MIGUEL CHEVALIER

WORK WITH US SINCE 2010

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Since 1978, Chevalier has focused exclusively on computers as an artistic means of expression. He quickly secured a spot on the international scene as a pioneer of virtual and digital art. Miguel Chevalier continues to be a trailblazer, and has proven himself to be one of the most significant artists on the contemporary scene. Miguel Chevalier's oeuvre is experimental and multidisciplinary. Taking references from the history of art and reformulating them using computer tools, his works investigate and explore recurrent themes such as nature and artifice, flows and networks, virtual cities and ornate designs. His images are a rich source of insights into ourselves and our relationship with the world. He has created many projects variously incorporating generative and interactive virtual reality installations projected on large scale, shown on Leds screen or LCD screen, sculptures created with a 3D printer or with laser cut, holographic imagery and other forms. He has been awarded a number of architecturally- based commissions. Miguel Chevalier's digital works are in constant metamorphosis, plunging us into a magical, poetic and very contemporary universe.

Né en 1959 à Mexico. Vit et travaille à Paris. Depuis 1978, Miguel Chevalier utilise l'informatique comme moyen d'expression dans le champ des arts plastiques. Il s'est imposé internationalement comme l'un des pionniers de l'art virtuel et du numérique. Les images qu'ils nous livrent interrogent perpétuellement notre relation au monde. Miguel Chevalier réalise de nombreuses expositions dans des musées, centres d'art et galeries dans le monde entier. Il réalise également des projets dans l'espace public et architectural.

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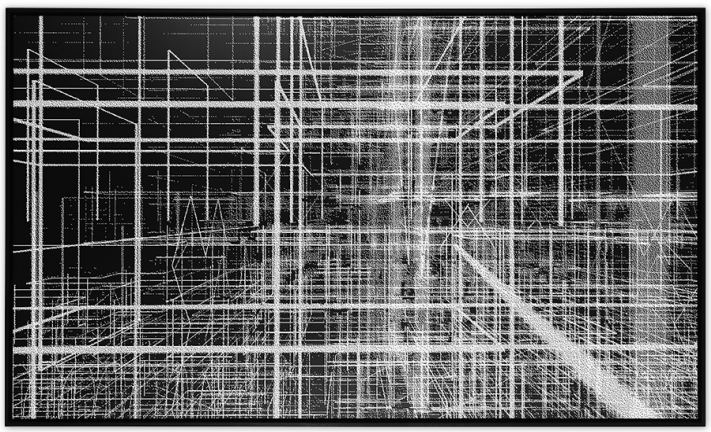

Méta-cité filaire | 2010

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LAST SHOW

Art cinétique et,.. Paris 2021
ArtParis Artfair, Paris 2021
Machine vision, Paris 2019
Vortex, Paris 2015
Power pixel, Miami 2015

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Méta-cité n°4 Film | 2016