



GALERIE DATA

QUBIBI

SOLO SHOW
PART I & II

26 APRIL 2023
17 JUNE 2023

26, BOULEVARD JULES FERRY 75011 PARIS
WEDNESDAY & THURSDAY / 2-6 PM
FRIDAY & SATURDAY / 2-8 PM

WWW.GALERIEDATA.COM
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QUBIBI

SOLO SHOW

PART I

26 APRIL 2023

20 MAY 2023

OPENING FRIDAY, APRIL 28

PART II

24 MAY 2023

17 JUNE 2023

OPENING SATURDAY, MAY 27

GALERIE DATA

26, boulevard Jules Ferry 75011 Paris

wednesday & thursday 2pm-6pm

friday & saturday 2pm-8pm

www.galeriedata.com

contact@galeriedata.com

Press Contact

Gabrielle Debeuret

06 18 52 26 86

qubibi is developing research that revolves around the evolution of an original algorithm that began in 2010 with a project called **hello world**. Initially, the artist experimented with the process of creating borders through colors, as a result of his research the algorithm appeared.

His project **mimizu**, literally “earthworm” in Japanese, is governed by the same principle of determining borders, by generating the path of a digital point. Patterns are drawn that appear to be the result of a weaving of digital layers.

With this algorithm that unfolds over the long term, he pursues his search for a specific and evolving code, which results in different graphic forms. This work with multiple configurations proposes a new form with each iteration.

The artist determines a set of rules that are like the outlines that emerge from his own process of trial and error. From this set of responses, he continually creates and throws This creative process in interaction with randomness often gives him the impression of being guided towards the goal as he creates.

“I want generative art to be an act of quietly watching over the clashing of rules and chaos.”

In the **wiwizn** project, qubibi experiments and explores the idea of inverting the mimizu series. While **mimizu** started out as an animation, the artist decided to create still NFTs to capture specific moments of the shapes and lines intertwining and emerging into each other. Their compositions are organic, abstracted and imbue a spiritual presence. They are colorful creations that range from chaotic and improvisational to careful and considered, seeking to show the deeper reality beyond the physical world.

These artworks are made by experimenting with several tools and programming languages; such as *Action Script (AS3)* with *Adobe Flash*, and *C#* with *Unity*.



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SOLO SHOW
PART I

26 APRIL 2023
20 MAY 2023

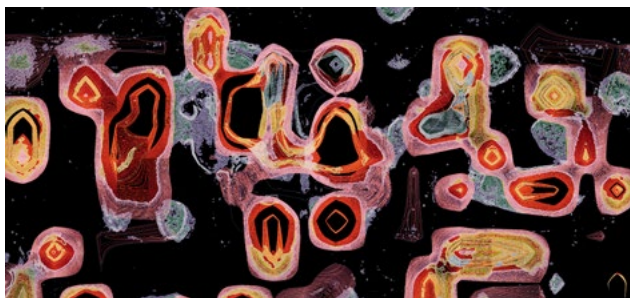
OPENING FRIDAY, APRIL 28 / FROM 6 TO 10 PM

26, BOULEVARD JULES FERRY 75011 PARIS
WEDNESDAY & THURSDAY / 2-6 PM
FRIDAY & SATURDAY / 2-8 PM

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PART I

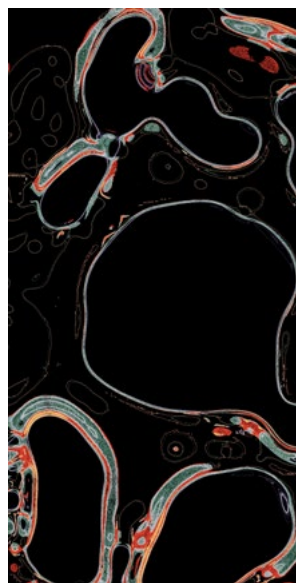
ARTWORKS



qubibi, 220309p11qKj, 2022

NFT: 10 editions

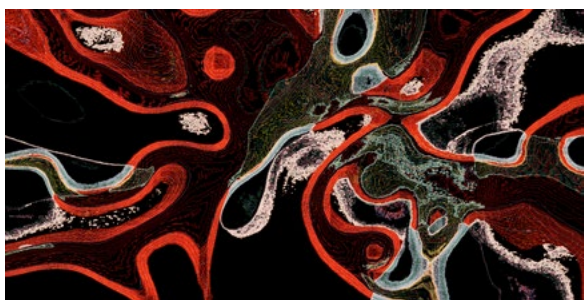
Physical work: 1 unique piece, 84,6 x 39,6 cm



qubibi, 220302wu2039, 2022

NFT: 10 editions

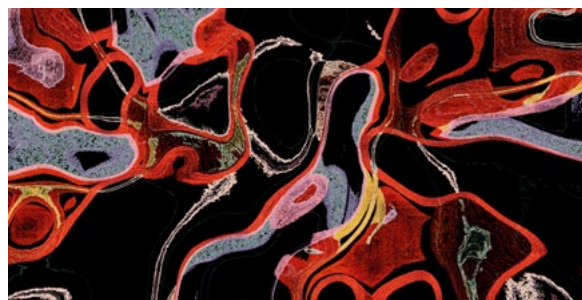
Physical work: 1 unique piece, 40,6 x 80 cm



qubibi, 220313c16aWn, 2022

NFT: 10 editions

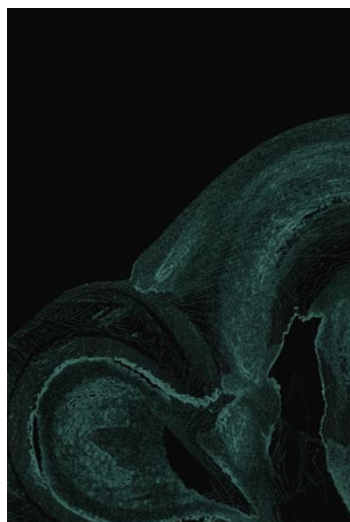
Physical work: 1 unique piece, 80 x 40,6 cm



qubibi, 220308z00aWn, 2022

NFT: 10 editions

Physical work: 1 unique piece, 60 x 30,4 cm



qubibi, rx16A3pd423Ql, 2023

NFT: 10 editions

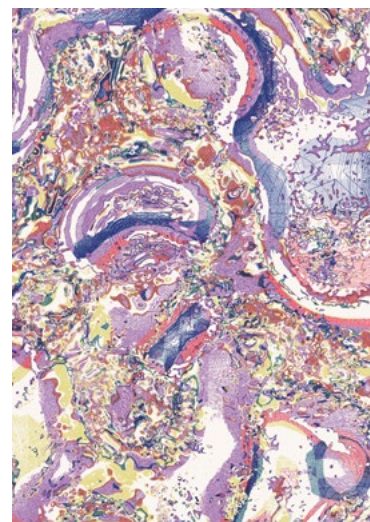
Physical work: 1 unique piece, 40 x 60 cm



qubibi, tf16V3tx523Bu, 2023

NFT: 10 editions

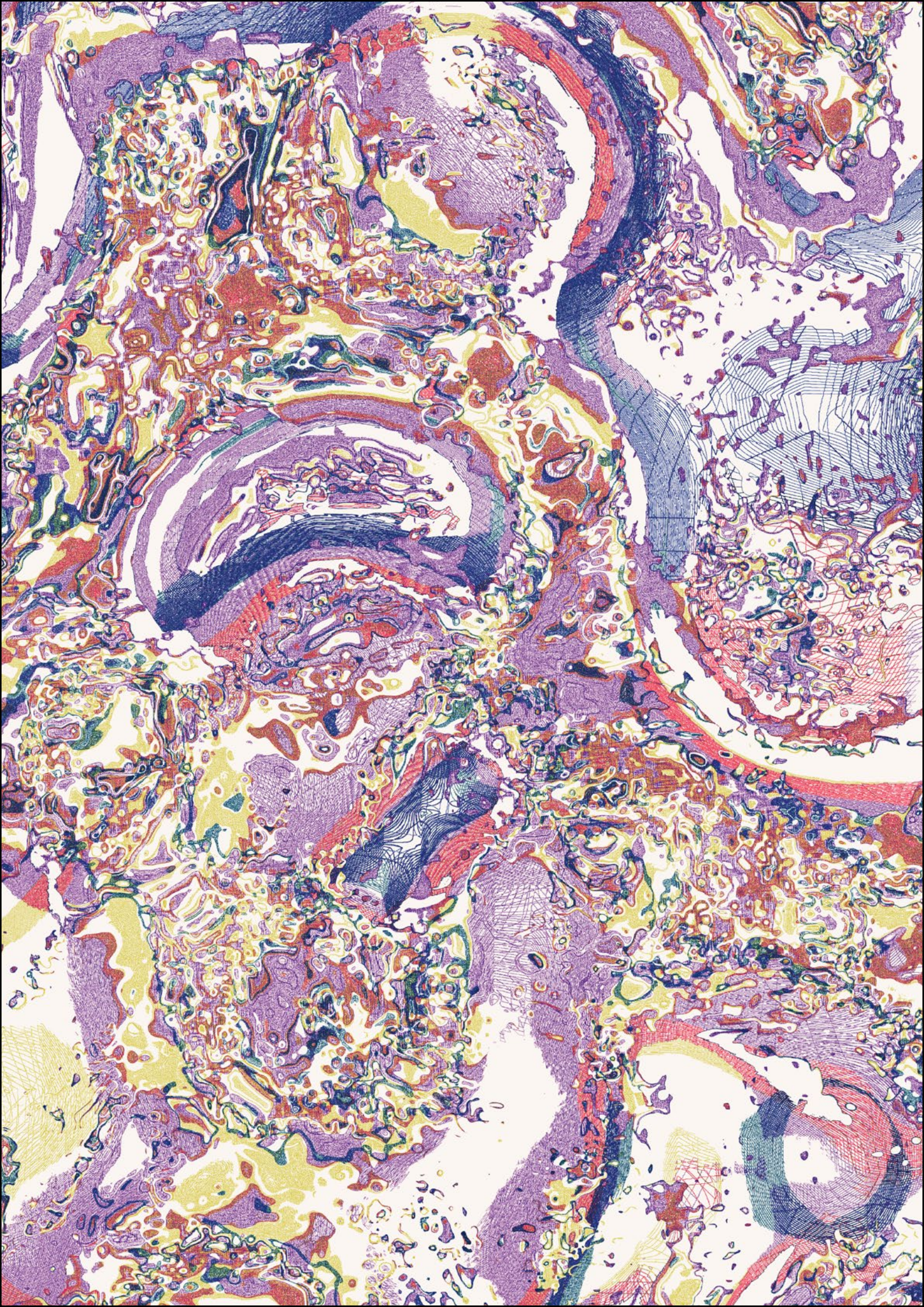
Physical work: 1 unique piece, 40 x 60 cm



qubibi, zl26D3kb723Rj, 2023

NFT: 10 editions

Physical work: 1 unique piece, 50 x 70 cm





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PART II

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17 JUNE 2023

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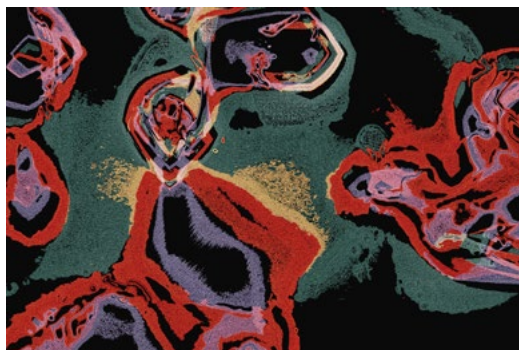
@GALERIEDATA

PART II

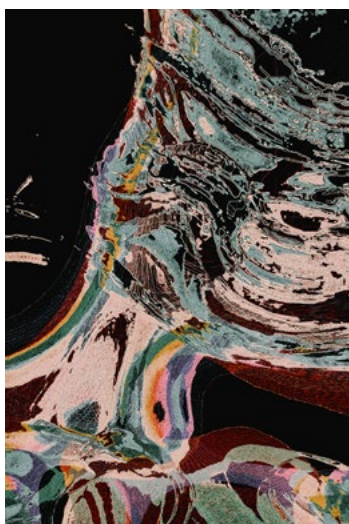
ARTWORKS



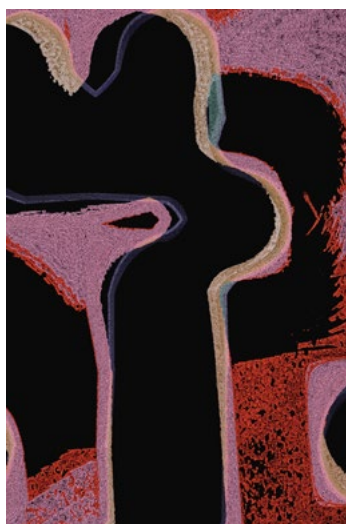
qubibi, wn16Q3tf423Rq, 2023
NFT: 10 editions
Physical work: 1 unique piece, 75 x 50 cm



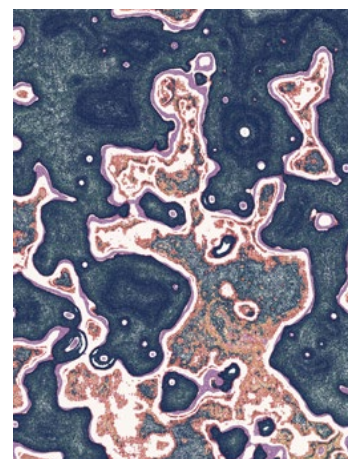
qubibi, ge16B3vk423Nc, 2023
NFT: 10 editions
Physical work: 1 unique piece, 75 x 50 cm



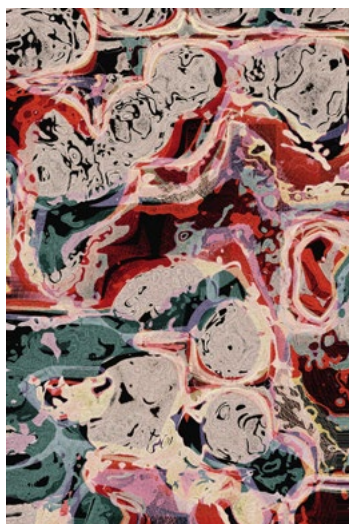
qubibi, gn16J3ku823Kg, 2023
NFT: 10 editions
Physical work: 1 unique piece, 40 x 60 cm



qubibi, uy16S3wh923Tu, 2023
NFT: 10 editions
Physical work: 1 unique piece, 50 x 75 cm



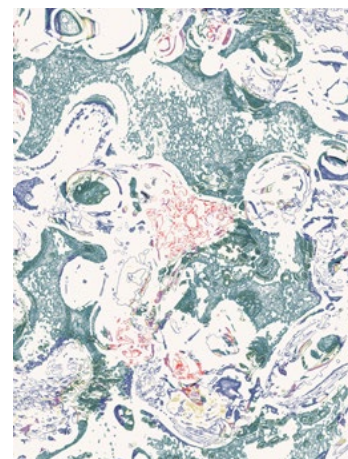
qubibi, ka16W3uy123Ee, 2023
NFT: 10 editions
Physical work: 1 unique piece, 30 x 40 cm



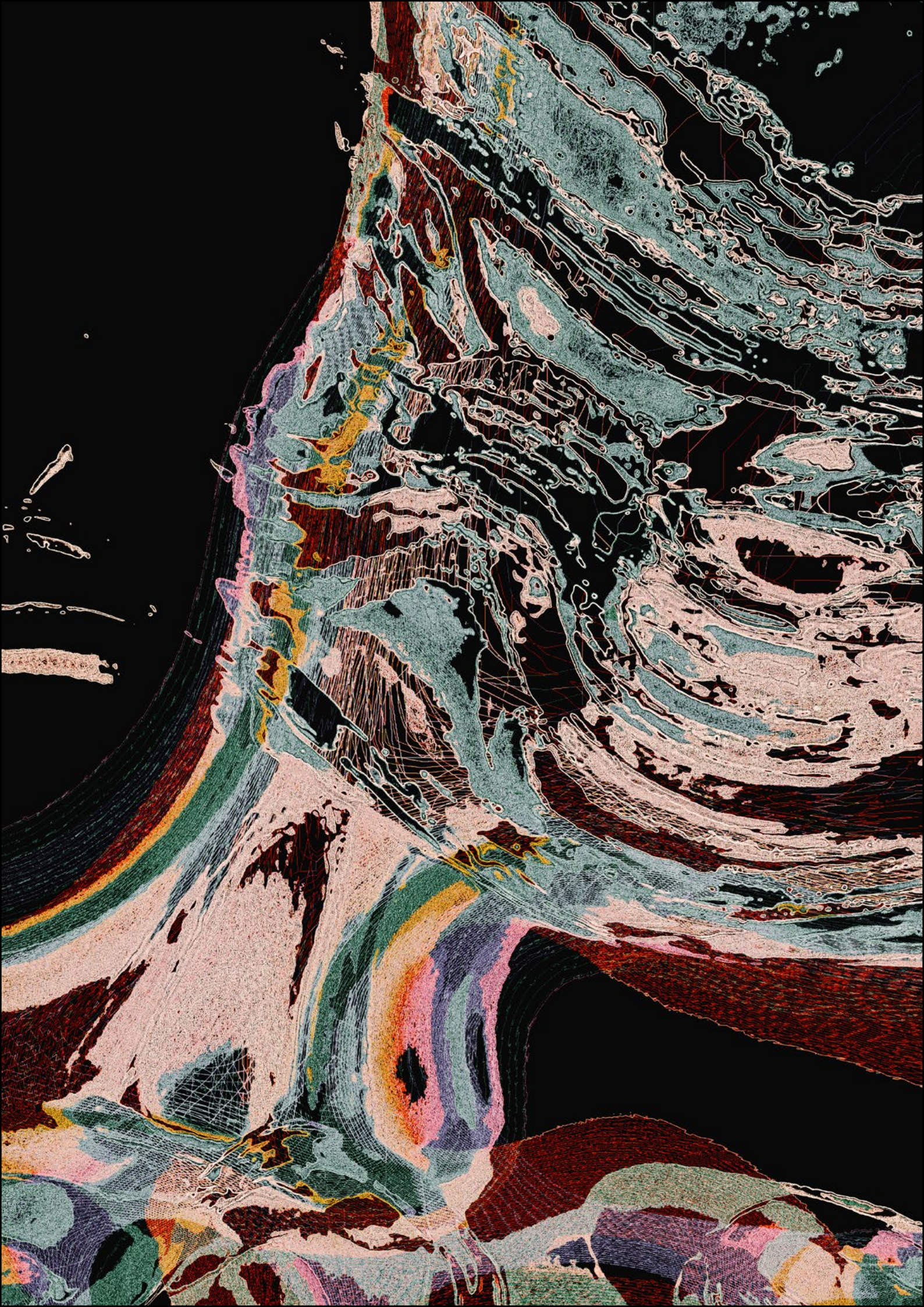
qubibi, mz16M3ib623Tq, 2023
NFT: 10 editions
Physical work: 1 unique piece, 50 x 75 cm



qubibi, ss16G3gp923Nh, 2023
NFT: 10 editions
Physical work: 1 unique piece, 50 x 75 cm



qubibi, xq16E3px323Fs, 2023
NFT: 10 editions
Physical work: 1 unique piece, 30 x 40 cm





KAZUMASA TESHIGAWARA

Born in 1977, he lives and works in Tokyo.

<https://qubibi.org/>

Biography

qubibi is a label of Kazumasa Teshigawara focused on digital art.

Kazumasa Teshigawara is an artist, born in Tokyo in 1977. He pursues artistic research using programming, through projects of various forms: digital and interactive works, installations, live audiovisual performances. He is also a lecturer at the *Faculty of Art and Design (Tama Art University)*.

For more than a decade, he has been exploring various expressions of a unique algorithm, a digital weaving that he deploys on different media, in still or animated images.

Before embarking on full-scale activities as an artist, he was active as an art director and web designer, and has won international media art awards such as the *Cannes Lions* and the *Japan Media Arts*.

In 2010, his first generative art project **hello world** was presented. Since then he regularly produces exhibitions and video installations.

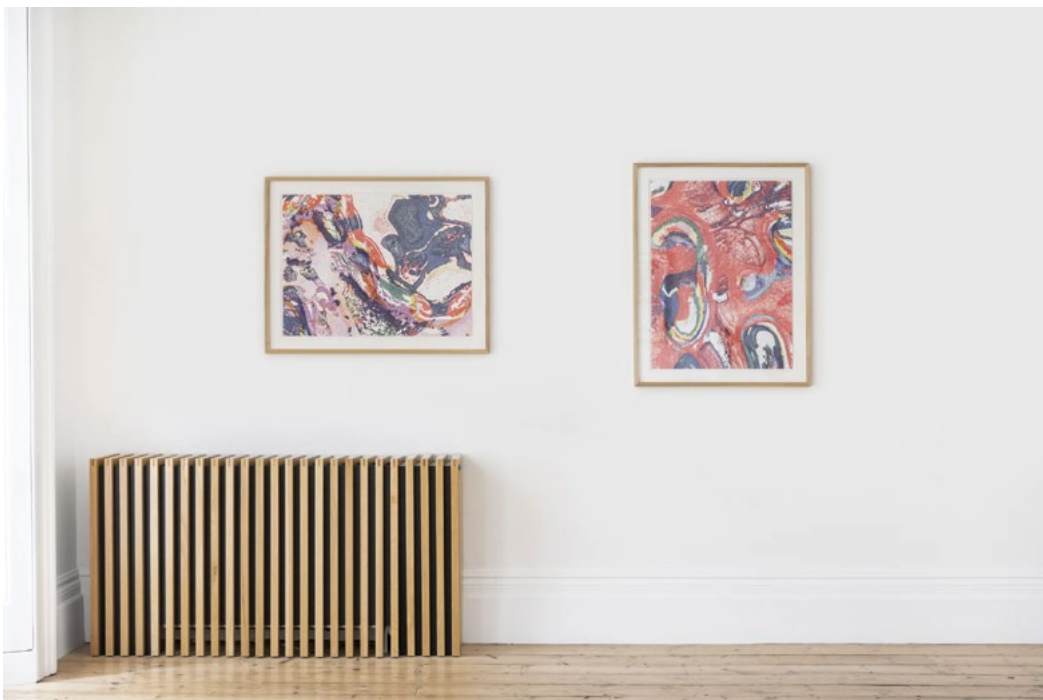
In 2018, a solo exhibition was held at *MUDA (Museum of Digital Art)* in Zurich, presenting all of his digital artworks.

In the same year, the **Music Worm** exhibition presented in *Audio Architecture* in Tokyo, was a fully immersive experience with animated generated visuals.

Related to the beginnings of his project **mimizu**, he started to show his artworks digitally on NFT platforms. In this community he enjoys an important reputation, being followed by many collectors.

Qubibi regularly participates in events and exhibitions in collaboration with NFT market members, such as *Verse*, *Vertical Crypto Art*, or the *NFT POSITIONS Berlin Art Fair*.

Exhibitions (Extract)



2022/2023 wiwizn Part I, II, III at Verse, Cromwell Place (London)
wiwizn Part i : HAVE YOU EVER SEEN A DANCING WORM? Curated by@artnome
<https://verse.works/journal/have-you-ever-seen-a-dancing-worm-qubibi-artnome>
<https://verse.works/exhibitions/wiwizn-part-ii>
<https://verse.works/exhibitions/wiwizn-part-iii>

Exhibitions (Extract)



2022 COLOR[FRAME] - A vision of color in Generative Art, at Plateforme (Paris)

Curated by Galerie Data

<https://www.galeriedata.com/>



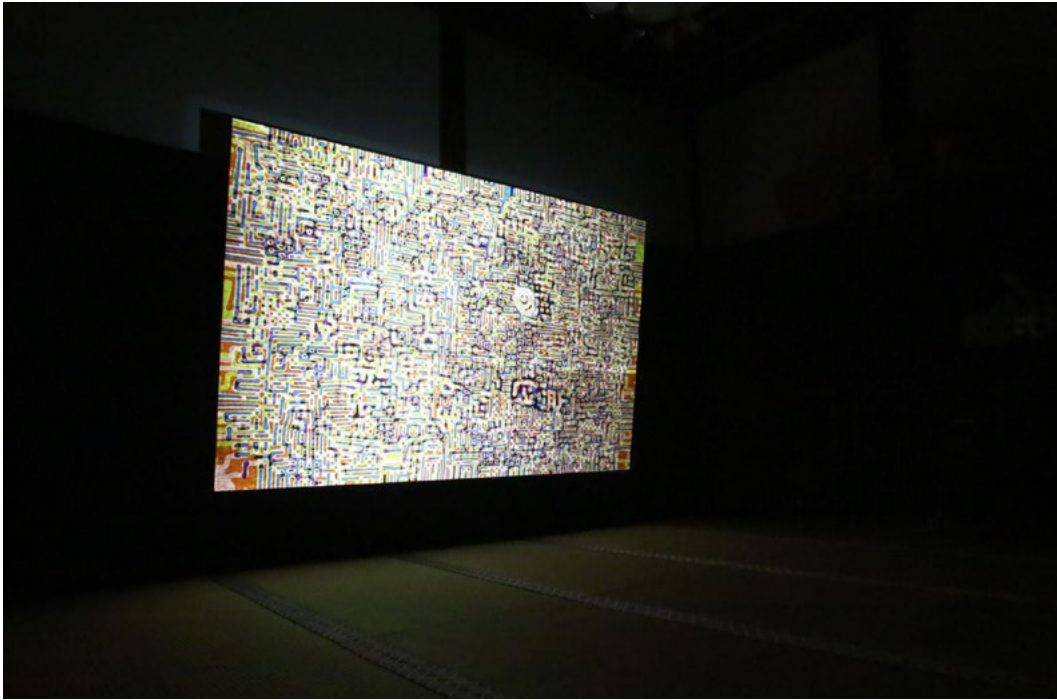
2020 Border Play, Installation

Exhibition: Pia Arena MM (Yokohama)

Art Direction, Programming: Kazumasa Teshigawara (qubibi) / Music: Koshi Miura

Curated by Bascule inc.

Exhibitions (Extract)



2020 Live at Jofukuji (Rinzai-Kenchoji, Jofukuji), Performance

Venue: Rinzai Kenchoji School Jofukuji (Tokyo) 2020

Music: Masahiko Satoh / Art Direction, Visual Performance: Kazumasa Teshigawara (qubibi) /

Projection Engineering: Tomoya Kishimoto / PR: Bigtory / Organized by Jofukuji



2018/2020 Ongaku mimizu (Music Worm)

Exhibition: AUDIO ARCHITECTURE in Taipei at the Huashan1914 Creative Park (Taipei) 2020

Exhibition: AUDIO ARCHITECTURE at the 21_21 DESIGN SIGHT (Tokyo) 2018

AUDIO ARCHITECTURE (June 29 - October 14, 2018)

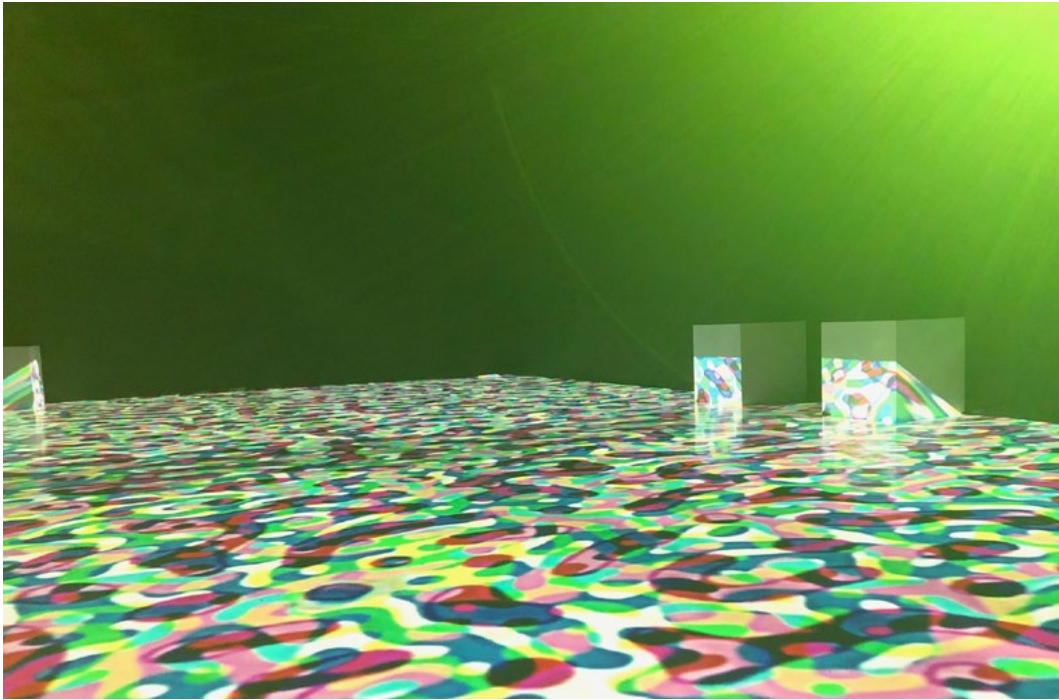
Exhibition Director: Yugo Nakamura / Music: Keigo Oyamada (Cornelius) / Exhibition Space

Design :Masamichi Katayama (Wonderwall)

Director: Kazumasa Teshigawara (qubibi) / Programmer: Kazumasa Teshigawara (qubibi)

System Engineer: Yasuo Hasegawara

Exhibitions (Extract)



2018 Kingdom of Chaos, Installation

Exhibition: Meiji-Do Wonders #01 «You and Immunity,
at the SO-CAL LINK GALLERY Omotesando (Tokyo)

Art Direction, Programming: Kazumasa Teshigawara (Qubibi) / Sound System & Sound: Yuji
Tsutsumida / Organizer | Meiji Co., Ltd., Special Thanks | The Asahi Shimbun Company, Switch
Publishing Co., Ltd, D.M.Takayoshi Yoshida



2017/2018 qubibi Exhibition at the MuDA Zurich (Museum of Digital Art, Zurich), Installation
Artist: Kazumasa Teshigawara (qubibi) / Initiator: Digital Arts Association / Directors: Caroline
Hirt, Christian Etter / Partners: Hinderling Volkart, Microsoft, Greenliff / Supported by LUFTZUG

Solo Exhibitions (List)

2021 Worm Fabric at Nadoya (Tokyo)

2018 Qubibi Exhibition at the MuDA Zurich (Museum of Digital Art, Zurich)

2016 Kanemasu Image Exhibition at the Kanemasu Brewery No.2 Gallery (Nigata)

2012 hello world Exhibition at the FRAMED* SPACE Omotesando (Tokyo)

Exhibitions (List)

2023 Objkt One Digital Art Reimagined, curated by @objktcom and @fakewhale_xyz.

2023 Wiwizn Part III . Verse . Cromwell Place (London)

2022 Magical Realism . Verse . Cromwell Place (London)

2023 Wiwizn Part II . Verse . Cromwell Place (London)

2022 NFT POSITIONS Berlin Art Fair

2022 Wiwizn Part I . Verse . Cromwell Place (London)

HAVE YOU EVER SEEN A DANCING WORM? Curated by@artnome

2022 Deca gallery competition

2022 Proof of People - NFT Festival for Art & Culture, VerticalCrypto Art, fabric London

2022 Color[Frame] . curated by Galerie Data at Plateforme (Paris)

2020 AUDIO ARCHITECTURE in Taipei at the Huashan1914 Creative Park (Taipei)

2018 AUDIO ARCHITECTURE at the 21_21 DESIGN SIGHT (Tokyo)

2018 Meiji-Do Wonders #01 «You and Immunity. Exhibition» at the SO-CAL LINK GALLERY Omotesando (Tokyo)

2017 Frameless 15 at the Einstein Kultur (München)

2017 Shinjuku Creators Festa 2017 (Tokyo)

2016 Tiny Palace-alternative games festival at the Interim & Stellwerk (Kassel)

2016 Shinjuku Creators Festa 2016 (Tokyo)

2016 The Power to Change - Japan Media Arts Festival 20th Anniversary Exhibition at the Arts 3331 (Tokyo)

2016 Digital Media and Japanese Graphic Design — Its Past and Future at the Tokyo Midtown Design Hub (Tokyo)

2015 Shinjuku Creators Festa 2015 (Tokyo)

2015 GLACIER FORMATION AGC Milano Salone 2015 at the Milan Design Week (Milan)

2014 Shinjuku Creators Festa 2014 (Tokyo)

2014 Illuminating Graphics at the Ginza Creation Gallery G8 (Tokyo)

2013 Japan Media Arts Festival in Yamanashi at the Yamanashi Prefectural library (Yamanashi)

2012 Japan Media Arts Festival Exhibition at the National Art Center (Tokyo)

2012 AIRQUAKES at the AIR (Moscow)

2012 Tokyo Graphic Passport at the Centre Pompidou (Paris)

2011 Japan Media Arts Festival Exhibition at the National Art Center (Tokyo)

2010 404 Not Fashion at the TABLOID (Tokyo)

2010 parallel #01 at the PUBLIC/IMAGE.3D (Tokyo)

2007 Japan Media Arts Festival Exhibition at the National Art Center (Tokyo)

Awards

2020 Digital Ehon Award 2020 Prize Winners
2018 21th The Japan Media Arts Festival Recommended works of Art Division
2013 YAHOO JAPAN INTERNET Creative Award 2013 Gold Prize
2012 15th The Japan Media Arts Festival Recommended works of Art Division
2012 15th The Japan Media Arts Festival Recommended works of Entertainment Division
2011 Asia Pacific advertising Festival 2011 Bronze Prize
2011 14th The Japan Media Arts Festival Recommended works of Art Division
2008 Asia Pacific advertising Festival 2008 Bronze Prize
2008 6th Tokyo Interactive Ad Awards Finalist
2007 The AMD 2007 Award Naomi Enami Prize
2007 5th Tokyo Interactive Ad Awards Bronze
2007 11th The Japan Media Arts Festival Excellence Prize of Entertainment Division
2007 One Show Interactive, Gold Prize
2007 Cannes Lions Cyber Lions, Silver Prize
2007 D&AD Global Awards, Yellow Pencil

Audiovisual Performances (Selected)

2020 Concert of Jofukuji at the Rinzai Kenchoji School Jofukuji (Tokyo); Performance by Masahiko Satoh, qubibi
2018 Concert of Jofukuji at the Rinzai Kenchoji School Jofukuji (Tokyo); Performance by Tomoki Tai, Sachiko Nagata, and qubibi
2018 Pink Soup Party at the the Super Deluxe (Tokyo); Performance by Daisuke Tanabe and qubibi
2018 crewimburnny Presents SAYONARA DESIGN KOISHIKAWA!! at the DESIGN Koishikawa (Tokyo); Performance by Daisuke Tanabe and qubibi
2017 Soejima Night vol.4 - a memorial concert for Teruto Soejima at the Store House (Tokyo); Performance by Masahiko Satoh, Akira Sakata, Yoshizaburo Toyozumi, and qubibi
2017 crewimburnny's performance work: KrewinburNny at the DESIGN Koishikawa (Tokyo)
2016 ASA-CHANG & JUNRAY: Mahou Release Event at the DOMMUNE; Performance by ASA-CHANG & JUNRAY and qubibi
2015 The World - Tokyo Experimental Festival Vol.10 Performance at the Ryogoku Monten Hall (Tokyo); Performance by Takero Sekijima, Taro Ishida, and qubibi
2015 Yanaka Music Room at the the HAGISO (Tokyo); Performance by Takero Sekijima, Taro Ishida, and Qubibi
2015 The World at the Tokyo University of the Arts Hall 7 (Tokyo); Performance by Takero Sekijima, Taro Ishida, and qubibi
2015 Concert for Music and Image at the Toyo Ito Museum of Architecture, Imabar (Omishima); Performance by Taro Ishida and qubibi
2015 MADE IN JAPAN Audio Visual Concert at Lithuania; Performance by Fingalick, Münpauzn, and qubibi
2014 Aufheben! Vol.2 - Kazumasa Teshigawara × ASA-CHANG & JUNRAY at the Aoyama Cay (Tokyo); Performance by ASA-CHANG & JUNRAY and qubibi
2013 Concert of Jofukuji at the Rinzai Kenchoji School Jofukuji (Tokyo); Performance by Masahiko Satoh and qubibi
2013 VIDEO LISTENING at the Super Deluxe (Tokyo); Performance by Pardon Kimura, Yoshiyuki Ichiraku, and qubibi
2013 Early 21st Century Music vol.2 at the Last Waltz (Tokyo); Performance by Tori Kudo, Mako Hasegawa, and qubibi
2012 Pardon Kimura + OoruTaichi + Kazumasa Teshigawara at the the Super Deluxe (Tokyo)
2012 SOUND LIGHT SEA LIGHT at the FORESTLIMIT (Tokyo); Performance by Yuji Katsui, Pardon Kimura, and qubibi
2012 Republic Vol.9 - JAPANESE MOTION GRAPHIC CREATORS 2012 Release Party at the WOMB (Tokyo); Performance by sim and qubibi
2012 New Friend at the SECO (Tokyo); Performance by Asa-Chang, Pardon Kimura, and qubibi
2012 Music and Image at the Koen Dori Classics (Tokyo); Performance by Masahiko Satoh and qubibi

Talks (Selected)

- 2018** Talk by Keita Onishi, Ryo Orikasa, and Qubibi at the 21_21 DESIGN SIGHT (Tokyo)
- 2018** AUDIO ARCHITECTURE Exhibition Talk Event at the DOMMUNE
- 2017** Unity Developer's Delight at the DMM.com Lab (Tokyo)
- 2016** ASA-CHANG & JUNRAY MAHOU Album Release Event at the DOMMUNE; Talk by ASA-CHANG & JUNRAY, Kouki Tange, and Qubibi
- 2015** Japan Baltic Design Week 2015 (Lithuania)
- 2014** Judge at the Yahoo! Japan Night's Internet Creative World (Tokyo)
- 2013** Creative Workshop - Tokyo DESIGNPLEX (Tokyo)
- 2013** Special Open Seminar - SOZOSHA COLLEGE OF DESIGN (Osaka)
- 2011** FITC TOKYO 2011 at the Cocoon Tower Hall (Tokyo)
- 2010** Talk by Yugo Nakamura and Qubibi at the PUBLIC/IMAGE.3D (Tokyo)
- 2009** Judge at the 1-click Award 2009 Interactive division (Tokyo)
- 2007** Design Conference HIGH5 at the Osanbashi Hall (Yokohama)

Publications

- 2023** Right Click Save, an interview with qubibi
<https://www.rightclicksave.com/article/an-interview-with-qubibi>
- 2023** GatherArt "Who is...?" an interview with @qubibien
<https://twitter.com/qubibien/timelines/1583642546206494721>
- 2022** THE NEW CREATOR ECONOMY (Book)
- 2022** Gatherart, Qubibi Interview
<https://gatherart.org/2022/11/qubibi-interview/>
- 2022** Kaloh's Newsletter, The Fascinating Story Behind Qubibi
<https://www.kaloh.xyz/p/the-fascinating-story-behind-qubibi>
- 2022** HAVE YOU EVER SEEN A DANCING WORM? Curated by@artnome
<https://verse.works/journal/have-you-ever-seen-a-dancing-worm-qubibi-artnome>
- 2018** Featured in Qubibi Exhibition at the MuDA Zurich - Bijutsu Techo 2018 January Issue
- 2017** Featured in Digital Media and Graphic Design in Japan - Its Past and Future (Book)
- 2016** Interview in Millions of playback age music video - Commercial Photo (Magazine)
- 2014** Featured in Interaction Design (Book)
- 2014** Interview in CAREER HACK (Website)
- 2013** Featured in kettle (Magazine)
- 2012** Interview in Web Designing (Magazine)
- 2012** Featured in JAPANESE MOTION GRAPHIC CREATORS 2012 (Book)
- 2012** Featured in GIF BOOK (Book)
- 2012** Featured in Designing Tumblr (Book)
- 2012** Interview in THEARTISTANDHISMODEL (Website)
- 2012** Featured in transmission Magazine Issue 01 (New York-based print publication)
- 2011** Interview in Where do interactive ads go? - Commercial Photo (Magazine)
- 2011** Featured in JAPANESE MOTION GRAPHIC CREATORS 2011 (Book)
- 2010** Interview in Louis Vuitton - Digital Discoveries (Website)
- 2010** Interview in The Secret Base of Creator - CINRA.NET (Website)
- 2010** Contribution to Coming Soon - DIRECTOR'S MAGAZINE (Magazine)
- 2010** Featured in JAPANESE MOTION GRAPHIC CREATORS 2010 (Book)
- 2009** Contribution to Web Design Professional (Book)
- 2007** Featured in Plapp (Website)
- 2006** Interview in CBC.NET (Website)

GALLERY DATA

GENERATIVE ART & NEW MATERIALITIES

Presentation

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.

Discover our catalog of limited editions and unique pieces.
<https://www.galeriedata.com/>

Expertise

- Exhibition curator, contact with artists
- Communication and graphic design (posters, invitations, press releases)
- Community management and digital creation (websites, mailing, social networks posts)
- Exhibition organization from the set-up to the opening
- Mediation, guided tours

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