

More documentation on:

<https://www.c.urio.us/corruptoartistry>

Promotional Poster:



Showcase Info: <https://arhu.umd.edu/events/immersive-media-arts-all-showcase>

Project Description

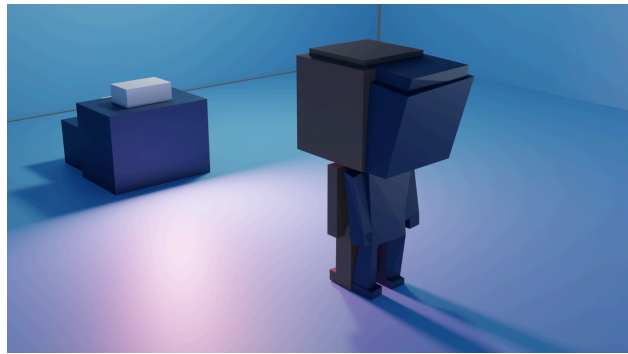
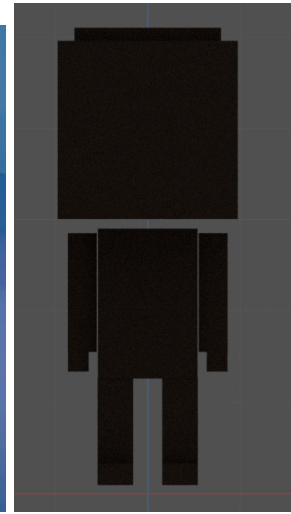
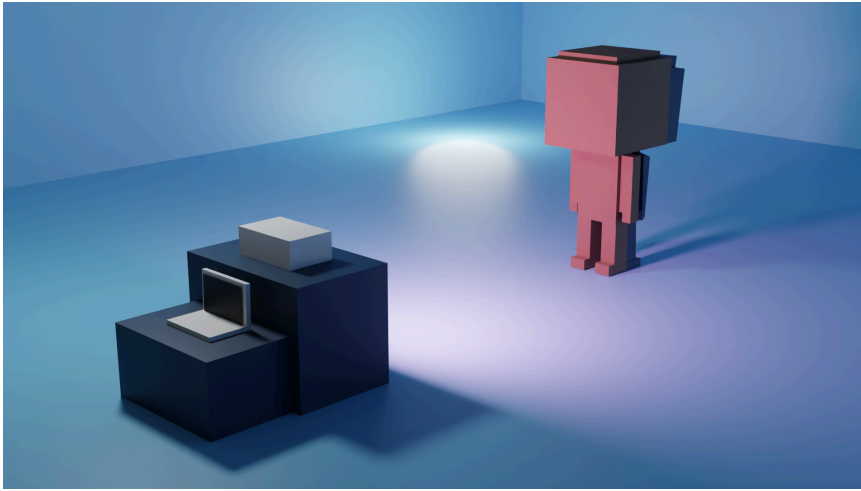
Summary: NFT commentary through physical sculptures and projection mapping.

Purpose: Shed light on the corruption of digital art, and the dissolving of physical art appreciation, due to commercialized online art transactions such as NFTs.

“Corruptoartistry” addresses the controversy of intellectual ownership over digital products, particularly focusing on NFT’s (non-fungible tokens) and how it has begun to obscure the true value of art. Because of the ambiguity of NFT’s in common knowledge, our goal is to inform our audience about both its function and its threat to the art profession. Often in the form of characters with varying cosmetics and sometimes customizable options, “Corruptoartistry” presents a physical 3ft x 2ft x 2ft sculpture made of corrugated cardboard, where two figures are connected back-to-back and represent the tension between crypto art and traditional art. One figure takes shape of a 3D, cartoon-looking person; through projection mapping, it mimics NFT cosmetic customization, in which a user can interact with a button to randomize its features. However, once circling to the other side of the sculpture, the user witnesses the

“behind-the-scenes” action in the form of a hunched-over, weary human, overshadowed by the intellectual commercialization of digital art. The niche charm of having a unique character - despite a public viewing that makes the ownership unexclusive to the buyer - seemingly trumps meaningful artistry and has become focused on maximizing monetary gain. This informative exhibition immerses the user into a hidden degree of the cryptocurrency business, one that is already starting to find its way into popular corporations, such as NFT tweets on Twitter and NFT videos on YouTube.

Concept Images



Progress Images

