

20.03.25
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REMINISCENCE

BENJAMIN BARDOU
X
FLORIAN ZUMBRUNN

ROB SCALERA
X
OXBENJ

RECEPTION ON THURSDAY 27 MARCH 6-9PM

GALERIE DATA

26, BOULEVARD JULES FERRY 75011 PARIS

THURSDAY-SATURDAY / 2PM-8PM

WWW.GALERIEDATA.COM

REMINISCENCE

**BENJAMIN BARDOU, FLORIAN ZUMBRUNN,
ROB SCALERA, OXBENJ**

from 20 to 26 March 2025

Reception on Thursday 27 March, 6-9pm

REMINISCENCE exhibition presents two digital collaborations, extending a pictorial tradition where sensation and brushstroke are at the heart of expression. The works refer to the restitution of an impression, whether visual or sensory, in the way it was explored by Impressionist and Romantic painters. Digital abstraction absorbs this pictorial sensitivity, in which light and movement play a crucial role.

Benjamin Bardou and Florian Zumbrunn combine their algorithmic and image-processing practices to create a specific series resulting from their collaboration. Rob Scalera and Oxbenj explore, through code, how generative processes translate the alteration and persistence of forms over time.

In his series **Memories of an Exhibition**, Benjamin Bardou explores the memory of artworks using artificial intelligence as a tool for reminiscence, not recreating the paintings themselves but exploring their visual and color worlds. These interpretations of the brushstrokes of 'masters of painting' are presented through moving and sensorial images. For the exhibition, he created a special work, **The Awakening**, in which he explored the touch of the painter Gustav Klimt.

Another exclusive work from the artist's new series, **Studies of Artificial Landscapes** explores forms born from «artificial imagination» as the artist puts it. Like plein air painters such as Eugène Boudin, fascinated by the shifting light and colors of a landscape, this project seeks to reveal the geography of latent space. Sketching emerges as the most fitting technique to capture its subtle variations.

Florian Zumbrunn, a creative developer and multimedia artist, explores the power of code to create evolving compositions. He uses algorithms that evolve over time, incorporating elements of chance and unpredictability into his generative visuals. In the **Brise d'automne** series, Florian Zumbrunn mixes digital and tangible approaches. By incorporating printing and manual touch-ups, he explores the boundary between coding practice and artistic gesture.

The collaboration between Benjamin Bardou and Florian Zumbrunn is part of a shared quest to give tangible materiality through a digital medium. It gives birth to a hybrid series where Bardou revisits Zumbrunn's compositions, interpreting them as an evanescent material.

This exploration of ephemeral digital material continues in the collaboration between Rob Scalera and Oxbenj, who question how algorithms can translate the fragility of memory. Their series **what lingers within**, created in p5.js, generates an infinite number of visual variations from the same set of mathematical rules, in the same way time alters and reconfigures images. Inspired by Masaru Fujii's work on the erosion of forms, they create moving compositions where rigid geometric structures slowly dissolve, evoking the gradual fading of memories.

REMINISCENCE exposes visual narratives that question the very nature of an image in perpetual mutation. The digital material transforms into a continuous flow of shapes and colors, oscillating between persistence and erasure. The exhibition sketches a territory in which the image alters and is reborn in new forms, obeying the principles of universal transformations.

Exhibition co-curated with Marie Dussart

Galerie Data
26, boulevard Jules Ferry Paris 11
Thursday to Saturday 2pm-8pm
www.galeriedata.com
www.instagram.com/galeriedata
www.x.com/DataGalerie

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BENJAMIN BARDOU

Born in 1981, he lives and works in Paris.

<https://benjaminbardou.com/>

Biography

Benjamin Bardou is a visual artist and filmmaker, a pioneer in the aesthetics of point clouds and volumetric video. Bardou has explored this aesthetic through various innovative projects, blending his artistic vision with advanced technologies to create visually captivating experiences.

His artistic journey has led him to collaborate with prestigious companies such as Apple and Microsoft, as well as renowned artists like Ridley Scott, Liam Wong, Woodkid, Ikumi Nakamura, and Ash Thorp. His works have also been showcased in numerous festivals and exhibitions around the world, including in Paris, Madrid, Tokyo, Copenhagen, Busan, São Paulo, and Seoul, reflecting global recognition of his artistic creations.

Bardou's work explores themes of the city, dreams, and memory in a contemplative reflection on how cities house memories and how these memories, in turn, shape the identity and storytelling of urban landscapes. More broadly, Benjamin Bardou's career is a poetic narrative of the evolution of digital art, imbued with thematic depth. Through his works, he invites viewers to enter a contemplative space where memory, urban landscapes, and classical art interact with modern technology, creating a narrative that is both visually captivating and intellectually stimulating.

His innovative approach, blending traditional themes with digital media, continues to fuel contemporary debates at the intersection of art, technology, and society, making him a key figure in the evolution of artistic storytelling and digital experimentation.

Festivals & Exhibitions

The artist has participated in several prestigious festivals and exhibitions around the world. He was present at «Video Games/Art. A Survey» in Milan, Italy, as well as at the Festival of Endless Gratitude in Copenhagen, Denmark. He has also exhibited at Collectif Jeune Cinéma in Paris, France, and the Busan International Short Film Festival in South Korea. His work was showcased at FILE Machinima in São Paulo, Brazil, and at the Centro das Artes Casa das Mudas in Madeira, Portugal. In the United States, he exhibited at the Charles Allis + Villa Terrace Museums in Milwaukee, and in France, he participated in Motion Motion in Nantes. In Seoul, South Korea, he took part in the K Museum of Contemporary Art, as well as Motion + Design in Tokyo, Japan. Finally, he was involved in an exhibition at the NFT Factory in Paris.





Benjamin Bardou,
The Awakening
Digital series on Superrare

What remains in our mind of artworks when they slip away from our gaze? Traces persist, revealed through their recollection: sequences of marks that link together to form diaphanous images, in other words, memories. In this action, close to imagination, the goal is to revive past forms by reactivating them in our present.

The series ***Memories of an Exhibition*** was born from the desire to paint not the works themselves, but rather their memories. Here, artificial imagination does not oppose organic memory but acts as a machine to restore the memory of an aesthetic experience. It becomes a universal canvas where the various works of a painter coexist, not as figures of the past, but as potentialities of what could have been and what might yet happen.

An artwork is the precipitate of the artist's imagination. This act of projecting images that will then become matter resembles memory, where mental images are arranged to reconstruct the past. These two movements, one looking toward the future and the other toward the past, converge in the latent space. Here, artificial imagination functions as a machine to restore the memory of an aesthetic experience, the work of the great masters of painting, such as this artwork ***The Awakening***, which exploits the specific touch of Gustav Klimt.



Benjamin Bardou, Studies of Artificial Landscapes

Digital series on Superrare

Studies of Artificial Landscapes is part of a research project on new forms created by artificial imagination.

Just as plein air painters like Eugène Boudin were captivated by the shapes and colors a landscape could take on at certain times of the day, this work seeks to depict the geography of latent space.

Sketching thus emerges as the technique best suited to capturing the infinitely subtle fluctuations of this new imaginary space.

FLORIAN ZUMBRUNN

Born in 1987, lives and works between Tokyo and Paris

<https://www.florianzumbrunn.com/>

Biography

Paris-based artist Florian Zumbrunn describes himself primarily as someone who “paints with code.” His creative journey truly took shape after meeting the contemporary Armenian artist Ashot Ashot, who taught him drawing, painting, and a new way of perceiving art. A conference on the creative potential of code then shifted his course, inspiring him to explore the infinite possibilities of algorithms. Today, he produces works that begin in the digital realm, are printed on watercolor paper, and then finished by hand with pastels—an approach that creates a dialogue between code and craftsmanship, questioning technology’s role in contemporary art while affirming that the computer can be as vital a tool as the paintbrush.

Zumbrunn’s works, often playing with nostalgia, invite quiet contemplation. Inspired by nature and personal memories, he captures moments that only reveal their emotional weight over time. His seasonal series—such as Scents of Spring, Parfums d’Été, and Brise d’Automne—function as a visual journal, recalling past seasons while anticipating those his son will experience in a world where climate change is altering the landscape. Exhibition visitors frequently discover new layers of detail the closer they look.

His creative process relies on iterative exploration, where randomness and the unexpected play a pivotal role. Using JavaScript and shaders, he crafts tools to manipulate and explore his algorithms in a method spanning months that is both technical and deeply introspective, diving into themes of time, memory, and impermanence. He often iterates through thousands—sometimes tens of thousands—of algorithmic sketches before selecting the final composition, forging a tension between control and surprise that shapes each piece. This delicate balance has led studio visitors to draw comparisons to Monet or Van Gogh, and prompted some to call him a “generative impressionist.”

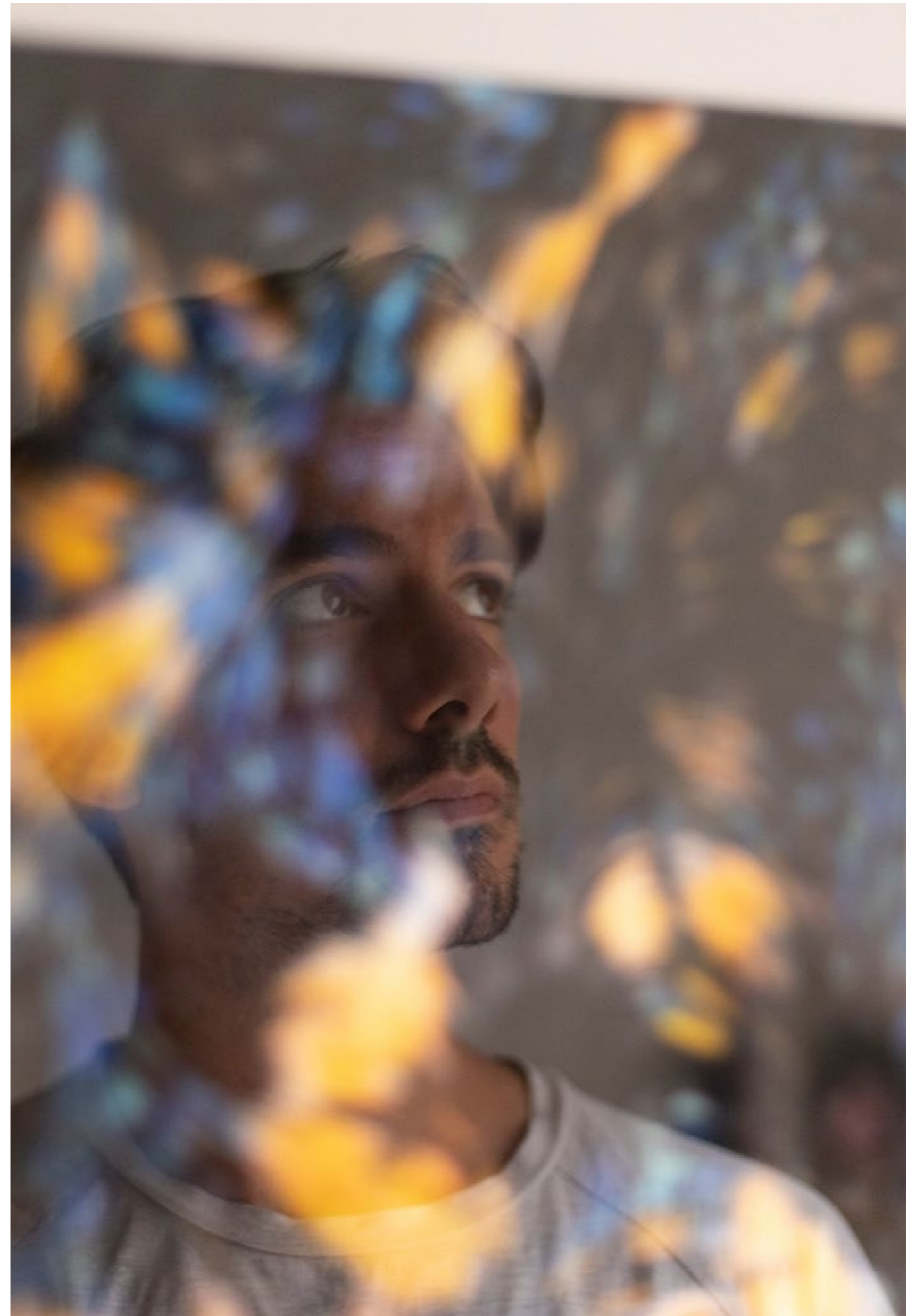
Among his notable projects, the Parfums d’Été series demonstrates his entire approach, exemplifying the transition from digital to analog. His Odysseys series, exhibited at Bright Moment Paris, drew the attention of digital collectors (NFTs) and traveled to Tokyo, enthraling an audience less familiar with generative art. In this new phase, Zumbrunn continues expanding the boundaries of code-based creativity while leaving room for nostalgia and personal memories, blending technology with a singular, impressionistic sensibility.

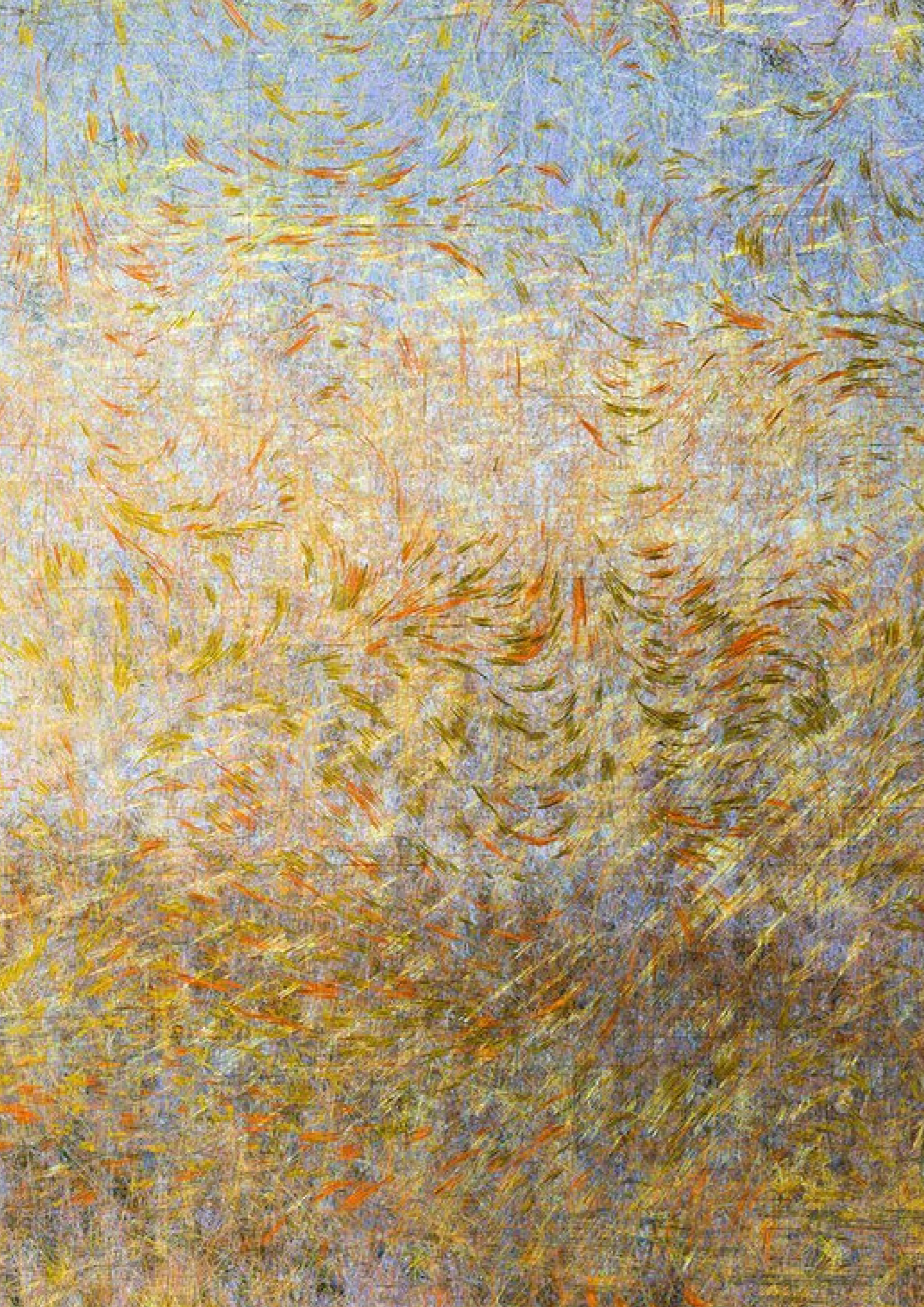
Exhibitions

In 2025, the artist presented Odysseys, a solo exhibition at DIG Shibuya, and took part in BYOD, a group show organized by NEORT, also in Tokyo.

The previous year, his works were showcased in Bright Moments (Venice, Paris), The Art of Digital (NFT Factory, Paris), and Art & Systems (Dubai). That same year, he collaborated on the Hennessy X.O. by Florian Zumbrunn project in Cognac and joined the group exhibition Disrupt at Galerie Data in Paris.

In 2023, he unveiled Brise d’Automne, a solo exhibition in Bois-Colombes, while also participating in the London Biennale and Representing Abstraction in Berlin. His digital works were also projected in Kyoto and Tokyo during the Kyoto Gojo and Google Scramble Square events.





Florian Zumbrunn, *Brise d'automne*

Florian Zumbrunn invites you to an autumnal immersion where art and technology intertwine to bring to life a series that evokes nostalgia, change, and the richness of colors. The collection presents a sensory and memorial journey, shaped by the meeting of code and artistic gesture.

By using the algorithm as a drawing tool, the artist establishes a dynamic and rich interaction with paper. This dialogue between the artist and technology, initiated behind a screen and programming tools, extends into the physical world, reaching a new depth—first on paper, and then through the addition of manual touches—more or less abundant—on each printed work.

Each print, far from being an end in itself, becomes the starting point for a new phase of creation, giving birth to works with vibrant colors, bold compositions, and dynamic textures.

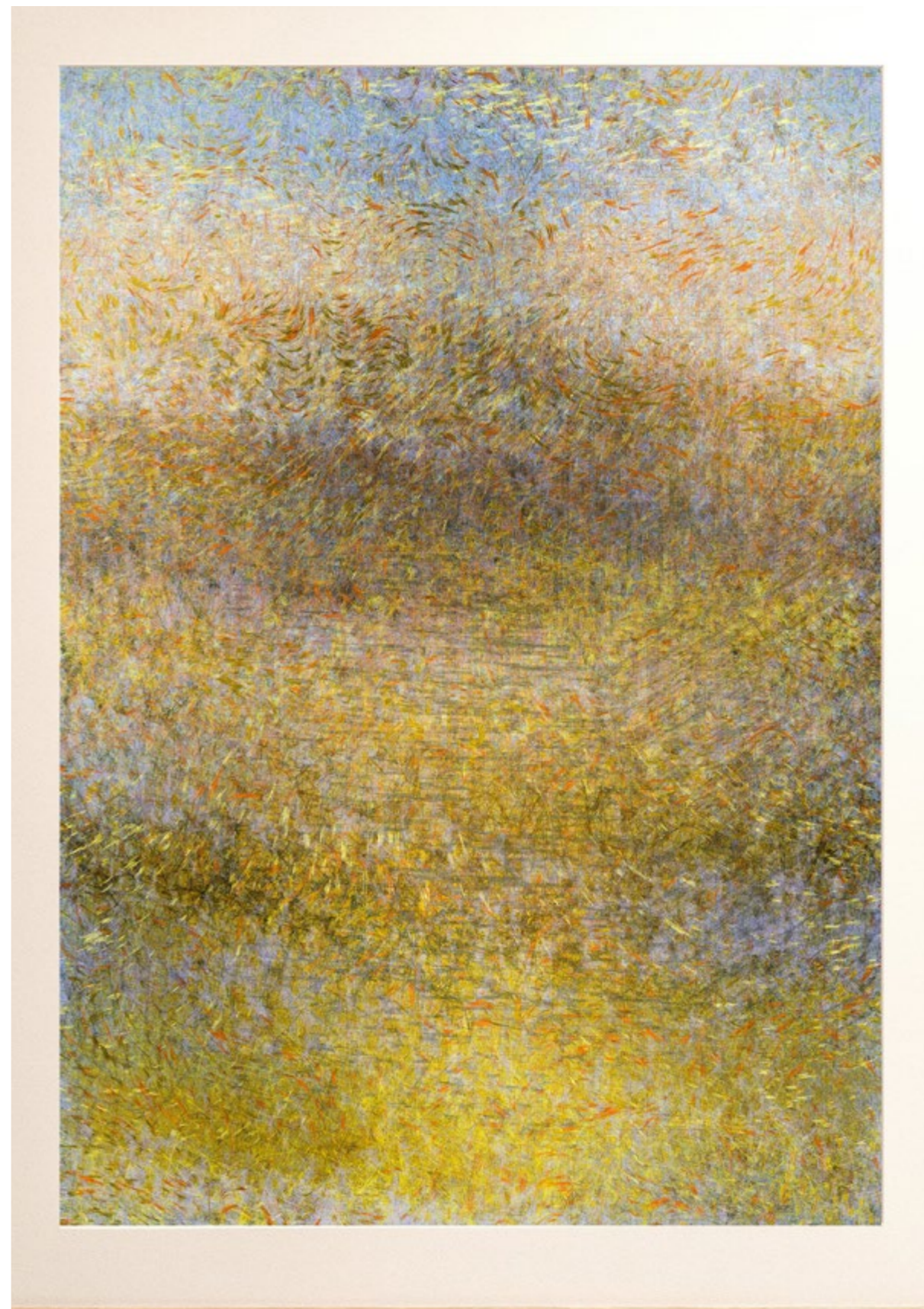
The theme of the exhibition, «Autumn Breeze», is a poetic evocation of the melancholy and changing beauty of autumn, a season that celebrates reflection and transformation.

Each work in this collection stems from a dive into memories and sensations. The artist closes his eyes to be guided by the emotions evoked by autumn: a refreshing coolness following the warmth of summer, the thrill of falling leaves, and the play of dancing shadows under soft light. These captured moments offer a window into intimate moments and melancholic reflections, tinted with the richness of autumnal colors and the fleeting beauty of the season.

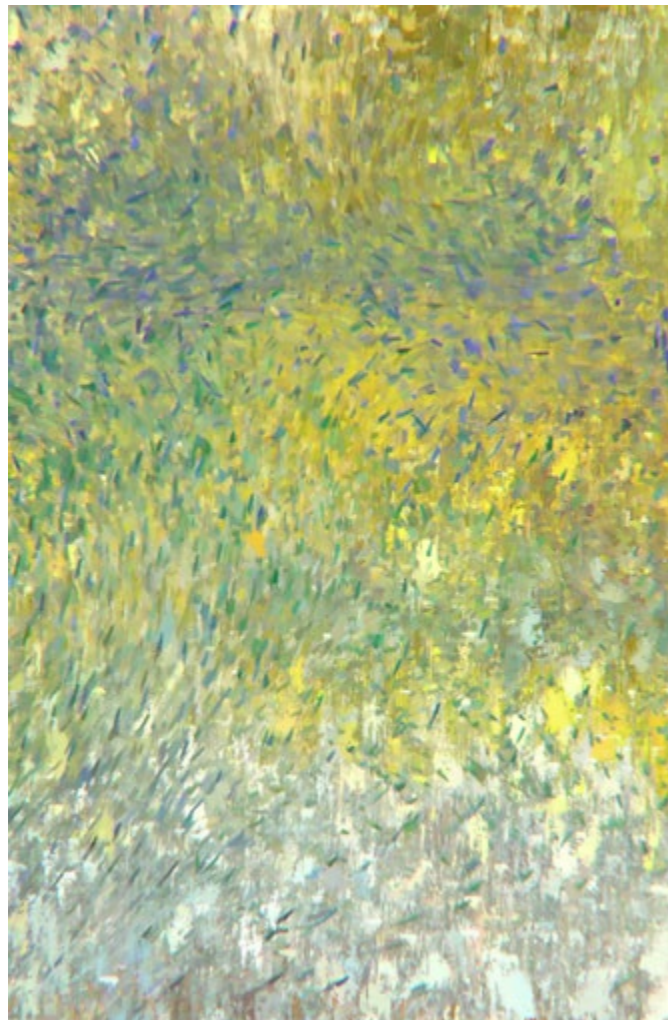
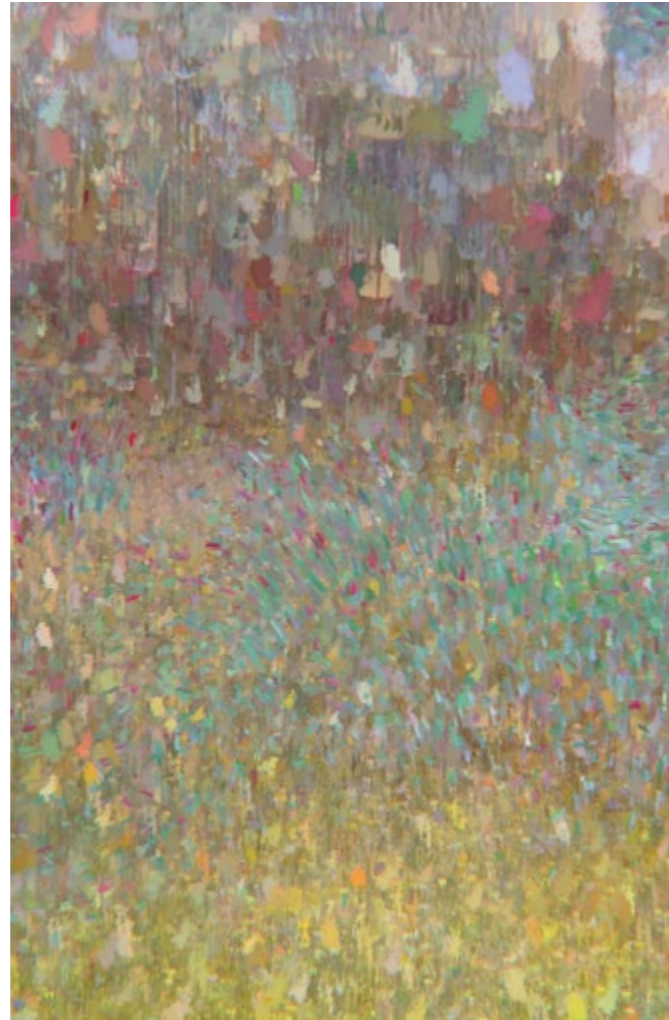
Through this exhibition, Florian Zumbrunn offers an artistic reflection on the cycle of life, the meeting of code and traditional art, and the sensory evocation of memory. He invites you to share in this unique exploration, a journey between the digital and the tangible, a dance between technology and humanity.



Florian Zumbrunn, Eclats Automnaux, 2024
Printed on Watercolor Arches 310g, enhanced with pastel crayons and oil pastels.
Unique piece, 90x127.3 cm



Florian Zumbrunn, Mumures, 2024
Printed on Watercolor Arches 310g, enhanced with pastel crayons and oil pastels.
Unique piece, 90x127.3 cm



Benjamin Bardou x Florian Zumbrunn ***Collective Memories*** ***Digital series on objkt***

Benjamin Bardou and Florian Zumbrunn combine their respective practices—algorithmics and image processing—to create a unique series born from their collaboration.

Florian Zumbrunn uses programming to generate abstract artworks inspired by the Impressionist approach to light and color. His process is based on developing evolving algorithms in JavaScript and WebGL, allowing him to generate and visualize complex compositions rich in information.

Benjamin Bardou has developed a hybrid technique that blends multiple mediums. He begins by experimenting with image generation tools to recreate a painterly touch reminiscent of the great masters of painting. He then processes these images using photogrammetry, giving them a fluid texture infused with light.

As part of this collaboration, Florian Zumbrunn draws on the algorithms he developed for his seasonal series, including Scents of Summer, Scents of Spring, and Brise d'Automne.

These iterations are then integrated by Benjamin Bardou, who sets the compositions in motion using data collected on Giverny. This process establishes an organic link between Florian Zumbrunn's Impressionist-inspired universe and Benjamin Bardou's unique approach to animating images.

ROB SCALERA

Born in 1989, he lives and works in Istanbul.

<https://robscalera.art>

Biography

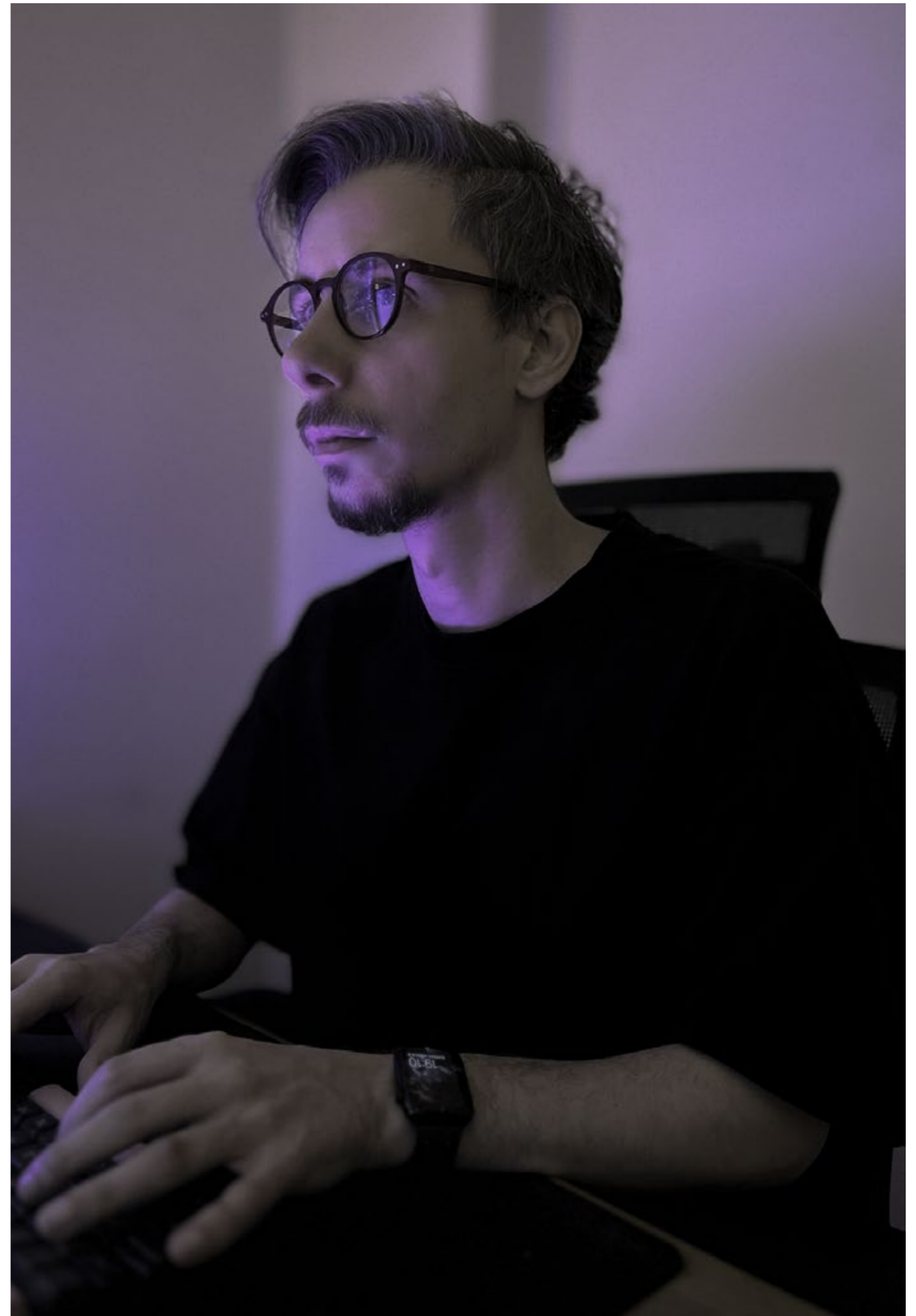
Rob Scalera is an Istanbul-based artist with nearly two decades of experience spanning various creative fields, including music production, design, and generative art. Initially working as an industrial engineer, Rob transitioned into creative work, discovering a passion for algorithmic art in 2023.

His work explores themes of transformation, imperfection, and the fragile balance between control and disorder. Using generative techniques, he creates dynamic visual outputs that are both technically intricate and emotionally evocative. Rob's collections include self-released projects on fx(hash), collaborations with galleries, and physical pieces on platforms like objkt.com. Through these works, he aims to merge mathematical precision with human vulnerability.

Expositions & Drops

Most of his works are self-published on fx(hash), with the exception of Fenestra (2023), a collaboration with Vertu Fine Art, curated by Stephen Santoro.

Among his creations are Aura (2023), Dislocation (2023), Sillage (2023), Apertum (2023), Cable Management (2023), Pixel Management (2023), Isometric Dreams (2023), as well as Unmanageable (2024), Displaced (2024), Biomes (2024), and Where Awe Fades (2024).



OXBENJ

Born in 1977, lives and works in Kuala Lumpur.

<https://Oxbenj.xyz>

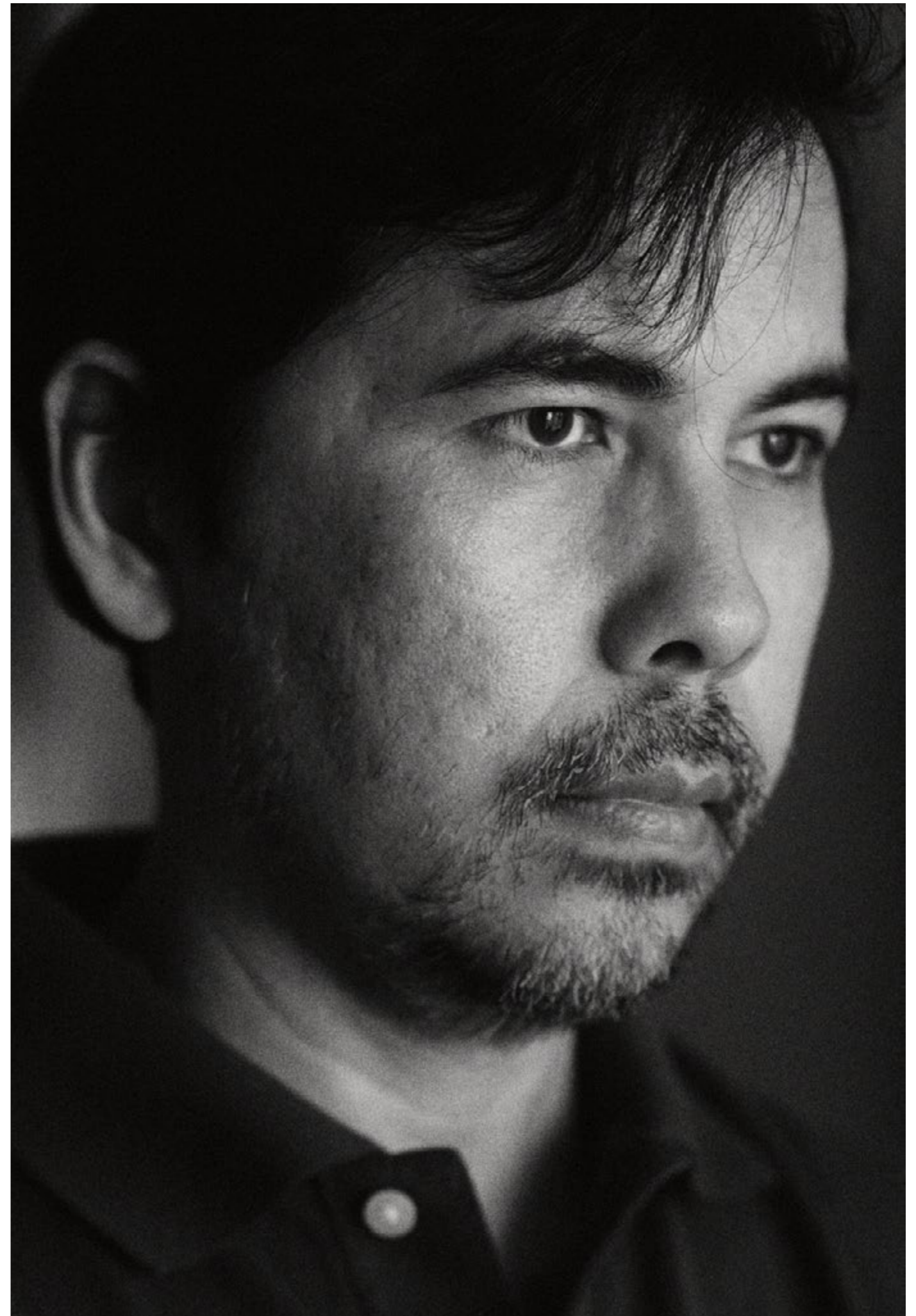
Biography

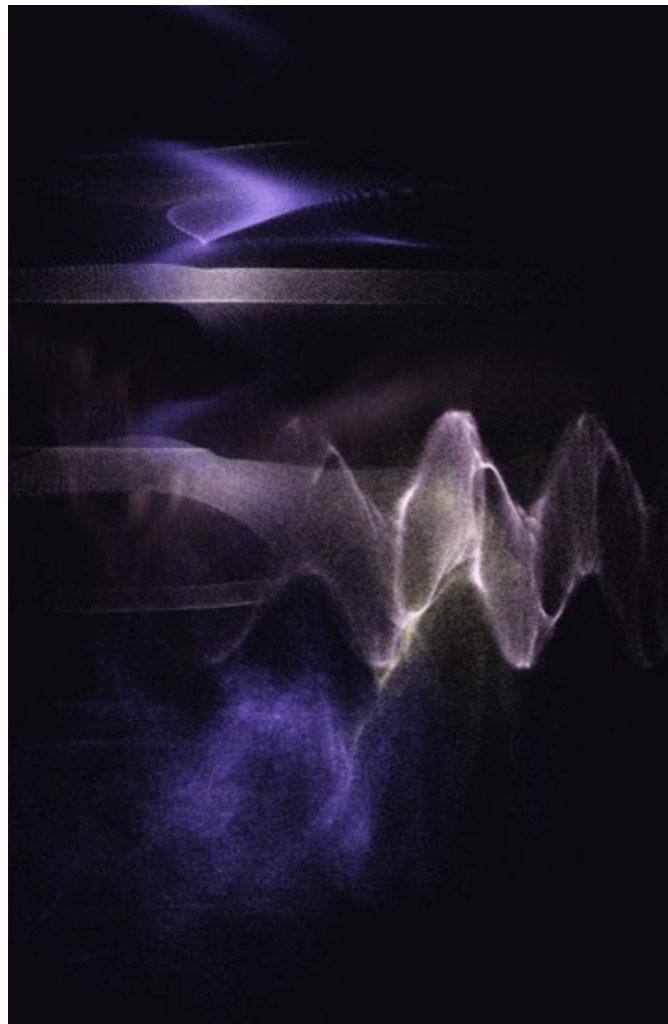
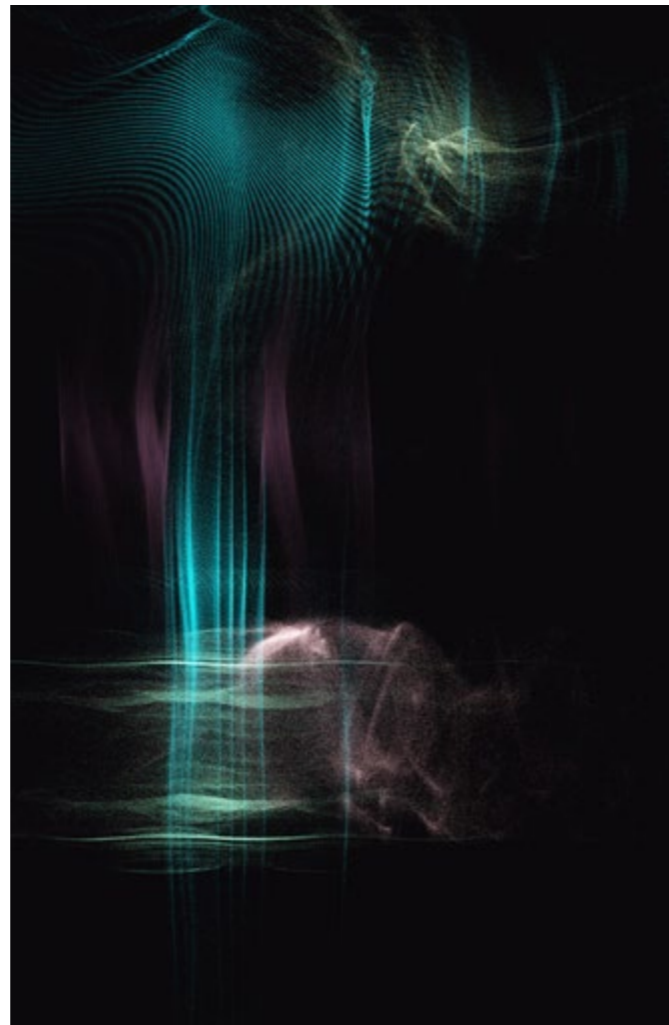
Benjeev Rendhava (aka Oxbenj) is a coder, generative artist and photographer based in Kuala Lumpur, Malaysia. Having been a coder for 25 years - the majority of that time, in industries such as finance and energy - his art practice has been his creative, right-brained counterbalance to his otherwise analytical, left-brained coding work. One informs the other.

He's fascinated by the human and emotional aspects of what might otherwise seem to be cold technical subjects. Much of his work revolves around the exploration of this dichotomy. His engineering background has resulted in an interest in the possibilities of artistic expression in areas such as digital systems, infrastructure and mathematics.

Expositions & Drops

Before discovering generative art, fine art photography had been his primary creative practice since 2010. Three of his photographs received honorable mentions at the 2013 International Photography Awards. He discovered generative art in 2022 and has since released work on fx(hash) and Objkt. His collections include GRAVITATE, Frequency of Affection, Temporality and Kinetics (2023), Civic Nostalgia (2024), and Forma Brutalis (2025).





Rob Scalera x Oxbenj

what lingers within

Digital series on fx(hash)

what lingers within is a generative series that explores the trace left by time, the persistence of memories, and their gradual alteration. Each piece, although originating from the same algorithm, unfolds uniquely, delving into the idea of memory in a constant state of transformation.

Inspired by the work of Masaru Fujii and his use of simple mathematical formulas to create complex compositions, Rob Scalera and Oxbenj developed an aesthetic where shapes emerge, dissipate, and recombine in a play of ephemeral appearances. The series thus captures the essence of what remains: a shadow left on a wall, an echo in an empty space, or a memory floating at the border between the tangible and oblivion.

Using trigonometric functions, particularly sine and cosine, they explored how simple equations can produce dynamic and evolving shapes. By testing various parameters, they defined a set of constraints that generate ephemeral structures, seemingly fading and recomposing endlessly.

One of the key elements of their reflection was the concept of the «last scattering surface,» a cosmological idea describing the moment when the universe became transparent, leaving behind a fossil imprint of primordial light. This idea guided their approach to memory, translating this boundary between presence and disappearance into algorithmic language.

Beyond being a generative series, ***what lingers within*** is a meditation on trace, the imprint of the past, and memory in transformation. The works produced, though generated by the same algorithm, reveal an infinite diversity of compositions, where some shapes persist while others vanish, much like memories slowly fading in the flow of time.

Rob Scalera x Oxbenj collaboration

The collaboration between the artists was built on an experimental and iterative approach, in which the code became a space for dialogue and exploration. Initially, each worked separately, sharing their discoveries and adjustments on a daily basis. Gradually, they converged on a common code base, which they enriched through a process of successive exchanges and modifications. They explored the potential of trigonometric functions to generate dynamic compositions, constantly testing new parameters to refine their vision. This constant back-and-forth between structure and dissolution, between algorithmic precision and the emergence of unexpected

GALERIE DATA has been located **at République in Paris**, since 2022. Its programming focuses on Generative Art, with a particular interest in work, from the digital to the tangible (drawing with a plotter, prints, installations...).

The gallery aims to show work from transdisciplinary fields of application, which explore the frontiers between art and technology.

The artists exhibited in the gallery experiment with generative forms ; using software and code, creating their own automated tools, exploiting data...

The artists' creations are inspired by geometry, mathematics and biology... They exploited technologies and use innovative practices, to express a critical and poetic point of view.

Founded in 2020 by Gabrielle Debeuret, Web & Social Media Artistic Director, with a professional Master's degree in art market (IESA).

The gallery organizes exhibitions by deploying active partnerships with art market actors and influencers from the digital world.

GΔLERIE DΔTΔ

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