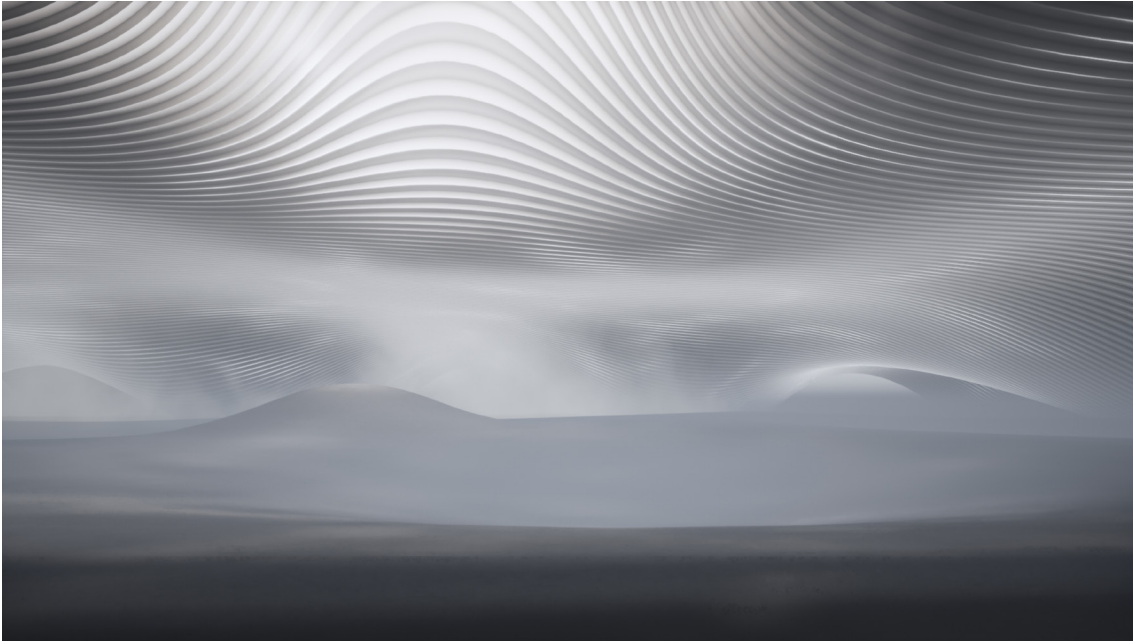


Esther Schipper

Ben Elliot

Metaone

June 20 – 24, 2023



Ben Elliot, **Metaone**, 2023 (VR still). Image © the artist

VIVE Arts and Esther Schipper, Paris are delighted to present **Metaone**, a new virtual reality project by Ben Elliot. On view will be a VR-environment, three unique digital prints and a curtain work. **Metaone** is an ambitious metaverse project that aims to redefine our relationship to space and be a vessel for forward-thinking cultural forms and ideas. Elliot imagines a virtual paradise that represents a future world where history, nature, technology and science intertwine and enhance one another.

Divided into four distinct environments, **Metaone** offers viewers an immersive exploration of cutting-edge ideas and values. The first area, SHAPE, is a space for thought-provoking discussions of future architecture, design, and web3 aesthetics. DEEP will take viewers on a dreamlike journey into the world of data and AI. INFINITE imagines unlimited creativity through generative software. And in ZEN, viewers can discover a tranquil, sensory space, designed to promote well-being and foster a beneficial connection to the metaverse.

The guided immersive experience, presented at the Paris gallery is conceived as an introductory visit to **Metaone**, which will officially premiere at Esther Schipper in Berlin this autumn. The overall project encompasses the virtual-reality artwork within an immersive installation, including state-of-the-art furniture, unique prints, and video.

The project is co-commissioned and presented by VIVE Arts, a global arts initiative that empowers artists to experiment and innovate, using the latest digital tools and mediums, in partnership with Esther Schipper and organised with Olivier Renaud-Clément.

Ben Elliot (b. 1994) is an artist who addresses contemporary themes such as the impact of emerging technologies, the rise of influence marketing, and the formation of socioeconomic trends. In his process, Elliot often incorporates leading companies, individuals, and objects to examine the concepts and values they embody. His work has been presented at Reiffers Art Initiative, Paris (2022); König Galerie, Berlin (2021); Unit London (2021); Galerie Hussenot, Paris (2020); Exo Exo, Paris (2019), and Magasins Généraux, Pantin (2019). His work is in the collections of X Museum, Beijing; FRAC Nouvelle-Aquitaine MECA, Bordeaux; Collection VR Dafaux, Paris; MACAAL Musée d'Art Contemporain Africain Al Maaden, Marrakech, and Sigg Art Foundation among others.

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About VIVE Arts

VIVE Arts harnesses cutting-edge technology to transform the way culture is made, shared, and experienced. Over the past five years, VIVE Arts has pioneered the use of immersive technologies in the art and culture sector, inspiring boundary-pushing artists, creators and leading international institutions to use VR, AR, XR, AI and blockchain for the first time, creating ground-breaking digital artworks and experiences. A leader in the art and technology space, VIVE Arts develops digital innovation projects which preserve the world's heritage and culture, offering new ways to engage and extend access to wider audiences.

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