

Some information on this page is only available in Dutch

## MARTIN GABRIEL

My subject are video games and Computer generated world, plus anything that sort of relates to it. I chose this subject because I like to play video games and explore them. I believe that responsive virtual reality is going to be very important entertainment and social tool in the near future and unavoidable after the year 2050. I like to explore the limits and differences of the digital world. Since young age I was interested in video games. I was never a big gamer that would dedicate to one game but I liked to explore many different once. Besides the narrative I was always interested in the space and limitations of video games. I often explored the borders of a the world and tried to go as far as I could or managed to find an opening to jump out of a game area. The medium goes with it hand by hand, for some subjects of my research I like to choose 3D models (sculptures) as that allows me to work in very physical way, I like to try to bring the digital 3D models in to reality with all their aesthetically appearance and properties. The medium of painting allows me to depict time, flatness and emptiness of 3D worlds. Video works are always side specific in my work. I like to create my own 3D spaces and later make an animation out of it. I also make pictures and videos from my models that gives them 1st person perspective. Recently Im starting to be also interested in the human community surrounding video games, for instance the Twitch.tv, to address the very strange and extremely interesting subject of live game streamers. Video games are my most desirable medium but they are very difficult to create. I am most interested in creating simple 3D environment, nature like or with architecture where the player is able to access the normally blocked spaces, such as behind the walls or borders, above the sky and below the ground. I want to encourage the player to explore.

### WEBSITES

[martingabriel.info](http://martingabriel.info)

### SOCIAL MEDIA

[www.instagram.com/cgw.by.martingabriel/](https://www.instagram.com/cgw.by.martingabriel/)

[www.youtube.com/channel/UCDXLcsOUWn6Q6wu02-RZy7Q?view\\_as=subscriber](https://www.youtube.com/channel/UCDXLcsOUWn6Q6wu02-RZy7Q?view_as=subscriber)

[vimeo.com/user36412071](https://vimeo.com/user36412071)

### MEMBER OF ARTISTS' INITIATIVE/COLLECTIVE/INCUBATOR

De Besturing

### EDUCATION

2018 - Mentoring program with Jelle Bouwhuis

2020 Mondriaan

2012 - Fine Art Den Haag, Koninklijke Academie

2015 van Beeldende Kunsten diploma

### EXHIBITIONS

### SALES/WORKS IN COLLECTIONS

2021	Garden of Stars Ketelstraat 23 The Hague, Netherlands Summer 2 weeks garden exhibition <a href="#">Group</a>	2015	VKR holding Denmark 75 anniversary (one painting)
2021	Pasrtisian mission - Shopping Intervention / Mother to Mother by Misttake Willem Twee kunstruimte s`hertogenbosh, Netherlands Colaboration with Katerina Gabriel Konarovska in the project Mother to Mother by misttake <a href="#">Duo</a>		
2020	Escape room Stroom Den Haag, Netherlands Invited by Katerina Konarovska to participate in her project <a href="#">Group</a>		
2019	Girls, girls, girls and boys LokArt Broumov, Czech Republic <a href="#">Group</a>		
2019	Through the Walls Goethe Institute Rotterdam, Netherlands <a href="#">Group</a>		
2019	Prospects & Concepts Van Nellen Fabriek Rotterdam, Netherlands Part of the Art Rotterdam art fair <a href="#">Group</a>		
2019	InTake Quartair Den Haag Multidisciplinary event <a href="#">Solo</a>		
2019	AvRe ruimtevaart Den Haag, Netherlands Multidisciplinary event <a href="#">Group</a>		
2019	Patty Morgan Birthday De School Amstrdam, Netherlands <a href="#">Group</a>		
2018	Technology in your Bed Pip Den Haag Den Haag, Netherlands Dou show together with Katerina Konarvoska <a href="#">Duo</a>		
2018	Idle waterfall Pavilon Prague, Czech Republic <a href="#">Solo</a>		
2018	IDDQD Holesovicka Sachta Prague, Czech Republic I was curator and organizer of this show, made possible thanks to Stroom SPOT		

## Group

- 2018 Future Farmers Fest Farm Alphen a/d Rijn, Netherlands  
[Group](#)
- 2018 Non-Beton Place The Balcony Den Haag The Balcony, Den Haag  
[Solo](#)
- 2017 Turn Back Time Maurits van de Laar Den Haag Maurits van der Laar, Den Haag  
[Group](#)
- 2017 Internet Cafe, Patty Morgen Foam Amsterdam, Netherlands Foam (Amsterdam), Arles Photo festival (Fr)  
[Group](#)
- 2016 Exchanging Intimicities Quartair (Den Haag), 1435mm (Prague,CZ) Prague, Czech Republic Quartair (Den Haag), 1435mm (Prague,CZ)  
[Group](#)
- 2015 Masters Salon 2015 Museum Curtuis te Luig, Liege Museum Curtuis te Luig, Liege  
[Group](#)
- 2015 Masters Salon 2015 KMSKA, Antwerp KMSKA, Antwerp  
[Group](#)
- 2015 Graduation show KABK KABK, Den Haag  
[Group](#)
- 2015 Qoute me if I'm wron Red elephant Rode Olifant, Den Haag  
[Group](#)
- 2015 Now or Never 3 GEM Den Haag Gem, Den Haag  
[Group](#)
- 2014 No one gets angry Minerva Groningen , Netherlands Minerva, Groningen  
[Group](#)

## AWARDS AND GRANTS

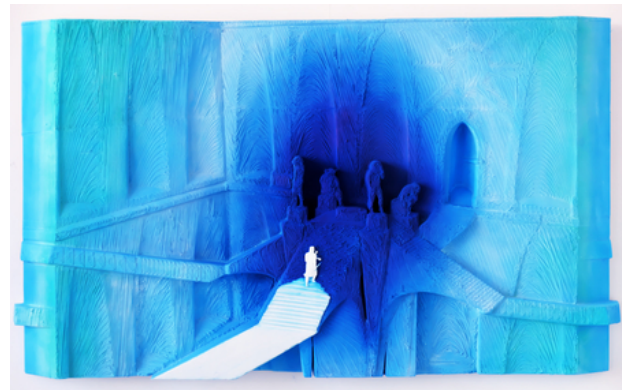
- 2018 Mondriaan Young talent stipendium



GM 489, 2020  
mixed media, 22x22x70



GM 489, 2020  
mixed media, 22x22x70



Tiny conqueror, 2020  
3D print and pigments, 144x82

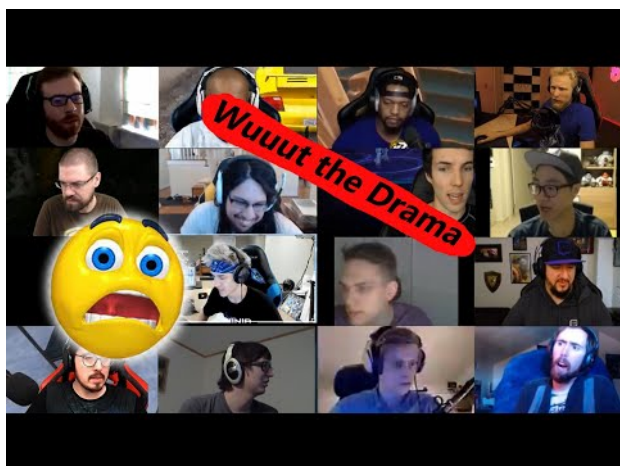
proving grounds, 2020  
mixed media, 62x112



, 2020



Fountain of Healing , 2019  
light, paint on ABS and MDF, 65x65x150



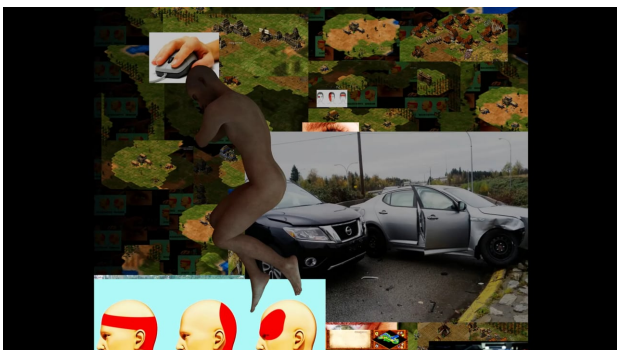
Streamers in conversation, 2019  
52m 36s



OmegaLUL, 2019  
3D print and paint, 60x50x70



four elements, 2018  
print on ABS plastic, levitation and mist,  
200x200x160cm



Falling a sleep, 2018

