

OUTLAWS IN THE

PLEASURE GARDEN

The three dimensional realm has for eons been a cold and harsh world. A world of trench warfare and vacant compounds where only accumulators survive. Now, a new dawn is breaking. Flowers spring forth from the cracks. It is a young world yet, and it has not discovered its own softness. Still the hard march to a rigid tune. But hidden amongst their ranks there are rouges. Those who have seen the tenderness that is growing around them, rare to behold, impossible to forget.

Outlaws in the pleasure garden is a gathering of shape makers from every corner. Of those that have chosen to remain playful in their engagement with tools and materials often utilised for adverts and action games. They have been brought together with the desire to show a different face of this medium, not monsters or machine guns, superheroes or sleek movements of particles preceding the logo for Major League Baseball. Here instead is a place where other impulses converge, where abstract thoughts are given shape and light. Like sand castles, or hands playing with the reflection of sunlight in a pond, interaction here comes before following a path towards a predetermined place.

Talk of play and romantic descriptions of getting lost on purpose is often shunned as frivolous or decadent. Art for art's sake is audacious enough as it is, staking out a place where adults and children alike blatantly devote themselves to interaction alone. But even in this place, the clammy paranoid hand that demands usefulness is ceaselessly clawing, carving out ghouls like International Art English, or its grim sibling, Critique of Capitalism as a marketing strategy. These brothers and their extended family are banned from the pleasure garden.

“Pleasure is not productive, but it is regenerative.”

-Regina Gunapranata

OUTLAWS
NED STASIO
YALOO
ANNAPURNA KUMAR
YANG
BRADLEY KREBS

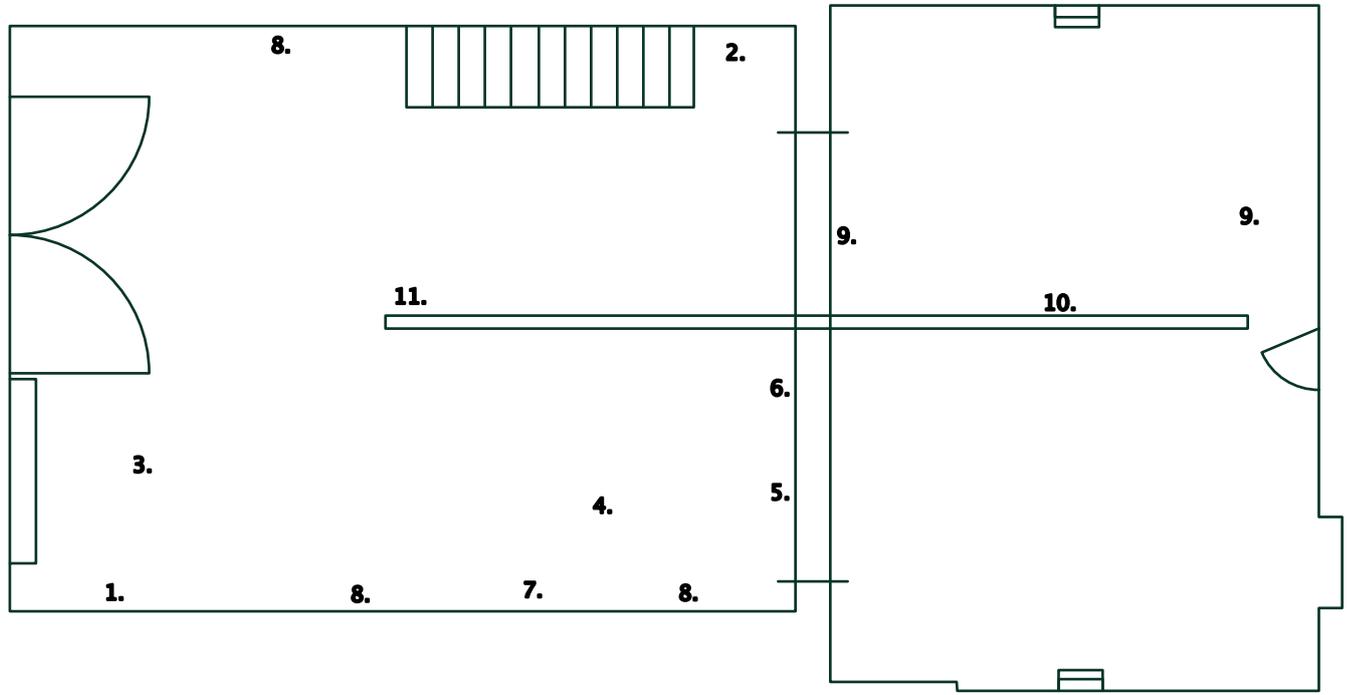
GARDENERS
ZHUOYUN CHEN
JACOB SHPALL
NIELS BUGGE

The *HORSE*

3 Bethesda Place, Dublin 1

PLEASURE GARDEN

PLEASURE MAP



1 ORANGE FUNNEL

Annapurna. Kumar
large format digital prints, 2021

2 UNDER THE SMELL OF HAY IN THE OLIVE FIELD

Bradley Krebs
3d printed object, 2021

3 AQUALUNG

4 HUNTER/UNCLE

Jacob Shpall
Resin, 2021

5 TAXIDERMY OF OPOSSUM

6 TAXIDERMY OF MOTH

Ned Stasio
large format digital prints, 2021

**7 PLATE 5.1, 5.2 & 5.3
PLATE 5.13, PLATE 5.15 FROM
THE CATALOGUE OF THE 7TH
ARCHAEOLOGICAL SURVEY
(PUBD 17250AD/ 14663AID)**

Niels Bugge
Risograph prints, 11"x17", 2021

8 MIMETIC PLANTS

Yang
large format digital prints, 2021

**9 WHAT COULD POSSIBLY CAUSE
HOMO SAPIENS TO WILLINGLY
TURN THEMSELVES INTO
SEAWEED?**

**10 DO YOU WISH TO BE A
SEAWEED-HUMAN AS WELL?**

Yaloo (LIM, Ji Yeon)
multimedia installation, 2020

11 A VAGUE LANDSCAPE

Zhuoyun (Yun) Chen
two-channel video installation, 2021



Outlaws & Gardeners

1 ANNAPURNA KUMAR

@777annapurna is an American independent animator and filmmaker based in Southern California. Much of Annapurna's work is interested in technologies; of image making and image capture, and in the personal and political implications of those technologies. Using myriad techniques of animation and image-making, Annapurna's work incorporates playfulness, improvisation, and formalism, interweaving nonfiction and daydreams.

Orange Funnel was made using 3D animation software. Photos of real-world gradients were loaded into the reflection channel of the digital textures to model a holographic refracting effect. The realism with which something as complicated as refracting light bouncing off of an undulating surface can be computed in today's CGI software fascinates the artist. With the giant leaps that technology continues to make, it gets easier and more accessible for artists to control complex processes.

vimeo.com/annapurna

2 BRADLEY KREBS

@breadkrebs is a Graphic Designer living and working in Los Angeles. He attended California Institute of Arts where he received a BFA in Graphic Design. Bradley has worked with a number of artists within the music and fashion industries providing custom lettering and other graphics, he is currently showcasing some of his forays into jewelry at HOP Galerii, Tallinn. bradleykrebs.com

3 JACOB SHPALL

@lord_jake_juice is an artist & designer based in California and Spain. He works across multiple mediums and disciplines. In his sculpture works he explores abstraction while keeping an eye on figuration. Divine beings, often monstrous or alien, not usually human – melding ideas of sci-fi futures, the modern and the very ancient.

5 NED STASIO

@nd.sts lives and works in Los Angeles, California. They attended Emerson College and graduated with a BA in Art History. Ned has worked both in graphic design and 3D generalism for the past three years.

7 NIELS BUGGE

@marb_research

8 YANG

@y.angr is a 3D Visual Artist / Digital Visual Photographer / VJ, he is currently based in Shanghai.

The concept of *Mimetic Plants* is that at some point in the future, the natural ecology will gradually be destroyed, and human beings simulate plant survival in a two-dimensional virtual world.

9 YALOO (LIM, Ji Yeon)

@yalooreality is a media artist and educator currently based in Seoul. Under an inseparable influence of Asian heritage and a mind of habitual tourist, Yaloo creates technically rich, visually extravagant work that deals with the images of contemporary culture. Yaloo

experiments her video installations in various forms from single channel video, media facade, projection, mapping sculptures, digital textiles to Virtual Reality application. Yaloo's works lead the audience to an immersive experience reminiscent of a theme park. Yaloo participated in numerous international artist residencies creating media art in unique situations and circumstances. Through the process of developing large scale cross media projects in Asia and America, Yaloo's one of a kind visual treatment on the mundane imageries and her experimental use of new technology have synergized with the local communities and the non-art industry professionals inspiring friendly conversations on important matters of our time.

yaloopop.com

11 ZHUOYUN (Yun) CHEN

@zyunc works with multiple mediums. Her most recent work experiments with abstract shapes and artificial objects as means of exploration of the multiple aspects of sexuality, such as what constitutes androgyny. She lives and works in Los Angeles.

A Vague Landscape can be understood as an instantaneous/temporary encounter with matters that are purposively created. A multifaceted space that is not designed to align with particular aesthetic/social/political goals. 'Vague', in spite of itself, is an act of uncovering that is not necessarily associated with visual contentment or disorientation, it is something quite ambitious to define. A focus of pleasure can be generated through its anomalous characteristics.

Original soundtrack @matetulipan. zhuoyunchen.com