

Esther Schipper

Ben Elliot

Metaone

November 3 - December 2, 2023



Ben Elliot, **Sunset in Metaone**, 2023. © the artist

VIVE Arts and Esther Schipper are delighted to announce Ben Elliot's **Metaone**. Mimicking a futuristic interior inspired by metaverse aesthetics and representing the lifestyles of tomorrow, the presentation includes virtual reality (VR) headsets in an environment with a video work, chair, curtain artwork and printed images pulling from the VR imagery.

At the center of **Metaone** is Ben Elliot's ambitious XR metaverse project which aims to redefine our relationship to the creative space and be a vessel for forward-thinking cultural forms. Divided into four distinct environments, the **Metaone** VR artwork explores XR (extended reality) with the technologies of the VIVE headset. **Metaone** offers viewers an immersive exploration of cutting-edge ideas and values. A guided experience, that includes sound design by Kingdom, the first area, **SHAPE**, is a space for discussions on future architecture, design, and web3 aesthetics. **DEEP** will take viewers on a dreamlike journey into the world of data and AI. **INFINITE** imagines unlimited creativity through generative software. And in **ZEN**, viewers can discover a tranquil, sensory space, designed to promote well-being and foster a beneficial connection to the metaverse. Elliot imagines a virtual paradise that represents a future world where history, nature, technology and science intertwine and enhance one another.

A curtain work and a printed tapestry, both with imagery taken from the aesthetics of the metaverse environment known as SHAPE, situate viewers. Elliot uses curtains as integral parts of his environments, where they can function as stand-alone artworks but also as sets for three-dimensional works and as dividing elements. A short film, **Metaone (introduction)**, conceived to echo the format of a promotional campaign video, is screened on a table with an inset monitor. The video highlights **Metaone's** different environments

alongside Ben Elliot's avatar. The video work is inspired by the aesthetics of digital campaigns made for social networks. It aims to promote **Metaone** for those unable to access the VR or exhibition, and serves as an introduction mirroring the VR experience, and demonstrating the future potential of the project. It also functions as a standalone artwork.

Nearby, visitors will find a chair entitled **Xchair**, inviting them to linger inside the **Metaone** project. Produced in collaboration with Nagami, the long chair is part of a series of elements that comprise a room created to offer a glimpse into the future. Cutting-edge design and technology make the chair the nexus between the digital and the physical, the use of 3D printing and recycled polymer aligning with values of environmental friendliness. Conceived in response to a new generation's way of life, its ergonomics is developed for XR use, being on a phone, working on a computer, reading, eating, or simply relaxing, be it indoors or out.

The project is co-commissioned and presented by VIVE Arts, a global arts initiative that empowers artists to experiment and innovate, using the latest digital tools and mediums, in partnership with Esther Schipper and organised with Olivier Renaud-Clément.

Ben Elliot (b. 1994) is an artist who addresses contemporary themes such as the impact of emerging technologies, the rise of influence marketing, and the formation of socioeconomic trends. In his process, Elliot often incorporates leading companies, individuals, and objects to examine the concepts and values they embody. His work has been presented at Flatmarkus, Zurich (2023); Reiffers Art Initiative, Paris (2022), König Galerie, Berlin (2021), Unit London (2021), Galerie Hussenot, Paris (2020), Exo Exo, Paris (2019), Magasins Généraux, Pantin (2019). His work is in the collections of X Museum, Beijing; FRAC Nouvelle-Aquitaine MECA, Bordeaux; Collection VR Dafaux, Paris; MACAAL Musée d'Art Contemporain Africain Al Maaden, Marrakech; and Sigg Art Foundation among others.

Quotes

Olivier Renaud-Clement, organizer, says "Having worked with artists in all mediums for the last 40 years in a variety of contexts and situations, being afforded the chance to develop a collaboration in virtual reality was an amazing and fascinating process. Ben Elliot was a particularly obvious choice because of his practice and interests and use of all kinds of new medias."

Celina Yeh, Executive Director, VIVE Arts says "We are thrilled to collaborate with Ben Elliot on this ambitious, expansive metaverse project. At VIVE arts our mission is to empower artists to bring their visions to life, using cutting-edge technologies to create breath-taking art experiences. Ben is an artist who is pushing the boundaries of creativity, whose work not only embraces technology but who also delves into its limitless future potential. We hope that viewers will enjoy this special introduction to the world of **Metaone** and that it will inspire new dialogues and ideas."

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