



**Chrom-Art is proud to present “Artyecture”, a group show where art meets architecture, at RB12, Shoreditch, London, from the 25h October to 5th December 2018.
Private View 25th October 6.30 to 9pm (RSVP only)**

‘Artyecture’ is a playful intersection of the worlds of architecture and visual arts. A dive into the minds and hearts of architects and artists from two different points of view.

On one hand, the exhibition is an encounter of architects who are also visual artists, with the purpose of finding out in which ways practice informs artistic output and vice versa. In the absence of the physical constraints brought by conceiving and building inhabitable structures, there is free reign for imagination where mainly bounds of gravity and budget remain.

On the other hand, we explore the work of visual artists inspired by architecture and man made spatial constructions. This is an interesting opportunity to look into other views of physicality via impossible perspectives, and different approaches to representation and function. But also a way to explore extrinsic attributes, learning how architectural landmarks are perceived and valued with memory and emotion, through the lens of an artist.

Participating artists:

Aldo Cupido - Andy Finlay - Daniel O’Sullivan - Ernesto Romano - Helen Shulkin - Jacinto Caetano - Lyndsey Pickett - Maria Linares Freire - Otilia Goodhind - Ting-an Lin

About the artists:

[ALDO CUPIDO](#)

Drawings

Aldo Cupido is a London based designer in a prominent architecture firm, with an established career spanning across four cities in three continents. Working in such intensive construction projects, Aldo's experiences have provided both limitations and opportunities for the development of his art.

Aldo works within architectural CAD environments daily, oscillating freely between 2D, 3D and the construction process, facilitated by the increasing industry adoption of BIM (Building Information Modelling). This constant switching between the conceptual, virtual and built leave various imprints and little 'errors'.

His current series: 'fold' and 'flow', are an investigations into the visual representation of these relationships, in the form of parametric designs that evoke an emotional expression of algorithmic thinking. Basic rules (parameters) are set up with constrained data (graphic) input. This input is allowed to be distorted randomly by 'errors'. The 'errors' compound to create voids and movement within structured spatial grids.

[ANDY FINLAY](#)

Painting

Finlay was one of the artists selected for the Royal Academy Summer Exhibition this year.

His work Andy explores the history of an area of land. Through its relationship with its buildings, population and events over time as it moves through growth, decline, erosion, destruction, renovation and renewal. He is particularly drawn to the layering and charging effect that these have on the space and the narrative of the emotional residue that's left behind.

He delivers them to us primarily through painting, using canvas, white oil paint, building materials and light. White oil paint and light have lead roles in his work, together they create a painting that changes as the ambient light changes, areas become visible and others fade making the pieces subtly ebb and flow.

[DANIEL O'SULLIVAN](#)

Sculpture + moving image

Daniel O'Sullivan is a London born artist based between Madrid and London, working on painting and sculpture, and both combined with moving image.

Working with video projected onto his oil paintings opened a world of possibilities with his art. These new pieces are investigations into textures and materials, the positioning of base elements and materials and their interconnection.

O'Sullivan was using marble as a sculptural element, carving into the surface images and using the natural elements to confuse and hide faces. These new pieces take out the human features and play with the natural lines and hidden textures that he finds in each marble. Once Daniel has found an interesting section, he then looks for natural elements to film and use to overlay onto the marble.

[ERNESTO ROMANO](#)

Digital print on silk

Venetian architect and artist Ernesto Romano's work celebrates the beauty of the human body and the joy of life, the exceptional and amazing condition of being human.

He uses colours or botanical forms to convey the fragility but at the same time the power of the human machine and the co-existence of body and soul, the absolute overwhelming beauty of human mind and the relationship between it and the body.

All Ernesto's works are digital or photographic prints. Recent works involve the use of glitter. Current work in progress is a 3D sculpture of his brain. Ernesto has exhibited nationally in UK and internationally.

[HELEN SHULKIN](#)

Painting

Helen Shulkin is a full time artist in a neo-futuristic architectural aesthetic. In a search for new methods to anticipate posturbanity, Helen focuses on the idea of a transformation where complex constructions of immense, larger than human-size dimensions evolve into ethereal and almost surreal edifices.

Visiting contemporary cities and looking for locations of deep transformations in terms of architectural structuring, Helen tries to find which objects represent conflict between old and new, which spaces are most susceptible to change, what are the prevalent portrayals of post objects, how are those transformations perceived in human awareness, and which technological structures maintain their entity.

[JACINTO CAETANO](#)

Digital prints on leather and paper

Jacinto Caetano is a London based graphic designer and visual artist with a passion for photography and architecture and a solid and successful career in concept development and art direction in the world of advertising. His work became instantly recognisable since the re-branding of the London Cycle Hire scheme 'Santander Cycles' otherwise known as 'Boris Bikes', where he created innovative designs of London's most representative landmarks now featured on all 13,600 bikes. This project was about identifying graphically these buildings and make them look as striking as possible. Caetano developed his own technique to make 2D drawings look like 3D objects coming to life. This was the foundation for 'Twisted Lines'.

Caetano's true love for architecture is reflected in this exhibition through unique depictions of London and other international iconic landmarks. Twisted Lines is, so, the result of his restless life and his passion for the cities and their buildings all around the World.

LYNDSAY PICKETT

Painting

Pickett's main practice involves painting with oils on canvas, linen and board. He uses photographs to create a visual reality that can be convincing at times.

The historical influences in Pickett's work arise from Surrealism and fantasy art. Hieronymus Bosch, Pieter Brueghel, Rene Magritte and M. C. Escher are also influential. With Escher, metamorphosis is a recurring theme as it is with Salvador Dali. Pickett's painting practice started when researching into Hieronymus Bosch and Salvador Dali.

Pickett's contemporary concerns have included people and more recently, cityscapes that are often warped to create an impossible reality. His work also references fantasy artists such as Wayne Barlowe, Jim Burns and Stephen Youll.

MARIA LINARES FREIRE

Painting

Maria Linares Freire is an artist/muralist based in London with a passion for any kind of self expression by using paintings and bits of nature. Inventing a world with no limits or borders where everything is beautiful, vibrant and symmetric.

Creating only to find a way out to reality, where she can express her feelings and dreams without boundaries. Maria finds in geometry the perfect shapes and forms in her search for balance. Spheres are her safe-house and triangles are power. The immensity of the universe and nature plus the idea that there is so much unknown takes her imagination to another level. Since the year 2000 Maria has been working with geometrical symbolism and art inspired by mathematics.

OTILIA GOODHIND

Mixed media paintings

Otilia Goodhind began her professional life as an architect, and have worked as such in Germany, Sweden, the US, UK and in Spain. She is now based in between London and Barcelona.

She studied combined engineering and architecture, and it was her training at the Architectural Association School of Architecture in London that gave rise to an enduring obsession with borders, ambiguity and uncertain and unstable territories.

Through Goodhind's art she explores how to capture moments of stability in an otherwise unstable equilibrium. Fabrics, sutures, scaffolding (which often establish borders that are temporary) all feature prominently in her work. Goodhind looks for balance, but always on the edge. She recreates areas of uncertainty and the sense of regions on the verge of collapse.

Her work process is a mix of old fashioned architectural draughtsmanship, painting, inkjet media, collage all crafted carefully by hand. The results are mixed media paintings that portray unstable topographies.

Some of the work she is doing now is only based on drawing, inking and acrylic painting although the feel is equally architectonic.

TING-AN LIN

Painting

Ting-an Lin is a visual artist based in London, working with with a variety of media including painting, photography, and video.

From an early age she expressed artistic potential and further developed her discipline for technical drawing with courses in architecture and fine art at Central Saint Martins. This background inspired a great passion for life drawing and conceptual art and led to her winning 'La Salon', a prestigious prize for painting in Paris.

She has since undertaken a multitude of projects with different artists in a various media. She developed a special affinity for working with video which through time developed her flexibility of image manipulation. Her recent works span from video installations for acclaimed East London underground events, to videos of a sharp yet wild geographic nature regularly exhibited in London, Berlin and Taipei.

ENDS

Notes to Editors

For further information, images or to arrange interviews please contact team@chrom-art.org

[RB12](#), a new design space and concept store that aims to reinvigorate the London design scene with inspirational art and design, excellent quality, personal service and stimulating sensory experiences. RB12 provides a home for exquisite global design brands, many of which exclusively stocked or entirely new to the UK.

Chrom-Art is a new London based incubator (Community Interest Company) that supports talented undiscovered artists of all disciplines in our local communities, and promotes the education of creativity for the public benefit. We are 100% volunteer run and operate a policy of applying all our profits to our social objectives. Visit our websites www.chrom-art.org and CHROM Magazine www.chromart.org

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