

03.04.25
19.04.25

SYNTAX **ERROR**

**DATURASCORE . LOACKME
SPOGELSESMASKINEN . MARK WEBSTER**

RECEPTION ON SATURDAY 5 APRIL / 5-9PM

GALERIE DATA

26, BOULEVARD JULES FERRY 75011 PARIS

THURSDAY-SATURDAY / 2PM-8PM

WWW.GALERIEDATA.COM

SYNTAX **ERROR**

avec Daturascore, loackme, Spøgelsesmaskinen, Mark Webster
from 3 to 19 April 2025

Reception on Saturday 5 April, from 5pm to 9pm

The exhibition showcases the works of artists who question the boundaries of language. By deconstructing images, disrupting the linearity of text, or subverting algorithms, they transform rigid frameworks into spaces for experimentation. Through noise aesthetics, dithering, and controlled alteration of signs, they turn the digital fabric into a shifting material.

They establish visual systems and reveal their hidden structures.

From the pixelated screens of Spøgelsesmaskinen, the generative systems of Mark Webster, and loackme's algorithmic explorations of dithering to the animated structures of Daturascore, on the border between geometric abstraction and organicity. Their approaches question the relationship between organization and breaking points, where the system begins to fracture, producing unexpected compositions.

Galerie Data

26, boulevard Jules Ferry Paris 11

Thursday to Saturday 2pm-8pm

www.galeriedata.com

www.instagram.com/galeriedata

www.x.com/DataGalerie

Contact Press & Gallery

Gabrielle Debeuret

+33 (6) 18 52 26 86

Spøgelsesmaskinen presents the **Babel** series, where the image is subjected to a rigorous organization that favors a small, pixelated display on an LED screen. This work highlights an aesthetic deliberately reduced to its digital essence, following a constructivist approach, echoing the step-by-step construction of the Tower of Babel. By using the graphic characters of the PETSCII character system as building blocks, *Babel* generates three-dimensional abstract sentences. Through this accumulation and meticulously orchestrated layering, the work plays with the materiality of language, transforming text into a visual structure.

Mark Webster explores the materiality of language by transforming it into a purely visual object. His series **Language is Broken**, created with Processing, continues the reflection initiated with **distraKted**, pushing the limits of linguistic structuring. He extracts a fundamental organization that takes on purely graphical aspects. By disrupting typographic forms, he highlights both the visual essence of language and its fragility.

In his series **Breaking Point**, loackme delves into the expressive potential of dithering. Often used to simulate gradients or compensate for digital display limitations, dithering becomes the central subject of his work. This series explores the algorithm's parameters, introducing a tension between systematization and chaos. Breaking Point captures the fragile moment when the strict organization of dithering begins to fracture, generating complex structures and textures.

Daturascore reinvents architecture in the series **Architronics**, through a refined graphic language. This exercise in style, based on the animation of black-and-white GIFs, relies on simple 3D structures that continuously transform. Rather than being a static form, architecture becomes an entity that adapts, mutates, and negotiates with its own balance, its residents, and its environment. Its accelerated movement evokes both organic growth and the erosion of time, playing with impermanence and digital anomalies.

The exhibition highlights these processes that deconstruct, transform, and reinvent visual language, revealing images in tension between revelation and disappearance.

DATURASCORE

<https://www.instagram.com/daturascore/>

Biography

Daturascore is a designer and 3D computer graphics artist who has been experimenting with generative and animated models for several years, which are created by manipulating 3D scenes using a system inspired by cellular automata. By selecting specific parameters or rules, this artistic process generates distinctive shapes, colors, patterns, textures (such as weaving hatchings), and movements.

Exhibitions

2023 Artworks licensed by Setta Studio (Dina Chang and Timothy Saccenti) for a Metallica music video

2023 Refraction Festival @ The Black Box (ETH Denver)

2024 NFT.NYC (Animation category)





Daturascoré, Architronics, Ruines, 2025
gif, 1080×1440 px, 00:11'

1/1, 250 Tezos



Daturascoré, Architronics, Loggia, 2025
gif, 1080×1440 px, 00:11'

1/1, 250 Tezos

Daturascoré ***Architronics***

In ***Architronics***, Daturascoré reinvents architecture through a refined and minimalist graphic language. This stylistic exercise, based on the animation of black-and-white GIFs, relies on simple 3D structures that continuously transform. Rather than remaining static, architecture becomes a shifting entity that adapts, mutates, and negotiates with its own balance, its inhabitants, and its environment. This perpetual motion evokes the growth of natural organisms, geological formations, or ruins slowly reshaped by time. Here, the speed of transformation is exaggerated, conveying a sense of urgency. Impermanence and potential glitches—or structural errors—must be taken into account.

The elemental nature of these works reflects the fragmented essence of digital media, reminding us that these structures exist solely through calculations and algorithms, making them susceptible to alteration, transformation, or erasure at any moment.

Some constructions explore the paradox of coexistence between creation and disappearance.

Self-generation or self-repair suggests an infinite creative process, while erosion highlights the fragility and temporality of any structure. This dialogue between growth and collapse mirrors the instability of the contemporary world, caught between ecological crisis and technological advancements.



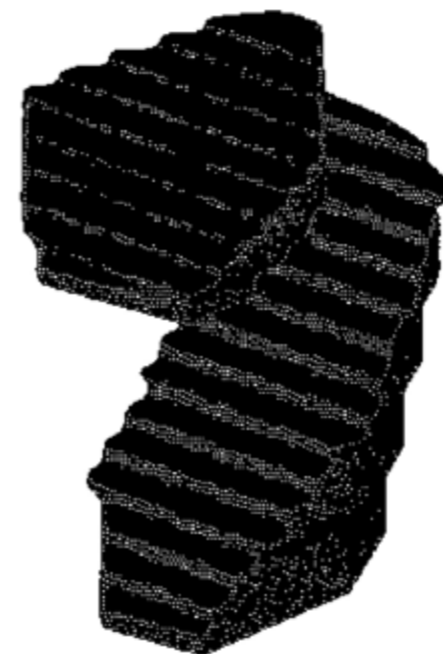
Daturascor, Architronics, Piscine, 2025
gif, 1080x1440 px, 00:11'

1/1, 250 Tezos



Daturascor, Architronics, Cryptes, 2025
gif, 1080x1440 px, 00:11'

5 editions, 50 Tezos



Daturascor, Architronics, Falaises, 2025
gif, 1080x1440 px, 00:11'

10 editions, 25 Tezos



Daturascor, Architronics, Terrasses, 2025
gif, 1080x1440 px, 00:11'

10 editions, 25 Tezos



Daturascor, Architronics, Strates 2025
gif, 1080x1440 px, 00:11'

5 editions, 50 Tezos



Daturascor, Architronics, Erosions, 2025
gif, 1080x1440 px, 00:11'

25 editions, 10 Tezos



Daturascor, Elevations, Ruines, 2025
gif, 1080x1440 px, 00:11'

25 editions, 10 Tezos



Daturascor, Architronics, Silos, 2025
gif, 1080x1440 px, 00:11'

25 editions, 10 Tezos

SPOGELSESMASKINEN

<https://www.spogel.xyz/>

Biography

Born in Denmark in 1979, Rune Brink Hansen Aka. Spøgelsesmaskinen have been working as a digital designer since the early days of the internet. Since then creating live visuals and stage design, for musicians and festivals, spatial design for and projections for museums and exhibited his own light and installation pieces at a wide range of Danish galleries and museums.

Spøgelsesmaskinen was established May 2021 as an outlet for dreams, atmospheres and 3D experiments trough NFT's on Tezos, and later trough Ethereum and Solana.

Exhibitions

2024 Deep AI art, Paris

2024 Verse.works, NFT Paris

2024 Weightlessnes.glb, ACCA, online

2024 SCREENSAVERS - Uncommon Gallery, Seoul, South Korea

2024 Pixel Perfect, HODLRS, online

2023 The Desktop, Solo show - Bricks Gallery, Copenhagen

2023 POSITIONS, Official show, Berlin Art Fair

2023 PUNCTUM, Rome, Italy

2023 NFCsummit , Lisbon, Portugal

2023 Public Screening, NFT Show Europe, Valencia, Spain

2023 Transient Labs X Superrare - NFT NYC

2023 Sixty Eight Art Gallery, Copenhagen

2023 WNDR, Chicago

2022 TEZARTMTL

2022 PUPILA DILATADA - Psychedelic Art Show, Brazil

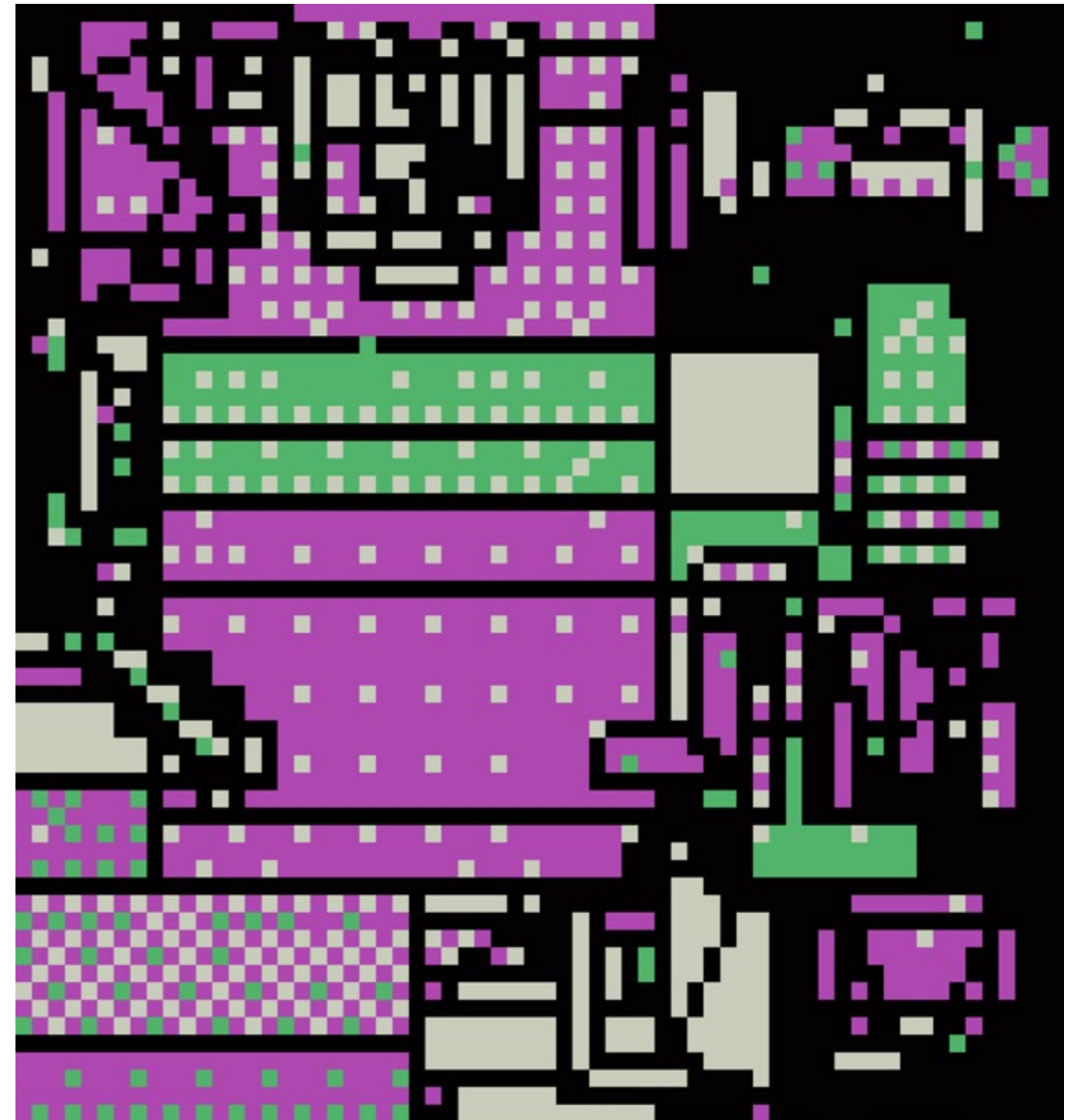
2022 BIDEOTIKAN / Bilbao Design Week

2022 NFT San Francisco Conference

2022 NFT.NYC - Teia afterparty, New York

2020 Museum Angewandte Kunst, Frankfurt

2022 Århus Kunsthall, Aarhus Denma



Spøgelsesmaskinen, Babel, 08

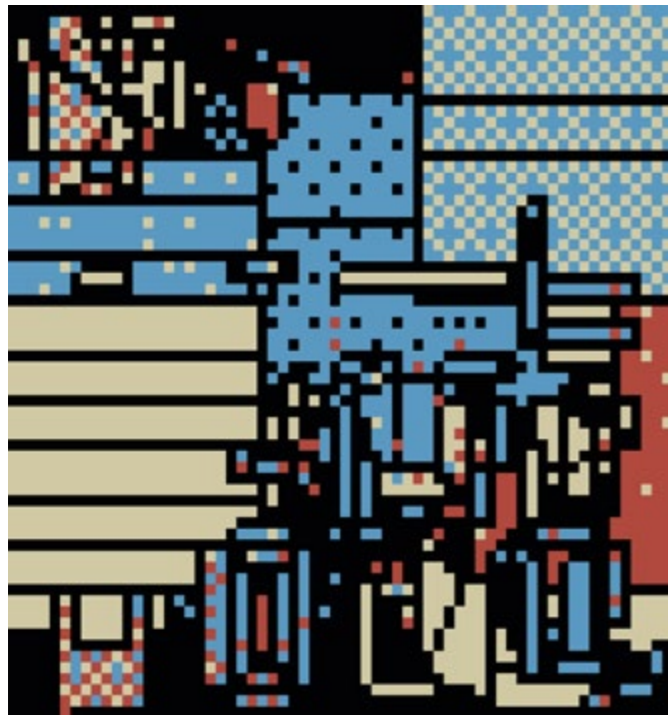
gif, 64x64 Pixel
on Custom LED panel, 20x20x5cm
Custom stainless steel frame
Designed and assembled by Spøgelsesmaskinen



Spøgelsesmaskinen, Babel, 20
gif, 64x64 Pixel
on Custom LED panel, 20x20x5cm
Custom stainless steel frame
Designed and assembled by Spøgelsesmaskinen



Spøgelsesmaskinen, Babel, 24
gif, 64x64 Pixel
on Custom LED panel, 20x20x5cm
Custom stainless steel frame
Designed and assembled by Spøgelsesmaskinen



Spøgelsesmaskinen, Babel, 37
gif, 64x64 Pixel
on Custom LED panel, 20x20x5cm
Custom stainless steel frame
Designed and assembled by Spøgelsesmaskinen



Spøgelsesmaskinen, Babel, 49
gif, 64x64 Pixel
on Custom LED panel, 20x20x5cm
Custom stainless steel frame
Designed and assembled by Spøgelsesmaskinen

Spøgelsesmaskinen ***Babel***

Babel is a series by Spøgelsesmaskinen, where the image is subjected to a rigorous organization that favors a small, pixelated display on an LED screen. The artist explores a stripped-down aesthetic, reduced to its digital essence, thus questioning the boundaries between technical resolution and visual perception. This work highlights an aesthetic deliberately reduced to its digital essence, following a constructivist approach, echoing the step-by-step construction of the Tower of Babel.

By using the graphic characters of the PETSCII character system as building blocks, *Babel* generates three-dimensional abstract sentences. The characters are extruded into 3D shapes of various sizes and positioned within a 4x4x4 grid.

Through this research, the artist questions the nature of visual and written code, as well as how symbols, once transposed into a three-dimensional universe, take on new expressivity. Through this accumulation and meticulously orchestrated layering, the work plays with the materiality of language, transforming text into a visual structure.

LOACKME

<https://loack.me/>

Biography

Loïc Schwaller alias loackme is a French generative artist currently based in Amsterdam. After completing his PhD in Statistics and working as a researcher for some time, he made the decision to leave academia in 2018 and pursue his passion for digital art and graphic design. loackme's artistic practice is characterised by his love for monochrome and geometric designs, as well as animated loops. Amongst other things, he's a self-professed 'dither enthusiast', using various dithering algorithms to create the illusion of a wide range of colours (or shades of grey) from a limited palette. The strong aesthetics and constraints associated with these algorithms are a constant source of inspiration for him.

Exhibitions (extract)

2025/2022/2019 DEMO festival, the Netherlands

2024 CONTACT ATTEMPT

finalist award, Hamburg & Bochum Planetarium, Germany

2024 Tamagotchi, Nguyen Wahed gallery, New York

2024 XPRMNT, Group Show, Galerie Data, Paris

2023 TRAMAGE, Duo show, Galerie Data, Paris

2023 SPACE\TIME, Exposition personnelle à Verse, Online

2023 Tezos NFT Summit, NFT.NYC New York, USA

2022 & 2019 DEMO Festival, the Netherlands

2022 PARIS+ par Art Basel, Paris, France, stand fx(hash)

2022 NFT Show Europe, Valencia, Spain, en partenariat avec fx(hash).

2021 Kinomural, Wroclaw, Poland

2021 30 Seconds Museum, Tokyo, Japan

2019 Let's Play Art Gallery, Amsterdam, the Netherlands

Publications

Tracing the Line

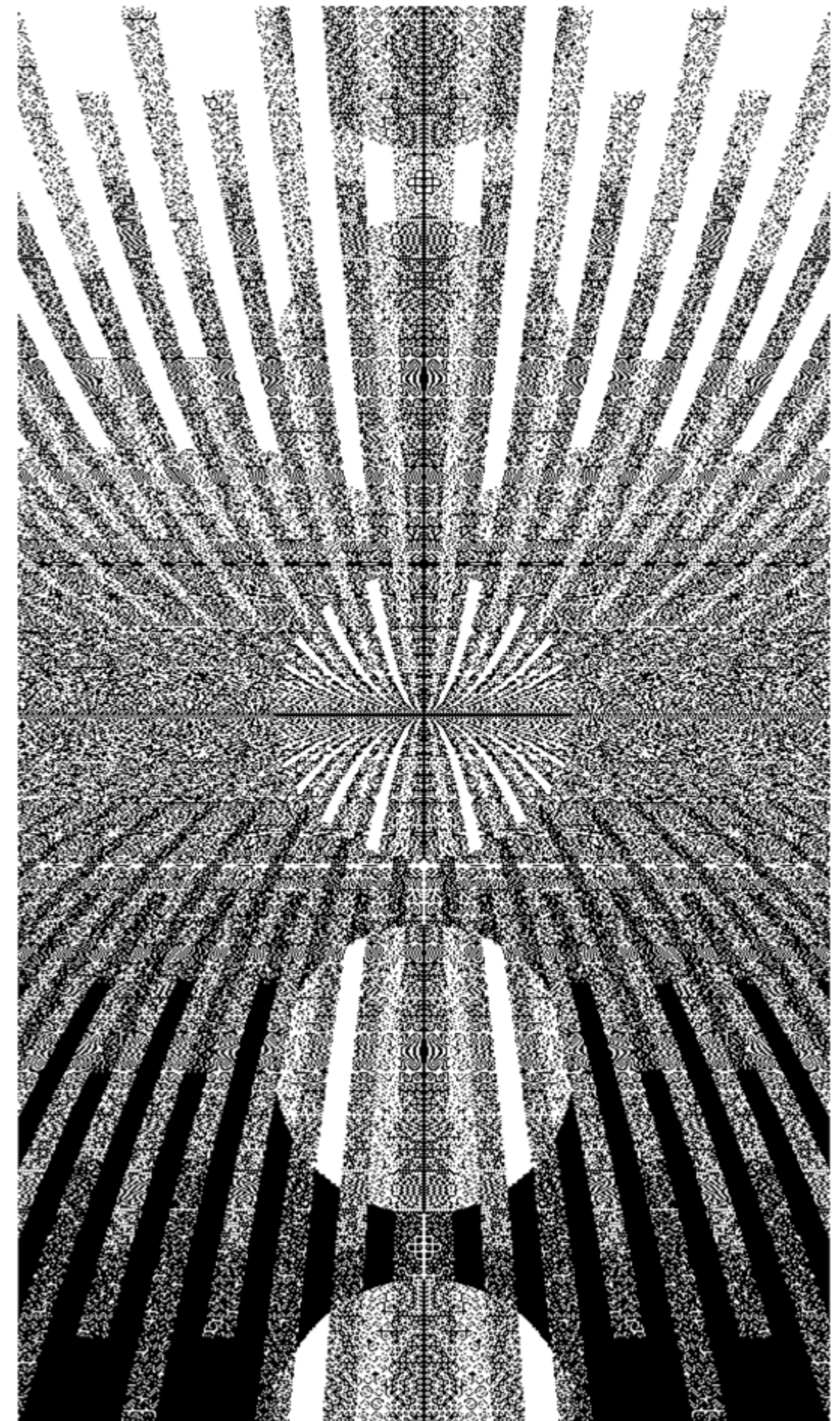
by Generative Hut x Vetro Editions

With the participation of 100 contemporary artists.

A.R.E. Book

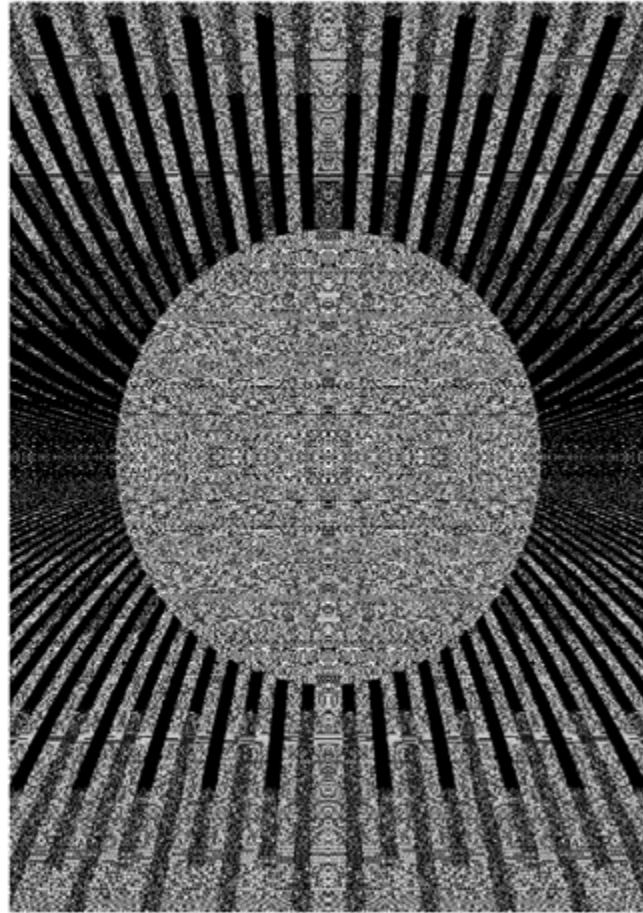
by Generative Hut x Vetro Editions

With the participation of 31 generative artists.

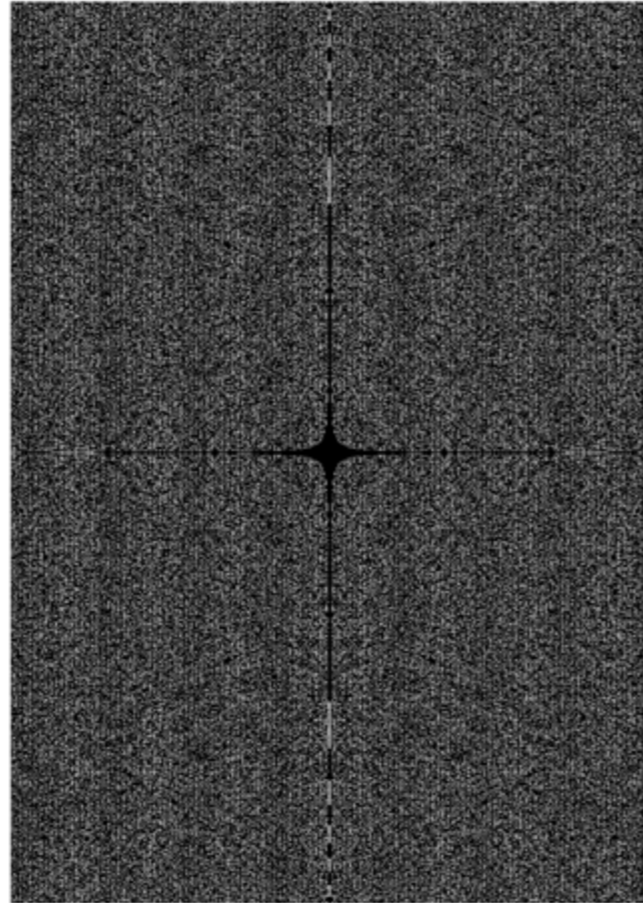


loackme, **Breaking Point #1**
gif, 1080x1920 px

5 éditions, ?



loackme, Breaking Point #2
Fine Art paper print
unique piece, 84.1 x 59.4 cm



loackme, Breaking Point #3
Fine Art paper print
unique piece, 84.1 x 59.4 cm

loackme **Breaking Point**

In this series of artworks, loackme delves deeper into the expressive potential of dithering, pushing beyond its conventional role as an image processing technique. The idea is to elevate the algorithm itself to the forefront, transforming it into the very essence of the artwork.

Building upon earlier generative work, such as **Broken Dither** (fx(hash), 2021), this series continues loackme's ongoing exploration of the inherent beauty and complexity within simple algorithmic processes. These artworks are however not outputs from a generative system. While a common code base forms the foundation of the series, each artwork is the result of serendipitous exploration and parameter fine-tuning, introducing an element of deliberate control and intentionality.

The title «Breaking Point» carries a dual meaning. It refers to the point where the structured logic of the dithering algorithm begins to fracture and yield unexpected results, creating the intricate textures and patterns that characterize the series. Additionally, it alludes to loackme's manipulation of the algorithm, pushing its boundaries and subverting its deterministic nature.

Interestingly, while the series does not explicitly employ pseudo-randomness, some of the methods used to modify the dithering matrix draw inspiration from formulas used in pseudo-random number generators. This approach creates a tension between predictability and chance, further blurring the lines between the algorithm's rigid structure and the artist's deliberate interventions.

Through both static prints and moving animations, loackme invites the viewer to engage with the granular details of the process, to witness the delicate balance between precision and unpredictability.

Breaking Point is loackme's latest attempt at revealing the artistic potential hidden within seemingly mundane algorithmic processes when taken out of their usual use cases.

MARK WEBSTER

<https://mwebster.online/>

Biography

Born in Canada, raised in the United Kingdom and currently living in France, Mark Webster is a prominent figure in the field of visual and sonic arts using code to create evocative works of art.

Upon graduating with a modern languages degree in 1998, he moved to France where he worked in a variety of fields within the visual and sonic arts, only to find code as a creative medium in 2005 with John Maeda. Recognising the potential in an emerging field for artists and designers, it was precisely then that he began organising events to promote awareness and encourage the creative coding community. Since 2010, he has devoted a good part of his time to teaching code in art schools and particularly to graphic design undergraduates. With custom-made software and computational and generative strategies as his main approach, he has been developing a highly personal body of work since 2020.

Exhibitions & Drops

2024 distraKted, Online. Verse Works

2024 Strange Loops, Online . Highlight.xyz

2024 Cosmic Series, Online . fxhash

2023 Cosmic Communications, Online . Highlight.xyz

2023 Neural Paths, Computer Arts Society, Londres

2023 Odysseys, Verse Works, Londres

2022 Hypertype, Verse Works, Londres

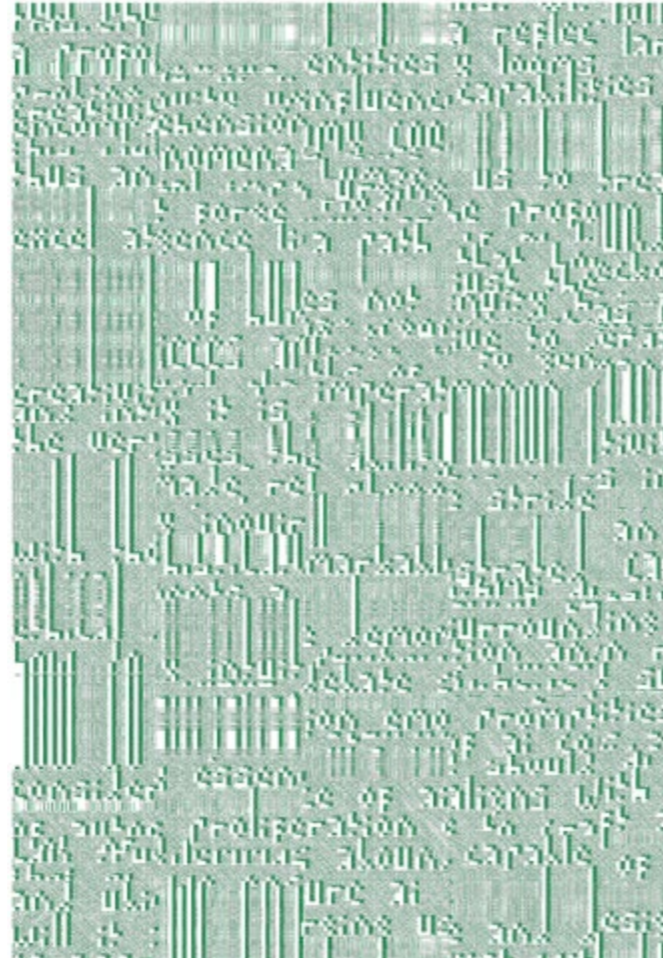


Mark Webster, Language is Broken #1

Fine Art paper print
unique piece, 84.1 x 59.4 cm



Mark Webster, Language is Broken #2
Fine Art paper print
unique piece, 84.1 x 59.4 cm



Mark Webster, Language is Broken #3
Fine Art paper print
unique piece, 84.1 x 59.4 cm

Mark Webster ***Language is Broken***

Mark Webster's work explores the materiality of language, transforming signs, symbols, letters, and words into pure visual elements.

Language is Broken evolves from the earlier project ***distraKted***, which was presented as an online exhibition with Verse Works in December 2024. This new iteration not only presents fresh images that have been printed, but also reveals the generative system underlying the work's creation.

The initial ideas for this generative work emerged from a personal experience with diminishing reading attention, which led the artist to investigate some of the universal formal qualities that allow text to be recognized across different writing systems, even without understanding the language itself.

Text possesses inherent structural patterns that shape how thoughts are organized into communicative concepts. Perhaps the most fundamental of these patterns is linearity – the way written language occupies space on a page in predictable, ordered arrangements. By deliberately disrupting and distorting these linear structures, as well as playing with typographic form, the artist seeks to highlight language's visual essence while revealing its fragility. This process liberates letterforms and their spatial compositions from their communicative function, allowing them to exist purely as visual works.

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

26, boulevard Jules Ferry 75011 Paris
thursday - saturday 2pm - 8pm

www.galeriedata.com

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