

L'Officiel Art

How 6 Artists Are Interpreting the Digital Art Landscape

By Sasa Bogojev, November 29, 2022.



Left : " Pierrot in sRGB " 2022 : Right: César Piette.

The new era of arts embraces technology and art to form a new world. Six young artists on using technology in their work, the border between «real» and «virtual,» and what it all means for the future of art itself.

César Piette

By using 3-D software to produce my paintings, I wish to comment on this particular moment in human history in which simulation has become ever-present in our lives. The Metaverse, augmented reality, and NFTs are just recent examples of this trend. Video games, film, architecture, and design have already been producing visuals with 3-D programs for decades, but today it is just blooming through the proliferation of electronic devices. The software allows me simultaneously to work in the tradition of Representation, to depict a reality, while also constructing my own. I like to create confusion in the viewer's head when they are looking at my paintings. I wish to investigate this delicate border between artificiality and reality, and thus produce high-resolution paintings. The craft involved in executing the works is an effort to resist digitization. But it is a doomed effort because the war between humans and computers is already lost.