PRESS RELEASE

GABRIEL MASSAN
CONTINUITY FLAWS: THE LOOPHOLE

30 July – 17 September, 2023
Every Sunday, 12:00 – 18:00

Press Preview: Tuesday 25th July, 18:00 – 21:00
The Now Building, Centre Point, London, WC2H 8LH

Outernet Arts and Serpentine Arts Technologies launch an innovative partnership, unveiling a digital artwork by Brazilian artist Gabriel Massan that simulates and explores the precarious conditions of life in the global present.

Continuity Flaws: The Loophole will be presented at Outernet's flagship venue, The Now Building, renowned for its impressive 23,000 square feet of wrap-around 16K screens. The collaboration aims to inspire and engage a wide-ranging general public with free and accessible admission in the heart of London, in a venue currently poised to secure its position as the leading attraction in the UK.
Gabriel Massan's new commission critically explores the performative essence of life, drawing on decolonial, queer, and decentralised perspectives. Referencing Brazilian philosopher Denise Ferreira da Silva's book Unpayable Debt - a Black feminist reading of race, global capitalism and futurity, Massan simulates a new world filled with digital sculpture-actors, who establish a force-field of possibility through moments of connection. Filmed from multiple perspectives, Massan offers an ecosystemic view on the realities of life and emergence in the global present, as their characters interact, unite, and bid farewell on small islands suspended in the void. This commission connects with Third World: The Bottom Dimension, Massan's ongoing project commissioned and produced by Serpentine Arts Technologies that incorporates a video game, exhibition and web3 tokens powered by Tezos. The collaborative, multimedia exhibition with web3 tokens is on show at Serpentine until 22 October.

Expanding their practice of critical worldbuilding, Massan actively creates spaces that promote the emergence and platforming of diverse voices. Through the use of a handheld camera technique within Unreal Engine, Massan explores the inequalities and challenges for Black existence within a global system that perpetuates cycles of precarity and inequality. The accompanying soundtrack features Massan's distorted voice and sound design by Agazero, a producer, DJ and artist born in Rio de Janeiro, Brazil.

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GABRIEL MASSAN said: “It's about the potential of Black performance as a power that creates breaches in the current hegemony – a cycle of precariousness, a system built by colonial structures to maintain and lock Black existence in a position of subalternity.”

BETTINA KOREK, CEO and HANS ULRICH OBRIST, Artistic Director of Serpentine said: “We're delighted to collaborate with Outernet Arts to present Continuity Flaws: The Loophole. Massan's project not only demonstrates an iterative process in terms of our relationship with the artist - supporting development of concept, game, then exhibition, but also how work like this can exist and engage across fields, building new connections between artists and society.”

SADIQ KHAN said: “With the rising cost of living, it is fantastic to see cultural experiences remain accessible as Outernet's Now Building is free to visit for all.”
Gabriel Massan
Gabriel Massan (b.1996 Rio de Janeiro, Brazil) is a Berlin-based multidisciplinary digital artist. Combining storytelling and world-building techniques, Massan creates worlds and digital sculptures that alternatively simulate and narrate situations of inequality within the Black-Indigenous Latin American experience. Across 3D animation, digital sculpting and painting, single-player games, NFT's, virtual and augmented reality experiences, the former video artist investigates notions of strangeness and ignorance regarding the imaginary of the 'Third World'. Gabriel was a 2019 resident at the ETOPIA - Center for Art & Technology, invited artist of the 2020 “IMS Convida” at the Instituto Moreira Salles (IMS), Circa x Dazed ‘Class of 2021’ Selected Artist, contributor of the "Rotten TV" online research platform supported by “The British Council Digital Collaboration Fund”, and is the 2022-23 Serpentine Arts Technologies Digital Commission artist.

Instagram: @gabrielmassan
Website: www.gabrielmassan.com

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About Outernet Arts
Outernet Arts is an independent arts organisation located in the heart of London, offering free and accessible exhibitions in one of the world’s largest digital spaces. With screens spanning the height of four stories, the organisation presents a year-round program every Sunday from 12:00 to 18:00.

It aims to bring together a diverse network of both established and under-represented artists, commissioning projects that explore the complexities of the "media space." Through artist-led initiatives, Outernet Arts sparks meaningful discussions about our existence in a digitally dominated world.

About Outernet London
Outernet London is a new immersive and experiential media and culture district featuring 23,000 square feet of floor to ceiling, 360 degree, 16K screens — making it the world’s largest digital exhibition venue. The unique location presents creators with the opportunity to bring world-class installations into the heart of London’s West End with a predicted daily footfall of 223,000 people a day.

About Serpentine Arts Technologies
The Serpentine Arts Technologies programme proposes critical and interdisciplinary perspectives on advanced technologies through artistic interventions, challenging and reshaping the role that technologies can play in culture and society.

Since 2013 it has supported artists in the development of ambitious art projects that deploy advanced technologies as a medium, tool or topic, often operating beyond gallery walls.

The foundation of Serpentine Arts Technologies is an R&D platform that sits at the intersection of art, science and technology. Developing artist-led research and innovation for the benefit of the public. This includes research labs focused on Blockchain, Creative AI, Legal and Synthetic Ecologies, and Future Art Ecosystems, a project dedicated to building 21st century cultural infrastructure through prototype projects and an annual strategic briefing.

About Third World: The Bottom Dimension presented at Serpentine
Third World: The Bottom Dimension builds new worlds through technology with an experimental video game and an immersive exhibition by emerging Brazilian artist Gabriel Massan and collaborators.

The project is conceptualised by Brazilian artist Gabriel Massan in collaboration with invited interdisciplinary artists Castiel Vitorino Brasileiro, Novissimo Edgar, and vocalist and music producer LYZZA.
Presented at Serpentine North from 23 June to 22 October 2023, the exhibition extends the ideas that have driven the creation and development of the mirroring video game. It offers audiences an opportunity to play the game in a communal setting around site-specific set design, sculptures, sound, installations and real-time gameplay, and encounter the broader practices of a network of artists and thinkers – including Castiel Vitorino Brasileiro, Novíssimo Edgar, LYZZA, Jota Mombaça and Ventura Profana.

Through the lenses of decoloniality, queerness and decentralisation, Third World will challenge us to rethink the ways in which we understand and orient ourselves in the world. Central themes include ancestral knowledge, healing, ecological awareness, transmutation, and agency.

Third World: The Bottom Dimension emerges from Massan’s interest in technological, social and economic decentralisation and includes participatory digital tokens powered by Tezos. Players can record ‘memories’ of their own actions as they play the game, and by minting this record (or snapshot) on the blockchain, build a public archive of multiple perspectives and actions.

CONTINUITY FLAWS: THE LOOPHOLE
Commissioned by
OUTERNET ARTS

AS PART OF THIRD WORLD: THE BOTTOM DIMENSION
Commissioned & Produced by
SERPENTINE ARTS TECHNOLOGIES

Press Contacts:

Nicholas Caley
nicholas.caley@outside-org.co.uk

Lily Edwards
lily@outsideorganisation.com

Nicolas Smirnoff, Head of Communications
nicolass@serpentinegalleries.org

Outernet Arts
The Now Building
Charing Cross Road
London

Opening Hours:
Every Sunday, 12:00 – 18:00

www.outernetarts.com
@outernetarts

Project Credits
Lead Artist: Gabriel Massan
Unreal Development: Gabriel Massan & Carlos Minozzi
Animation: Carlos Minozzi
Writing: Gabriel Massan
Sound Design: Agazero
Technical Advisor: Tom Wandrag

Serpentine Credits
Curator: Tamar Clarke-Brown
Producer: Róisín McVeigh
Head of Arts Technologies: Kay Watson

Outernet Arts Credits
Managing Director: Tony Tremlett
Creative Producer: Ruth Waters