

2016 Lumen Prize winners announced as London celebrates the world's best digital art.

30th September, London:

Italian duo Fabio Giampietro and Alessio De Vecchi tore down the barriers between art and technology to claim the 2016 Lumen Prize with their work '[Hyperplanes of Simultaneity](#)'.



'Hyperplanes' invites the spectator to view canvases through an Samsung Gear VR headset, transforming the scenes painted in front of them into 3D cityscapes.

"Hyperplanes of Simultaneity speaks deeply to my personal and professional aspirations in VR - imbuing art and artfulness into the 360° experience, rather than merely content, through truly a creator's voice," said animator and director Michael Fukushima, one of the members of the Lumen Jury Panel. "Fabio Giampietro's piece is an exciting step into new ways of experiencing the creative process."

Now in its fifth year, [The Lumen Prize](#) is the world's pre-eminent award for digital art. The prize is backed by Lumen Projects, a social enterprise dedicated to supporting and promoting artists whose work engages with technology.

Giampietro was presented with the 3,000 USD main prize at a ceremony held at Hackney House, London, on Thursday evening. "Winning this prize is a huge honour and totally unexpected," he said. "As a painter I wanted to do something that mixed traditional artistic techniques with new technologies, so it's great that mixed reality artwork is being recognised in this way."

UK artists featured heavily amongst this year's other prize winners. Collective boredomresearch took home the Moving Image award for their computer generated landscape 'AfterGlow'. Matteo Zamagni's combination of maths, lighting and Google's Deep Dream in 'Nature Abstraction' earned him the Mixed Reality award, while Esther Rolinson and Sean Clark's "Flown" topped the 3D/sculpture category. Finally, Seb Lee-Delisle's outdoor installation 'Laser Light Synths' won the Interactive award.

Other works that received special recognition included a year-long augmented reality portrait, 50 algorithmically 'grown' plants and a pioneering take on photo documentary using Google Street view.

With over 700 submissions covering 45 different countries, the 2016 entries represented the widest span of digital genres submitted into the competition to date. The winners were selected by a jury of five eminent members of the

contemporary art scene, including Doug Dodds, Senior Curator of the V&A, and Weiwei Wang, Curator at Shanghai's Museum of Contemporary Art.

Carla Rapoport, Director & Founder of The Lumen Prize commented: "I always get the breath knocked out of me by the power and beauty of the Lumen Prize Shortlist. This year, our Jury Panel arguably had their toughest job yet. The range of works submitted was broader and more stunning than we could have imagined. Using a VR headset to view a painting, for example, is a first for us - and perhaps for any art prize. It's a privilege to bring this group of winners to audiences around the world and to open up doors for some of the very best digital art being created today."

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Bruce Wands, Lumen Jury Panel member added: "The Lumen Prize continues to evolve and keep a finger on the pulse of new forms of digital art and creative self-expression."