

Digital Realism is a grouping of artworks consisting of digital images, videos, Gifs, sculptures, objects, Prints, a painting, a legal document, software and 600 Gigabytes of raw digital files. The art world lacks the felt experience of digital vagabonds. Digital Realism aims to define the framework of ideals and beliefs that people have gained from straddling the line of living in both a physical and a digital environment. Multiple usernames were used to gain more control over the digital likeness of each works creator while simultaneously exploring how the physical indexability of an artist can be removed while maintaining indexability in a digital manner. This is to showcase the experience in digital environments where the person we are interacting with has a way of being traced like a username however they still maintain anonymity with their physicality.

I want to create a space which is a product of both digital and physical environments. A space where value is not linked to physicality and where physicality is no longer a burden. To achieve this, I must create works of art which encapsulate elements of the human condition which arise when a person exists on the borderline of the physical and digital plane. I think of three generations of viewers when creating my works. The non-technological senior generation, the technological younger generation, and the future digital generation. If a grandma, a Thirty-four-year-old and an ai-infused future Digi-kid walk into the space and can relate to the work but realise there is more then they may be aware of, that is what I would consider a success. If the viewer, however, has knowledge and experience from both planes of existing, they are able to see the work with completeness, and can interact with the work in a manner akin to opensource software.