone is being overwhelmed by sensory, and more specifically digital stimuli, Stolle opts for lentor. Low Fixed Media Show is the name of his body of work and it functions as an advertising agency for himself or as an alternative entertainment company.

His paintings and drawings consist of carefully selected and often geometrical units. He analyses similarities between the logic of the computer and the human mind, but he is convinced of the superiority of the human intelligence.

His films have been made frame per frame. Simple basic shapes and lines are moving over the screen and undergo typical basic transformations. Many of his works formally refer to twentieth century modernism as well as computer language.

# Quintus Glerum Curriculum Vitae

Quintus Glerum is a mixed media artist that exploits the boundaries between humanity and technology. He uses his background in animation in the digital and physical space to play with different realities and hypothetical worlds. Glerum's work offers situations to reflect on what it means to be human when our image is mirrored by the gaze of machines. He got his bachelor degree in animation from AKV st.joost and his master degree in Fine Arts from Frank Mohr Institute. He graduated both programs with honors.

## Education:

- MFA degree in Fine Arts Design and Technology (MADtech) (2021)  
Frank Mohr Institute, Groningen, The Netherlands  
graduated with honors
- BDes degree in Animation (2018)  
AKV st.Joost, Breda, The Netherlands  
graduated with honors
- Minor in Research in Immersive Storytelling (2017)  
AKV st.Joost, Breda, The Netherlands

## Grants and Awards

- Dutch Film Festival nominated for Best Student Project (2018)
- GGOBOT festival 2018 nominated for YoungBlood Awards (2018)
- GGOBOT festival 2021 nominated for YoungBlood Awards (2018)
- Lucht Kunstpunt grant 2021
- Mondriaan Corona Overbruggingsfonds 2021

## Publications

- Metropolis M (2021)  
Metropolis M graduation edition 2021, written by Elles Hesseling

## Lectures

- GGOBOT Café artist talk (November 2018)  
artist talk as part of the GGOBOT café symposium at TU Twente, Enschede, Netherlands
- Tec Art Symposium artist talk (February 2019)  
artist talk as part of Tec Art Symposium in Rotterdam, Netherlands
- Seminar about Art and Technology for the Global Art Consultancy (May 2020)  
seminar for The Global Art Consultancy about art and technology in Amsterdam, Netherlands
- Art + Tech Panel at AXS Art (2021)  
artist panel with Ine Gevers, Kévin Bray, Noah Latif Lamp

## Exhibitions and Festivals

- 2017 May: media art festival: Playgrounds The Art Department in Eindhoven, Netherlands
- 2017 October: group Show: 'Enversed' at Dutch Design Week in Eindhoven, Netherlands
- 2018 September: media art festival: GGOBOT 2018 in Enschede, Netherlands
- 2018 September: media art festival: Emerge E-day, Amsterdam, Netherlands
- 2018 October: Dutch Film Festival Best Interactive Award Exhibition, Utrecht, Netherlands
- 2018 October: group exhibition: 'Frankenstein Symposium' at Baltan Laboraties, Eindhoven
- 2018 November: group exhibition: 'Den Bosch Dataweek' Exhibition, Den-Bosch
- 2019 January: group exhibition: 'Ingekopt' at Breda Cultuurnacht, Breda
- 2019 February: media art festival: 'Tec Art', Rotterdam
- 2019 May: media art festival: Night Of The Nerds, Eindhoven
- 2019 June: group exhibition: 'Artist Bookshop' at Kunsthal 45, Den Helder
- 2019 June: group exhibition: 'One Way Ticket' exhibition at KunsthalKade, Amersfoort
- 2019 December: light festival: Orbitfest, Groningen
- 2020 August: online exhibition: 'Screen Dive' as part of Gaudeamus Music Week
- 2020 October: group exhibition: 'Heardrops' at Sign, Groningen
- 2020 October: music festival: Sounds Of Music Festival, Groningen
- 2021 June: graduation exhibition: Graduation show Frank Mohr Institute
- 2021 August: group exhibition: 'Unity Duality Trinity' at De School, Amsterdam
- 2021 September: media art festival: GGOBOT 2021, Enschede
- 2021 October: media art festival: Night Of The Nerds, Eindhoven
- 2021 October: group exhibition: 'Even Goede Vrienden' at DR8888 in Drachten
- 2022 September: Athens Media Festival in Athens, Greece

## Work Experience

- Visual Designer and Programmer for Ricky van Broekhoven (March 2017 - May 2017)  
programmer and developer for interactive art installation for STRP Bienale 2017
- Intern Floris Kaayk (August 2017 - January 2018)  
concept development and research for videogame project 'Next Space Rebels'
- Design work for Studio Stallinga (September 2018 - April 2022)  
film direction, programming and overall content development for several projects at Studio Stallinga
- Concept development for Leon Wennekes (September 2019 - May 2020)  
programming and overall developmnt for prototype virtual reality omnitreadmill 'OmniTreadmill'
- Director for Not-So-Ordinary-Gallery-Tour (March 2020 - April 2021)  
directing, editing and recording of online series hosted by The Global Art Consultancy
- Game Arts Teacher at MediaCollege(April 2022 - ongoing)  
teacher in videogame arts, asset design, animation and programming

## Technical Skills

- Physical Media:
  - metal
  - concrete
  - wood
- Digital Media:
  - Video editing
  - Storyboarding
  - Film direction
  - Sound editing
  - Virtual/Mixed Reality
- Software:
  - Unity Engine
  - Adobe Suite (Premiere Pro, After Effects, Illustrator, Photoshop)
  - TV Paint Pro
  - Autodesk Maya
  - Cinema 4D
  - Max MSP
  - Toon Boom
  - BrightSign BrightAuthor
- Programming:
  - C#
  - Javascript
  - C++
  - Arduino
  - Python
  - P5.Js
  - Processing

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# Bart Stolle Curriculum Vitae

## SOLO EXHIBITIONS

- 2018 'low fixed media show', Zeno X Gallery, Antwerp Borgerhout (BE)  
2017 'low fixed media show', CONVENT, Ghent (BE)  
2016 'low fixed media show', Zeno X Gallery, Antwerp Borgerhout (BE)  
'low fixed media show', LOMAK, Tessenderlo (BE)  
2015 'Bart Stolle', RLWindow, Ryan Lee Gallery, New York (US)  
2012 'low fixed media show', Zeno X Gallery, Antwerp (BE)  
2009 'low fixed media show', Zeno X Gallery, Antwerp (BE)  
2006 'low fixed media show - Continuum', S.M.A.K., Ghent (BE)  
'low fixed media show - Continuum', De Brakke Grond, Amsterdam (NL)  
2005 'low fixed media show - Continuum', STUK, Leuven (BE)  
2003 'low fixed media show - Animations', IN/OUT, HISK, Antwerp (BE)

## GROUP EXHIBITIONS

- 2019 'SCREEN IT', Stadstriënnale Hasselt-Genk (BE)  
'Home Sweet Home', Kunstenhuis Harelbeke, Harelbeke (BE)  
'S.M.A.K. 20 years: The Collection - Highlights for a Future', S.M.A.K., Ghent (BE)  
'Tekening (Disegno)', Academie voor Schone Kunsten, Sint Niklaas (BE)  
2018 'A Myriad of Images', Faculty of Law KULeuven, Leuven (BE)  
'Works on Paper I', Zeno X Gallery, Antwerp Borgerhout (BE)  
2016 'Liminal Lyrics', KUNSTRAUM Gallery, New York (US)  
'Mens en Machine', De Warande, Turnhout (BE)  
2015 'Recente Aanwinsten', M HKA, Antwerp (BE)  
'The Bottom Line', S.M.A.K., Municipal Museum of Contemporary Art, Ghent (BE)  
'Move On...!', Kunsthal KAde, Amersfoort (NL)  
2014 'Works on Paper I', Zeno X Gallery, Antwerp Borgerhout (BE)  
'The Green Light District', Budafabriek, Kortrijk (BE)  
'Capita Selecta', Broelmuseum, Kortrijk (BE)  
'Re: Painted / Schilderijen uit de collectie', S.M.A.K., Municipal Museum of Contemporary Art, Ghent (BE)  
2013 'Kees Goudzwaard . Bart Stolle . Jack Whitten', Zeno X Gallery, Antwerp Borgerhout (BE)  
'Opening New Space', Zeno X Gallery, Antwerp Borgerhout (BE)  
2012 'Het Kunstwerk een gebruiksaanwijzing', Universiteit Gent, Technicum , Ghent (BE)  
'Brisure - Artistieke verwantschappen', Belfius Bank, Brussels (BE)  
'nieuwe kunst in Antwerpen 1958-1962 # 3 totaal nieuwe media scheppen - insert by Bart Stolle', Muhka -  
Museum of Contemporary Art, Antwerp (BE)  
'Contour On Tour', De Loketten van het Vlaams Parlement, Brussels (BE)  
2011 'Pulse', Herman Teirlinckhuis, Beersel (BE)  
2010 'Coup de ville. Een chambres d'amis voor de 21ste eeuw', Sint-Niklaas (BE)  
'Kunstenfestival 2010', Watou (BE), (July 3 - September 5)  
2009 'Fantastic Illusions', Buda Kunstencentrum, Kortrijk (BE)  
'Fantastic Illusions', Museum of Contemporary Art (MOCA), Shanghai (CN)  
2008 'Over the Hedge', Academy of Fine Arts, Tiajin (CN)  
'Art is a fight to the finish between black and white', Zeno X Gallery, Antwerp (BE)  
2007 'Digital Art from Belgium', Telic Gallery, Los Angeles (US)  
'Artes Digitales', Buda kunstencentrum, Kortrijk (BE)  
'Manipulations', Centre for Contemporary Art Ujazdowski, Warsaw (PL)  
2006 'Manipulations', Centre for Contemporary Art Laznia, Gdansk (PL)  
2005 'Transfo', Deweer Art Gallery, Otegem (BE)  
'Short-circuit, a drawing exhibition', Motive Gallery, Amsterdam (NL)  
'Manipulations', International Biennale of Contemporary Art, National Gallery, Prague (CZ)

## PUBLICATIONS

- 2015 Drawing. The Bottom Lin Mercatorfonds, Brussels (BE) - texts by VAN CAUTEREN Philippe & GERMANN Martin  
Move On...! - 100 jaar Animatiekunst kunsthal KADE, Amersfoort (NL) - text by ROOS Robbert  
2014 Capita Selecta - Van staatsieportret tot selfie  
Stedelijk Museum Kortrijk (BE) - texts by WARNEZ Monia, LEYSEN Jan  
2013 The M HKA Collection - The Collection as a character

- 2012 M HKA, Antwerp (BE) - text by DE BAERE Bart  
 80 atelierbeelden door Didier Verriest, Lannoo Uitgeverij, Tielt (BE) - text by RUYTERS Marc  
 Belfius - Brisure - Artistieke Verwantschappen  
 Belfius, Brussels (BE) - texts by VAN BELLINGEN Stef, RUYTERS Marc  
 Creating totally new media / Totaal nieuwe media scheppen  
 M HKA, Antwerp (BE) - text by VAN BELLINGEN Stef  
 Contour on Tour - Videokunst in het Vlaams Parlement, Contour, Mechelen (BE)
- 2011 de Design Vlaanderen Collectie, Design Vlaanderen (BE) - texts by VALCKE Johan, VAN DAELE Lieve
- 2010 Coup de Ville, Lannoo, Tielt (BE) - texts by DAENEN Roel, DE CUYPER Wim, HOET Jan, ROBBRECHT Paul,  
 SMET Jan, SUY Stacy, THYSENS Margot, VAN BELLINGEN Stef
- 2009 Fantastic Illusions, Museum of Contemporary Art, Shanghai (CN) - texts by KUNG Samuel, DEVOS Franky
- 2007 Artes Digitales, Kunstencentrum BUDA, Kortrijk (BE) - text by VERHOEVEN Thibaut

## **PUBLIC COLLECTIONS**

- FOD Buitenlandse Zaken, Buitenlandse Handel en Ontwikkelingssamenwerking, Brussels (BE)  
 M hka, Museum of Contemporary Art, Antwerp (BE)  
 Provincie Oost-Vlaanderen, Ghent (BE)  
 S.M.A.K., Stedelijk Museum voor Actuele Kunst, Ghent (BE)

## **ART FAIRS (ZENO X GALLERY):**

- Art Basel  
 Frieze London  
 Fiac! Paris  
 Frieze New York  
 Armory Show New York  
 Art Brussels  
 Art Miami Beach