

Global LEAD Event
World Tour
September 28 & 29
New York City, New York, USA



STEAM exhibition

Curated by BeiBei Song and Lisa Sibilia

Artist

Can Büyükberber

Name of Exhibit

Multiverse series
(10-minute multimedia)

About the Artist

Turkish visual artist & director Can Büyükberber (b. 1987) creates immersive audiovisual experiences that's embodied in physical and digital spaces. His practice consists of experiments with various media such as virtual/augmented reality, projection mapping, geodesic domes, large-scale displays and digital fabrication. Driven by an interdisciplinary thinking and curiosity which extends to art, design and science, Büyükberber's work often focuses on human perception, exploring new methods for non-linear narratives, geometrical order, synergetics and emergent forms. Aiming to build captivating and abstract universes, he uses increasingly complex structures which are perceived as a multi-sensorial feeling and turns the conceptual into the experiential, blurring the sense of scale and presence in physical and digital environments.

Artist Statement

"Multiverse" is new digital sculpture & animated artwork series by Can Büyükberber. As an ongoing form experiment that emerges from the intersection of higher dimensional spaces, organic structures, physics and futurism, it brings hypnotic transcendental objects into different displays in public and private spaces as kinetic sculptures.