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Gilles  
**TARABISCUITÉ**

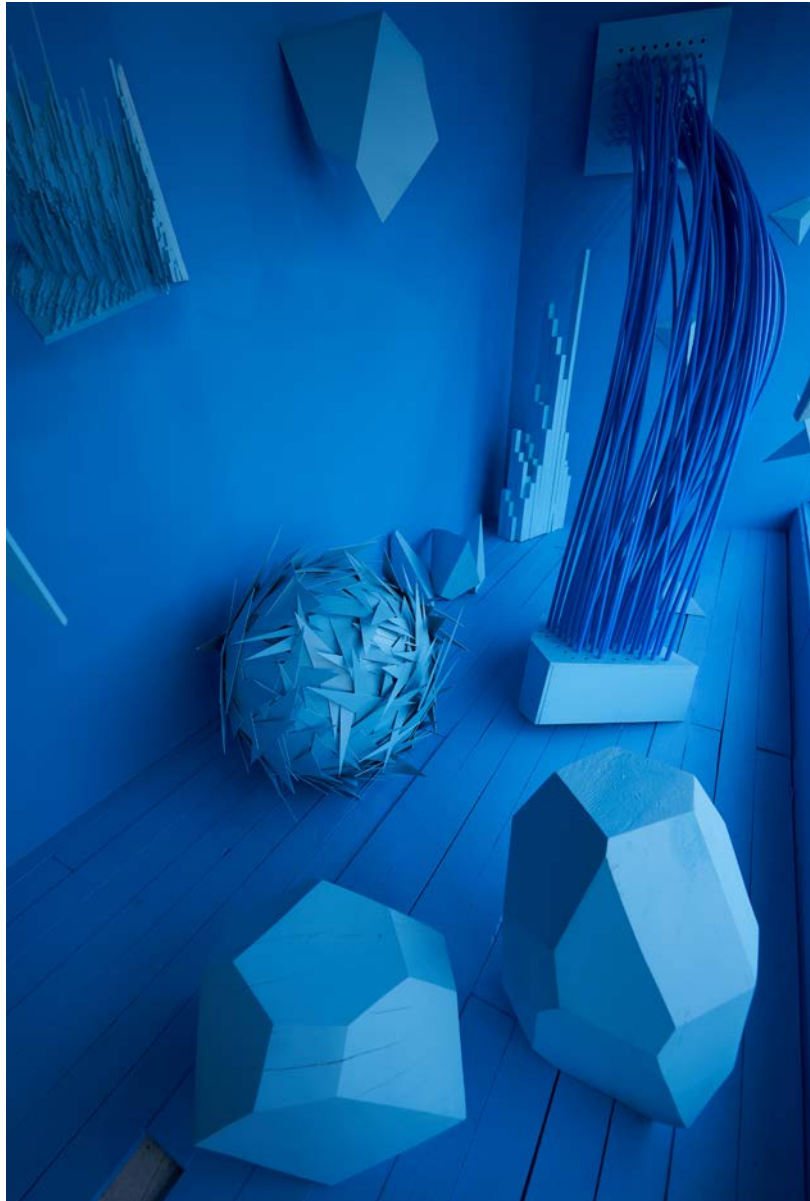
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**REVERSE METAVERSE**  
VISIONS OF THE DIGITAL WORLD

# REVERSE METAVERSE | VISIONS OF THE DIGITAL WORLD

## Overview

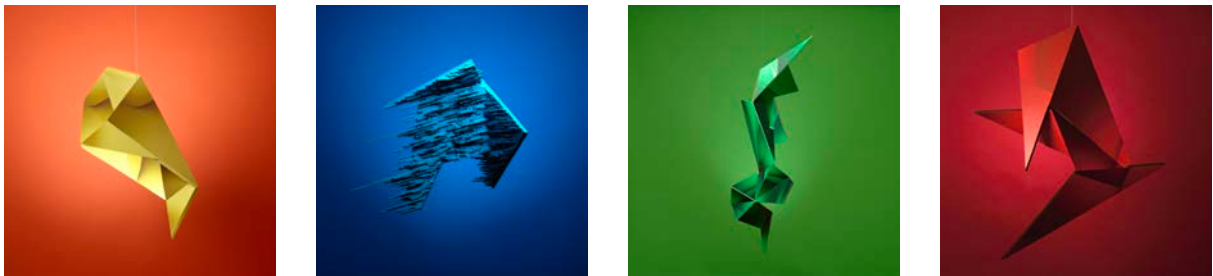
The title of this project is **Reverse Metaverse**. It is an immersive installation consisting of a real space (an existing room in a house: into which are added objects that look digital but are real. I make the objects with different materials: wood, cardboard, polystyrene, etc. The objective is to build a “real” space that is similar to the environments artificially generated by computers (metaverse).



REVERSE METAVERSE, GALERIE ART MUR, MONTREAL, MARCH 2022

## Approach

Photography is the starting point of my experiments. My objective at first (2019-2020) was based on a simple question: how to make (seemingly) digital art without a screen or computer? How to make a photo that doesn't look like a photo but remains a 'real' photograph ( Straight Photography ), a pure photography without any alteration, the one you take in a single click ? In general, people believe that my photos are 3d synthesis images or made in Photoshop. In fact, they are 'pure photographs', without any retouching, nor digital modifications. After building cardboard models, I make wooden installations on which I glue photos that I previously did of various objects and subjects. At the very end, I photograph the installation in front of a colored background. Here are a few examples from the *Visions of the Digital World* series:



PROJECT #10 PURE PHOTOGRAPHY #5 | 2019

Here are the different steps I followed to realize the PURE PHOTOGRAPHY #5.



PURE PHOTOGRAPHY #5.1. 2019

## Approach (continued)

Since 2021, in addition to continuing my experiments with the photography of objects with a digital appearance, I have extended my research into the creation of spaces, installations that imitate virtual worlds (metaverse).

With these experiments, I explore the relationship between man and machine and the reception/perception of images in the context of digital technologies and artificial intelligence. One of my intentions with this approach is to highlight the increasingly fine line between the real and the virtual worlds.

Right is an example of a past exhibition presented at the Gallery Art Mûr in Montreal in March 2022.



REVERSE METAVERSE, GALERIE ART MÛR, MONTREAL, MARCH 2022



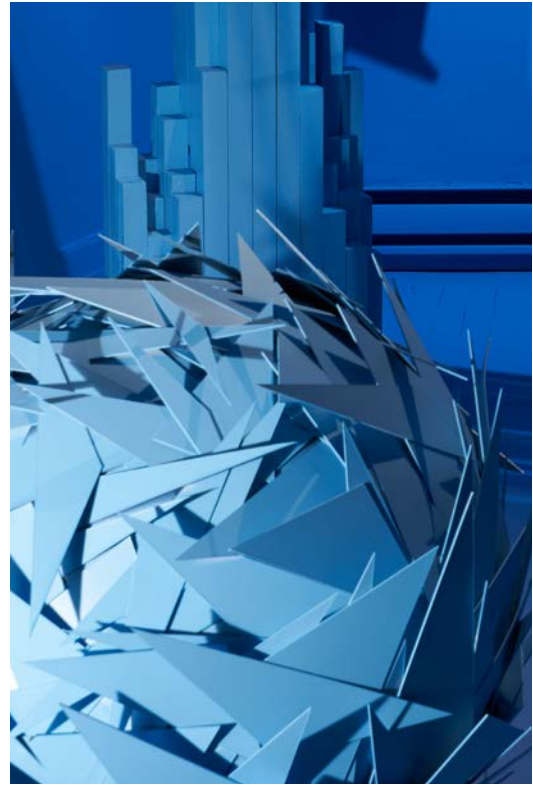


## Why polygons?

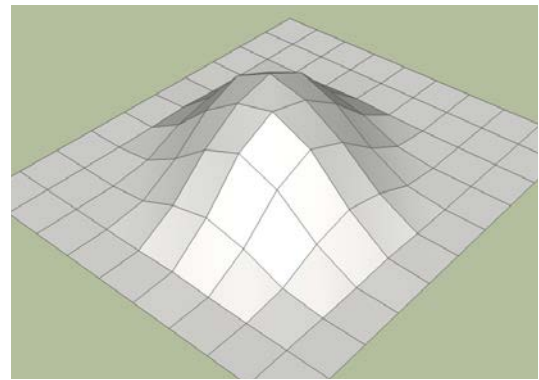
First of all, these shapes fascinate me for their structural properties. Passionate about architecture, polygons have been used by architects I admire such as Buckminster Fuller, Norman Foster, Yasuhiro Yamashita and Borromini. Also, by using polygons, I am able to create images that feel like digitally fabricated images. Polygons are the basis of the wireframe in 3d software.



**LITTLE HOUSE**, Yasuhiro Yamashita | Atelier Tekuto, Tokyo, 2008.



**REVERSE METAVERSE** (installation view), 2022



3D mesh picture created in Google Sketchup



**GEODESIC DOME**, Montreal, designed by Buckminster Fuller, 1967



































## Biography

In the age of artificial intelligence, Montreal artist Gilles Tarabiscuité is interested in the relationship between humans and digital technologies. His main preoccupation is to rematerialize the art object and to put into space, in three dimensions, the images generated and intended for flat screens. In the context of a large-scale dissemination of digital technologies, he explores new ways to create links and avenues between the dichotomies of the material and the immaterial, the physical and the digital. His work has been shown in Japan, Germany (European Month of Photography, 2018), Greece (MonitorFest, 2018), France (Geste Paris, 2019, alongside Andreas Gursky, Marina Abramovic and Joel-Peter Witkin, among others), the Netherlands (World Press Photo Exhibition Rotterdam and Rotterdam Photo Festival, 2020) and Canada (Musée à ciel ouvert, Drummondville: 2020 | Mutek: 2021 | SPAO, Ottawa: 2021 | Galerie Art Mûr: 2022). He has also been profiled in several renowned photography magazines and has received numerous awards from Quebec to Japan.

From July 2019 to December 2020, Gilles Tarabiscuité has built a micro gallery of contemporary art in his garden with an entrance on the adjacent alley. The gallery is located in the Villeray district of Montreal: HANGAR 7826. In collaboration with curators, he presents the work of emerging and established artists.

<https://hangar-7826.com/>

URBANIA, HANGAR 7826 : une salle d'exposition dans la ruelle, 12 novembre 2021.

LE DEVOIR, HANGAR 7826, la galerie de ruelle, 23 novembre 2021.

ESPACE | Art Actuel, n° 130 - hiver 2022.

