

MIAMI  
ART WEEK  
2021

NOV 30—DEC 5  
FAENA MIAMI  
BEACH





# PILAR ZETA —HALL OF VISIONS and HATCH

Faena Art is celebrating 10 years of supporting the arts by continuing to create a platform for artists to push the boundaries of their artistic practice. We have commissioned emerging artist Pilar Zeta to produce a monumental installation on the beach—a new model for the artist whose graphic design work has been featured on album covers for musicians such as Coldplay and Katy Perry. Through projects like this one, Faena Art acts as a catalyst in the development of innovative ideas and reaches new audiences by promoting free and open-to-the public programming in connection with the work.

The idea behind *Hall of Visions* comes from a search for the ability to be present in order to manifest a future self. In this way, the work is both a metaphor and a physical space that calls on the viewer to explore the built environment—one must literally walk through a corridor to arrive at a large reflective sculptural egg. This most primal and beautiful symbol of creation invites whoever is looking into it to see themselves in the present. The *hall of visions* thus acts as a corridor of alignment, guiding whoever engages in the work to perceive their potential and connect with their vision.

This new site-specific installation alludes to Argentina's *Madí* Movement while paying homage to the history of Art Deco in Miami Beach. Much like the artwork created as part of *Madí*, the architectural elements of Zeta's work do not impose a propaganda, nor an ideological agenda, rather they create a point of reflection that arises from a mathematical approach and leads to a rationality of aesthetics.

Zeta explores colors and shapes from a constructive lens—as you walk through the installation, sharp fuchsias, purples, and blues lead the way to the mirrored sculptural egg. Its reflection places each person, each *self*, in the surrounding environment and forces a pause in the present moment. Just beyond the egg, the horizon aligns the artwork with the

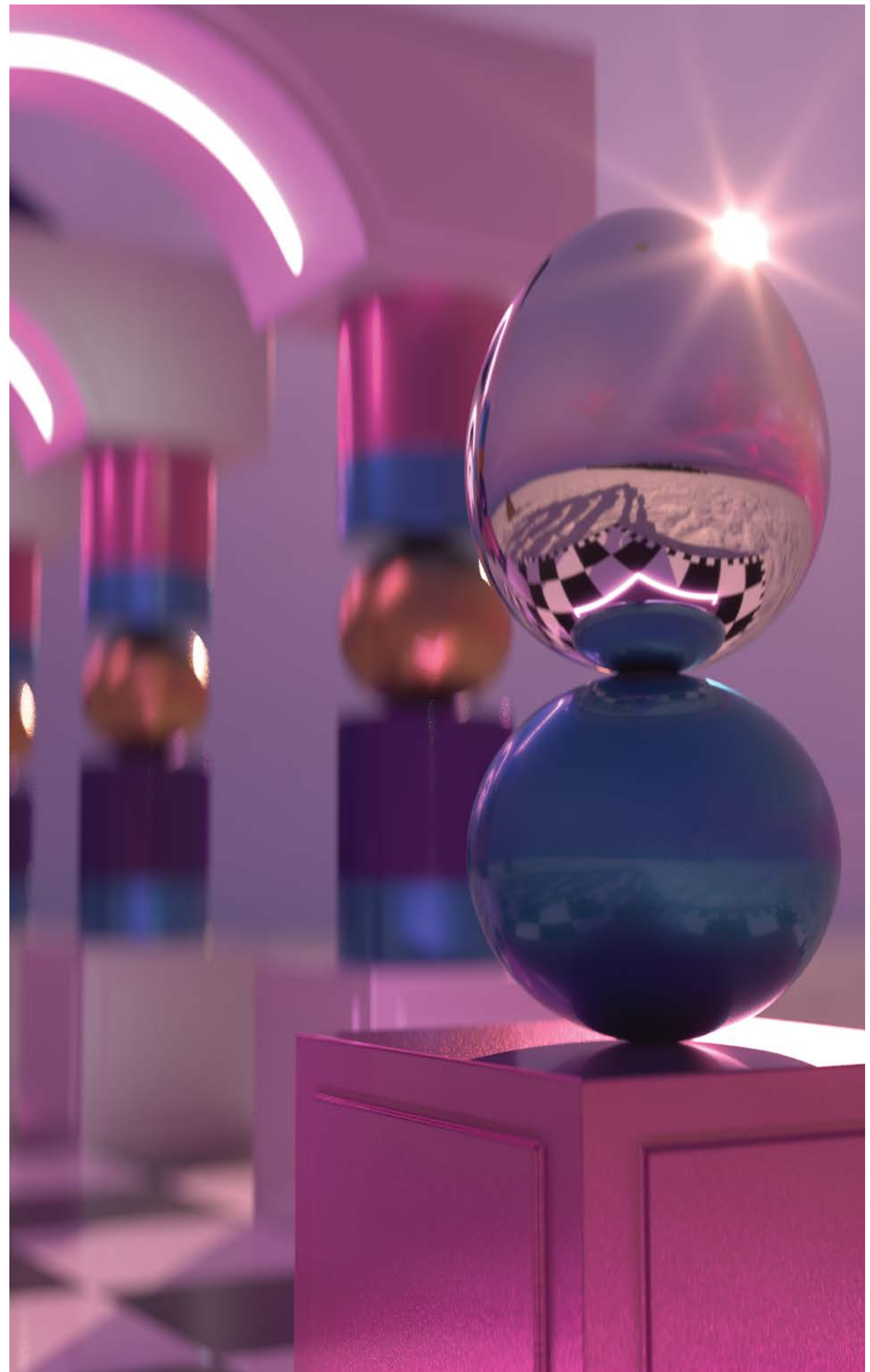
natural elements around it, emphasizing the cycles of day and night. As time is in constant flux, we are reminded that the future is now.

The installation serves as a portal for the self, an immersive artwork spilling out of the traditional frame. Its surreal placement on the beach strays away from any sort of realism while acknowledging the existence of solid objects that celebrate pure geometric form. Our notion of the outdoors has shifted over the past two years and placing a portal with such sharp shapes and colors in contrast with the ocean forces us to shift our perspective on how we feel about place and question where we really stand.

A digital component shifts the work into the Metaverse and unlocks a sixth sense. Existing as an NFT, the futuristic Art Deco structure lives on Aorist, a new digital art platform, creating an eternal presence that marks this moment in time. Images in motion of the sun and moon rising allude to our ability to renew each day, just as a cracking egg implies our manifestation becoming a reality. But to see this, we need to see ourselves first.

Whereas the *Madí* movement occurred in a post-war era, Zeta's work brinks on a post-pandemic reality, her portal calling us to align with our visions. To see yourself truly, you must go within, and the only way out is through.

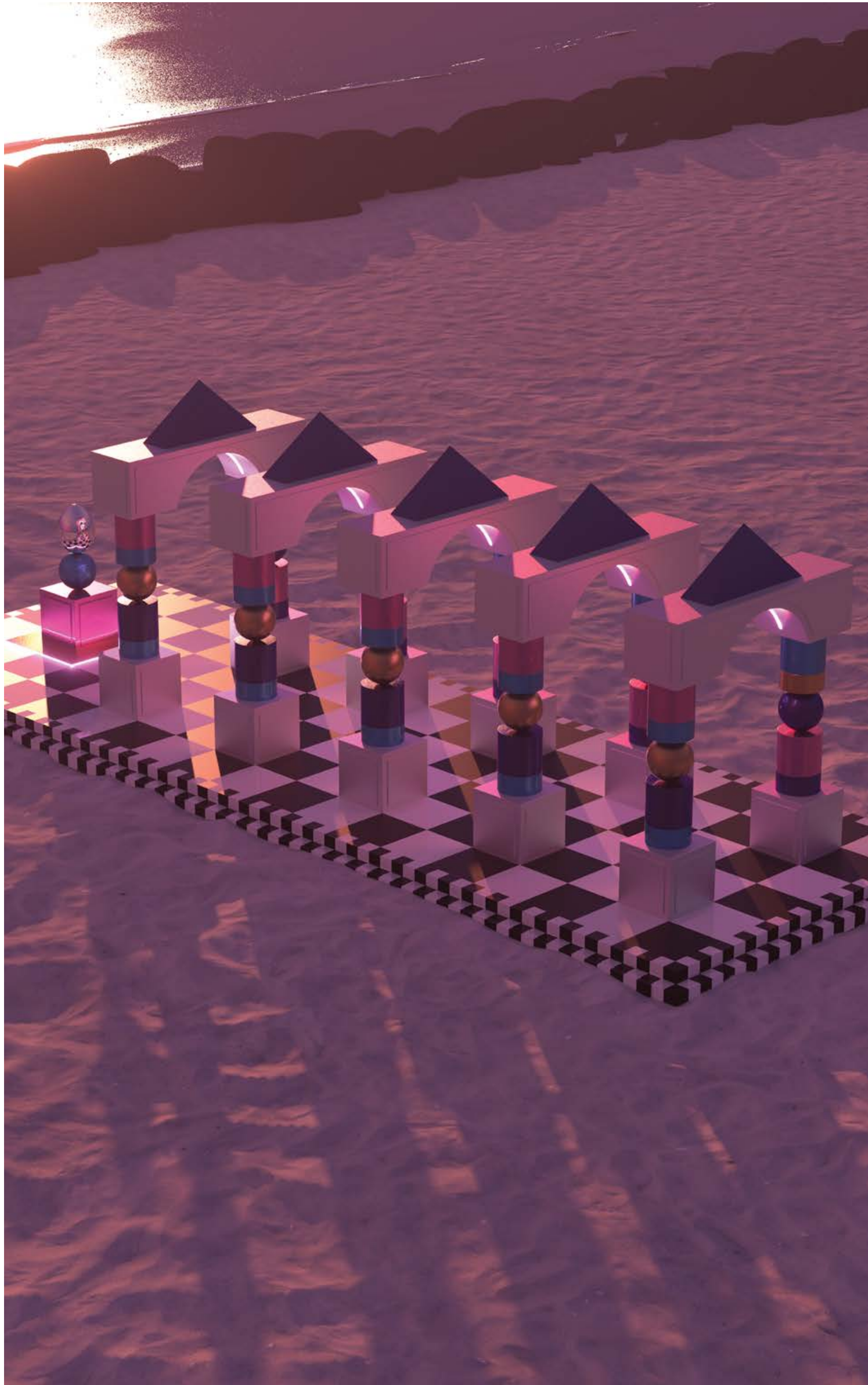
Pilar Zeta  
*Hall of Visions*, 2021  
Mixed media, site-specific installation  
Approx. 66 x 23 x 20 ft  
with accompanying NFTs











### HATCH

*Hatch*, Zeta's sculpture located in the Faena Cathedral, is being shown in conjunction with *Hall of Visions*. It refers to a moment of rebirth and realization—the cracked egg connecting us to a manifestation first conceived at the larger installation on the beach. Its placement in the Cathedral highlights the importance of the meditative state that the work inspires. Where *Hall of Visions* calls on the viewer to reflect and focus on a particular vision, *Hatch* serves as a gateway to a new reality.

Pilar Zeta  
*Hatch*, 2021  
 Mixed media  
 Approx. 5 x 5 x 13 ft



Located in the heart of the Faena District, the Faena Art Project Room marks the first dedicated space for the nonprofit organization in Miami, serving as a platform for experimentation and development of innovative ideas.

The **Project Room** hosts an artist residency program and a series of artist talks, embodying the ethos of Faena Art, which seeks to foster new models for social interaction transcending the traditional boundaries of art, science, philosophy, and social practice. Looking ahead to future Faena Art programming, the Project Room will be a cultural incubator during pinnacle moments in the community, inclusive of Miami Music Week and Give Miami Day. Faena Art has plans to bring the **Faena Prize for the Arts** to Miami Beach for the first time and will utilize the space to highlight works of artists both known and unknown.

Digital Partner

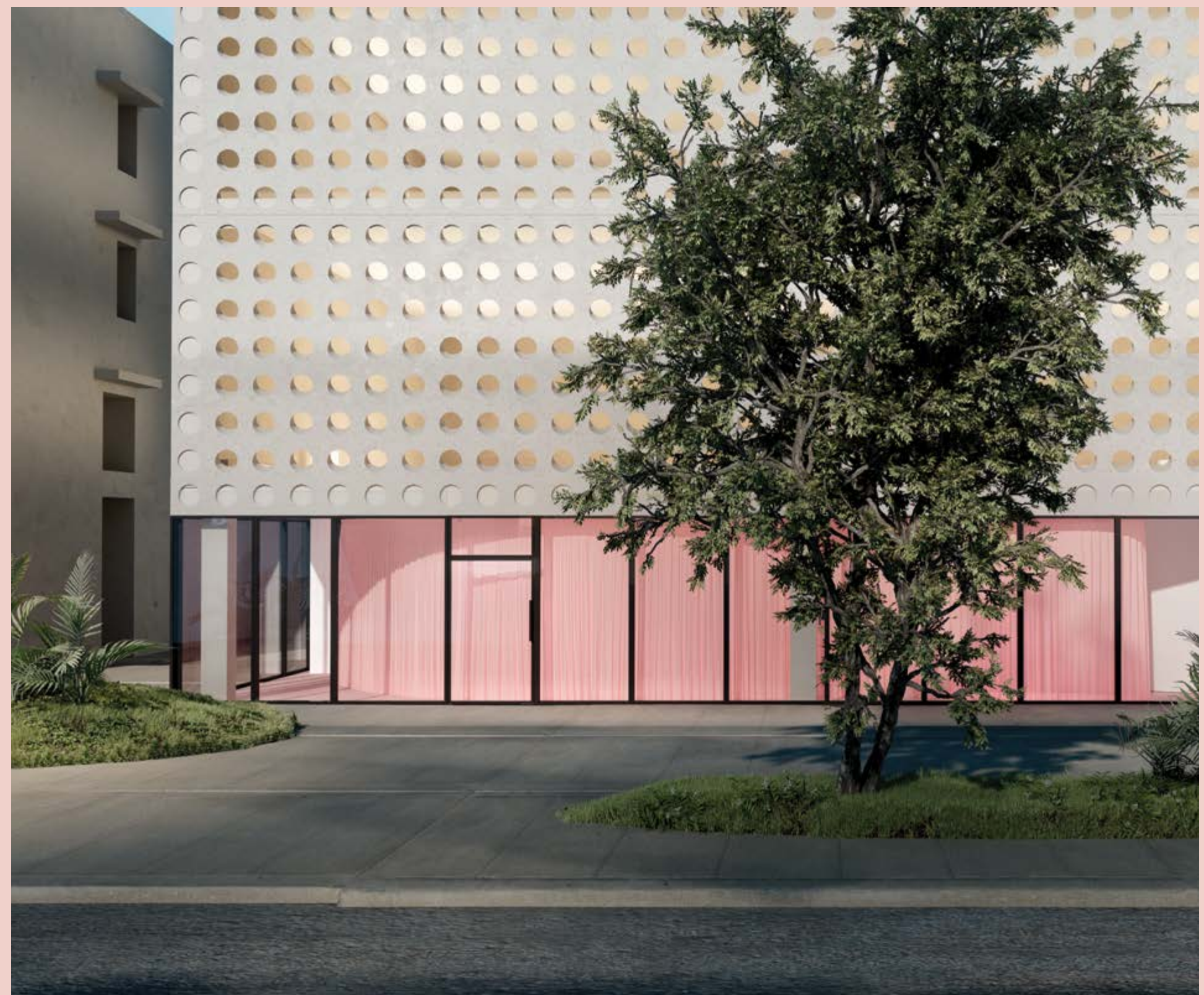
**aorist** CREATING  
AT  
THE  
EDGE

**FAENA ART  
PROJECT ROOM**

**3420 COLLINS AVE  
MIAMI BEACH,  
FL 33140**

# PROJECT ROOM

## ANDRÉS REISINGER —THE SMELL OF PINK



The **Project Room** inaugural program features Barcelona-based artist Andrés Reisinger's *The Smell of Pink*, an immersive multi-sensory site-specific installation. Commissioned and produced by **Aorist**, this installation is part of Aorist's multi-location launch exhibition titled *Crossroads*, featuring artists whose works act as catalysts and way finders along the roads that connect the digital realm and our everyday landscapes. This work invites audiences into a dream-like experience akin to stepping inside a rose quartz, surrounded by scents inspired by music and nature. Renowned for his merging of digital and physical worlds, Reisinger creates

a scent bearing the installation's title, and the bottle, coupled with the NFT, that will be available as a complete work for auction on Aorist.

At night, similarly tinted LED lamps, replace the filtered daylight, to keep the otherworldly refuge illuminated. Isolated from the outside world, this comforting, encapsulating, organic and sensuous embodiment of the artist's unique mental and virtual landscapes, invites the audience to remain in the moment, encouraging a meditative state of deep connection with their own spiritual and sensory experiences.





In Reisinger's celestial realm, the visitor is surrounded by rose-coloured translucent curtains, and carpets of the same hue.

**ABOUT AORIST**

As Faena Art's Primary Digital Partner, Aorist releases a series of NFTs as the digital counterpart of various artist commissions to be auctioned on Aorist platform. Aorist is a next-generation cultural institution offering a climate-forward NFT marketplace for artists creating at the edge of art and technology. With a cross-disciplinary program of exhibitions, commissions, partnerships, and an incubator, Aorist bridges the digital and physical domains while supporting experimentation, co-creation, and innovation.  
[www.aorist.art](http://www.aorist.art)

Andrés Reisinger  
*The Smell of Pink*, 2021  
Immersive installation  
and experience with  
accompanying NFTs







# CARLOS BETANCOURT —WHAT LIES BENEATH: TIPPING POINT

Commissioned by  
The ReefLine, Carlos  
Betancourt has  
created 'What Lies  
Beneath', two buoyant  
iceberg sculptures  
and an accompanying  
NFT co-created with  
Studio Brasch.

The physical sculptures, presented as an intervention by the artist floating in **Faena Hotel's** pool, are an invitation to reflect on the climate crisis, on the longevity of icebergs, on rising seas, and on the viability of plant and animal species, including our own. The work is a reminder that humans find themselves at a crossroads—a choice between extinction and survival. The corresponding NFT will be released on **Aorist** at a benefit auction for **The Reefline**.

Betancourt invites us to explore the sumptuous imagery of the textures and colors of the ice as it changes under the shifting light of night and day, as it cracks, melts, and breaks apart. Under the spell of the beauty of the digital animation, we suddenly find ourselves submerged by the very water that so seductively melted before our eyes. The work is a reminder of the ways in which humans engage in the very behaviors that propel us and our endangered planet toward a future underwater.



## ABOUT THE REEFLINE

The ReefLine is a marine sanctuary and will feature environmentally-functioning artworks by major international artists and designers, to be completed in several phases, with the first phase slated to open in 2022. In partnership with the City of Miami Beach, the underwater public sculpture park, snorkel trail, and artificial reef will be located off Miami Beach's shoreline. Conceived by BlueLab's Chair Ximena Caminos, in close consultation with a team of expert marine biologists, researchers, architects, and coastal engineers, ReefLine will begin North of 4th street and run north, providing a critical habitat for endangered reef organisms, promoting biodiversity, and enhancing coastal resilience. [www.thereefline.org](http://www.thereefline.org)



Carlos Betancourt  
*What Lies Beneath:*  
*Tipping Point*, 2021  
Immersive Iceberg installation  
and accompanying NFT



# REFIK ANADOL — MACHINE HALLUCINATIONS: CORAL

AORIST LAUNCH PROGRAM: **CROSSROADS**  
IN COLLABORATION WITH THE REEFLINE

Anadol has been commissioned to create one of his signature monumental immersive experiences on the Faena Beach inspired in The Reefline's mission of co-creating with nature. Bridging the physical and digital worlds, Refik plunges viewers into his unique and captivating world.

Proposing the possibility of "post-digital architecture," Anadol's body of work addresses the challenges, and the possibilities, that ubiquitous computing has imposed on humanity, and what it means to be a human in the age of AI. Anadol invites his audience to imagine alternative realities by re-defining the functionalities of both interior and exterior architectural elements. The corresponding NFT will be released on **Aorist**.

Anadol explores how the perception and experience of time and space are radically changing now that machines dominate our everyday lives. Anadol is intrigued by the ways in which the digital age and machine intelligence allow for a new aesthetic technique to create enriched immersive environments that offer a dynamic perception of space. He tackles this by moving beyond the integration of media into built forms and translating the logic of a new media technology into art and design, particularly his works explore the space among digital and physical entities by creating a hybrid relationship between architecture and media arts with machine intelligence.

Residing at the crossroads of art, science, and technology, Anadol's site-specific three-dimensional data sculptures and paintings, live audio/visual performances, and immersive installations take varied virtual and physical forms. Entire buildings come to life, floors, walls, and ceilings disappear into infinity, breathtaking aesthetics take shape from large swaths of data, and what was once invisible to the human eye becomes visible, offering the audience a new perspective on, and narrative of their worlds.

His monumental artwork for the Aorist launch and corresponding NFT engage with our physical architecture and embodied experience in the real world while insisting upon a hybridity with our digital realm.

*Machine Hallucinations: Coral* emerges from Refik Anadol Studio's ongoing project on data aesthetics based on collective visual memories of nature and urban environments. For this unique, site-specific data sculpture, Anadol and his team collected 1,742,772 images of coral from publicly available social media platforms and processed them with machine learning classification models. The sorted image datasets were then clustered into thematic categories to better understand the semantic context of the data universe. As the machine-mind begins to make its own connections between data points and "hallucinate" about alternative coral shapes and colors, the data universe expands into a latent cosmos in which fluid dynamics becomes the main inspiration of Anadol's artistic creativity. As a masterfully curated multi-channel experience, *Machine Hallucinations: Coral* invites the audience to be immersed in a sense of underwater space while physically surrounded by water and sea creatures on the beach, further merging the beauty of real with the sublimity of artistic imagination.

Refik Anadol  
*Machine Hallucinations:  
Coral*, 2021  
Monumental immersive  
site-specific installation  
and accompanying NFT



*Quantum Memories*, 2020



# NANCY BAKER CAHILL —MUSHROOM CLOUD

AORIST LAUNCH PROGRAM: **CROSSROADS**

This new, monumental Augmented Reality (AR) public sculpture is geolocated over the ocean in Florida at two specific sites: one at 32nd Street and the ocean, directly behind the Faena Hotel, and the other over South Pointe Pier. Baker Cahill's work is situated in Miami as one of many cities around the world threatened by rising sea levels. The corresponding NFT will be released on Aorist.



Legacy, 2020

This installation can be seen as an extension of Baker Cahill's recent research and practice—notably her 2021 AR projects in Los Angeles, Seoul, and Berlin; *Legacy*, which drew attention to the threat of climate change by creating a swirling force over the Pacific Ocean and Tempelhofer Field; and the NFT, site-specific, collaborative project *Contract Killers*, which framed the lack of accountability surrounding eco-laws and contractual agreements in the context of broken social contracts.

*The Mushroom Cloud* installation itself is an animated drawing that is accessed through 4th Wall, Baker Cahill's free AR application. Viewers will witness Baker Cahill's AR drawing as it explodes up from the ocean surface and transforms overhead into a cloud of a different kind; a resilient and generative mycelial network (fungal colonies which form the connective tissue of all carbon-based life on earth) in the sky. The rhizomatous fungal structure's filaments eventually spread through the sky, creating a beautiful and intricate sequence of interconnected arteries.

This project insists upon viewer action and interaction; they must journey to the pier or to the beach to engage directly with the artwork. The artist's hope is that the act of gazing upward might prompt an embodied experience of 'ergonomic awe'.

Here, Baker Cahill drives home the importance of looking to nature to remedy and provide hope for our planet's ecological future. In this project, Baker Cahill and her *Contract Killers* collaborator, art attorney Sarah Conley Odenkirk, dig deeper into what it means to be part of a decentralized sustainable network, and to be accountable to one another and to the planet. Supplementing the NFT structure, which is built on the Algorand blockchain, Conley Odenkirk articulates bespoke terms that support the visual work of Baker Cahill. Collectors will have the opportunity to acquire 'nodes' that mimic the coloring and aesthetics of the mycelium filaments in the animation. Each cube will consist of a Caribbean-blue base and a suspended 'spore' representing the collector's role in supporting and germinating another mycelium structure and making a meaningful contribution to an interactive community. The nodes are offered as singular 'primary nodes' (6x6 inches), 'secondary nodes' (4x4 inches), or 'tertiary nodes' (2x2 inches). As an outward manifestation/extension of the project's NFT agreement, collectors are invited to 'gift' a smaller node to someone meaningful in their community, stimulating a generative force and a wide sustainable network beyond themselves. Using AR, Baker Cahill effectively provides a platform and installation that advocates for human responsibility and accountability in the ecological crisis, inspiring the audience to create connections with one another and to be active in encouraging sustainability in their everyday lives.

Nancy Baker Cahill  
*Mushroom Cloud*, 2021  
Monumental AR project over the  
ocean and accompanying NFT



# AURIEA HARVEY—THE ADVENTURES OF MINORIEA

AORIST LAUNCH PROGRAM: **CROSSROADS**

Auriea Harvey works at the intersection of the digital and the physical, creating 3D worlds and Augmented Reality (AR) projects alongside her traditional sculptural practice. For Aorist launch, Harvey presents 'The Adventures of Minoriea', a mythological creature born from Harvey's own visual vernacular. 'Minoreia' connects classical figures with the eternity of the future via the blockchain and AR. The corresponding NFT will be released on Aorist.

Auriea's work often references ancient mythologies. Rendering iconography into form, she utilizes new methods that point to the future of our ability to create and to retell our stories. Harvey gives us *The Adventures of Minoriea*, an elusive and powerful character—an animated futuristic goddess. Half-woman, half-bull, this beautiful beast stands as a symbol of the potential of the human body—the very possibilities we might be or might become. The viewer might find her both comical and menacing, seductive and brooding, speaking of humanity in all its animality and of what the future of technology may hold. The Minotauress reminds us not only of our connection to our own bestial nature, but also points to the very potential for our bodies to transition, to change, and to become—to inhabit a boundless and unrestrained hybridity. We find AR versions of *The Adventures of Minoriea* dispersed throughout the **Faena District** in Art Week Miami 2021—like the trickster characters of many cosmologies, Harvey opens up the crossroads between the digital and the physical, between the future and the past, between this world and the next.

Auriea Harvey  
*The Adventures of Minoriea*, 2021  
AR experience throughout  
Faena District and sculpture  
series and accompanying NFT





# UNIQUE DESIGN X MIAMI

**A NEW SPACE AGE COLLECTIBLE DESIGN @ FAENA PARK  
+ SKATE-ABLE OBJECT PARK BY YINKA ILORI**

Unique Design X Group is a female-founded nomadic boutique collectible design show with a focus on the XYZ and millennial generations, its creators of functional art and their representative galleries.

After four consecutive successful editions in Shanghai (2019), Paris (2020), Moscow (2020) and Savannah (2021), Unique Design X Group launches their inaugural Miami edition in the Faena District in collaboration with Faena Art. The groups' dynamic and collaborative model features multiple immersive and diverse experiences—from the curated collectible design show in the Faena Park building entitled 'A New Space Age', to the limited-edition dismountable Skate-Able Object Park designed by notable British Nigerian artist Yinka Ilori in partnership with Tony Hawk's nonprofit organization The Skatepark Project. To accompany these exciting indoor-outdoor experiences, Unique Design X Group will also be hosting multiple live-streamings, talks and charitable activations throughout the editions' duration.

Unique Design X Group believes in the power of collectible design to encourage the cross-pollination of ideas between different artistic mediums and practices; artists, designers, architects, and fashion designers come together to create these works of functional art that inhabit our interiors. Their innovative collaborative working model allows each creator to work closely with their gallery and Unique Design X Group in a collective effort to help the artist



manifest their 'world', inviting visitors to enter and experience it through an immersive physical and metaphysical portal. The undertaking offers both galleries and designers a compelling new way of working together to create reinvigorated aesthetic schemata and demonstrating novel ways of living alongside functional art.

This exciting and original project is also the first commercial design show to have a charitable arm through which they support and engage local communities and their relevant youth-centered charities, as well as having a concerted focus on sustainability. Unique Design X Group selects creators that focus on using up-cycled and/or sustainable materials and their show model consciously makes use of reusable sets and scenographies. This initiative reimagines the concept of the collectible design fair, expanding its possibilities and aims to new and unexplored domains. Each year as a part of the charitable arm of its initiative, Unique Design X Group commissions an artist designed, professionally engineered, and produced, limited edition dismountable skate-able obstacle course as a platform for activations with local and international non-profit organizations. For its inaugural 2021 edition, Unique Design X Group selected Yinka Ilroi.



Audrey Large at Unique Design X Paris 2020 with Nilufar Gallery

Skate-able object park designed by Yinka Ilori  
Image from previous iteration of Unique Design X Savannah 2021

## ARTISTS

### PILAR ZETA

Pilar Zeta (b. 1986, Argentina) currently resides in the United States, working as a Multimedia Artist & Director. Her creations granted her international recognition, including a 2021 Grammy nomination for her role as Art Director for Coldplay's 'Everyday Life'. Zeta's art is heavily influenced by her upbringing (her mother was an art history teacher in Argentina) and a nascent interest in Ancient Egypt, cosmology, and metaphysics. Having been introduced to esoteric philosophies from a young age, Pilar Zeta's understanding of Neo-Metaphysical concepts is ubiquitous throughout her various artistic creations. Zeta's artistic style is defined by her minimalist, surrealist landscapes, her bold use of color and of deconstructed shapes. She has described her artistic style as 'mystical futurism'. Zeta's allusions to ancient traditions concerning practical magic and her innovative digital skills allow her to create liminal spaces in which both the past and the future are acknowledged and engaged with. Some of Zeta's most well-known works are her collaborations for influential musical artists such as Coldplay, Lil Nas X, Camila Cabello, creating from album artwork to directing videos and live performances.

### REFIK ANADOL

Refik Anadol (b. 1985, Turkey) is a media artist, director, and pioneer in the aesthetics of machine intelligence. He currently resides in Los Angeles, California, where he owns and operates Refik Anadol Studio and RAS LAB, the Studio's research practice centered around discovering and developing trailblazing approaches to data narratives and artificial intelligence. Anadol is also a lecturer for UCLA's Department of Design Media Arts from which he obtained his second Master of Fine Arts. Anadol's body of work addresses the challenges, and the possibilities, that ubiquitous computing has imposed on humanity, and what it means to be a human in the age of AI. Refik Anadol 's global projects have received a number of awards and prizes including the Lorenzo il Magnifico Lifetime Achievement Award for New Media Art, Microsoft Research's Best Vision Award, Lumen Prize Award, iF Gold Award, D&AD Pencil Award, German Design Award, UCLA Art+Architecture Moss Award, Columbia University's Breakthrough in Storytelling Award, University of California Institute for Research in the Arts Award, SEGDA Global Design Award, and Google's Artists and Machine Intelligence Artist Residency Award. Anadol's site-specific audio/visual performances have been featured at iconic landmarks, museums and festivals worldwide, such as the 17th International Architecture Exhibition – La Biennale di Venezia, the National Gallery of Victoria, Walt Disney Concert Hall, Hammer Museum, Dongdaemun Design Plaza, Artechouse, The Centre Pompidou, among many others. A pioneer in his field, and the first to use artificial intelligence in a public immersive artwork, Anadol has partnered with teams at Microsoft, Google, Nvidia, Intel, IBM, Panasonic, JPL/NASA, Siemens, Epson, MIT, Harvard, UCLA, Stanford University, and UCSF, to apply the latest, cutting-edge science, research and technologies to his body of work.

### ANDRÉS REISINGER

Andrés Reisinger (b. 1990, Argentina) is one of the most sought-after digital artists of the 21C. Originally from Argentina, he now creates carefully curated projects in his studio in Barcelona. His instantly-recognisable dream-like imagery have drawn interest from a plethora of multi-million-dollar collectors, brands and international art galleries alike. He is named as one of "Forbes 30 Under 30" artists creating and designing the future of the arts and is the winner of the "Young Guns" Art Directors Club New York City. His market has grown from strength to strength, with recent works fetching up to half a million dollars auction (The Shipping, \$450,000, Nifty Gateway, 22 February 2021).

### NANCY BAKER CAHILL

Nancy Baker Cahill (b. 1970, United States) is a new media artist based in Los Angeles whose work positions itself at the intersection of fine art, social advocacy, and bleeding-edge technology. Cahill works with graphite, paint, video, Augmented Reality and Virtual Reality as mediums. She describes her art as an attempt to 'examine power, selfhood, and embodied consciousness'. She explores issues of social injustice, the declining health of our environment and important questions of identity through her digital installations. Cahill launched her app '4th wall' in 2018. '4th Wall' is a free, augmented reality app which serves as a platform for curated and collaborative AR art exhibitions and site interventions. Her installations have also been praised on an international scale, earning her profiles in publications such as The New York Times, Frieze Magazine and The Art Newspaper. Moreover, her works have been exhibited internationally in museums and galleries such as Francisco Carolinum Linz in Austria, The Hermitage, The Buk-Seoul Museum of Art, König Galerie in Berlin and Honor Fraser Gallery in Los Angeles. Sarah Conley Odenkirk is a partner at CDAS where she practices fine art law, emerging technology and NFTs.

### YINKA ILORI

Yinka Ilori MBE (b. 1987, United Kingdom) is a London-based multidisciplinary artist of British-Nigerian heritage who specializes in telling new stories in contemporary art and design, influenced by his British and Nigerian origins. He began his practice in 2011 up-cycling vintage furniture, inspired by the traditional Nigerian parables and West African fabrics that surrounded him as a child. Humorous, provocative and fun, every project that Ilori creates brings Nigerian verbal traditions into playful conversation with contemporary design. Yinka Ilori's work touches on various topics and themes such as Nigerian parables, West African fabrics and the relationship between form and function, that encourage diversity of thought and resonate with a large audience all over the world.

### CARLOS BETANCOURT

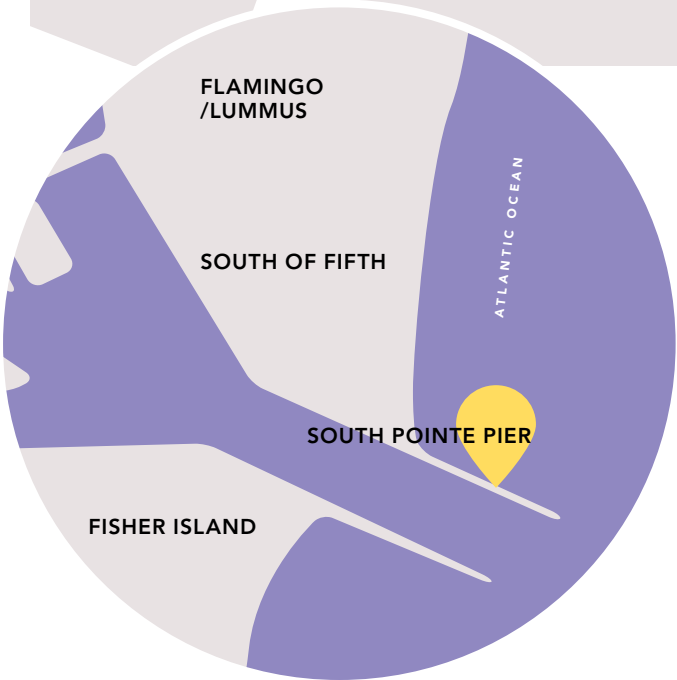
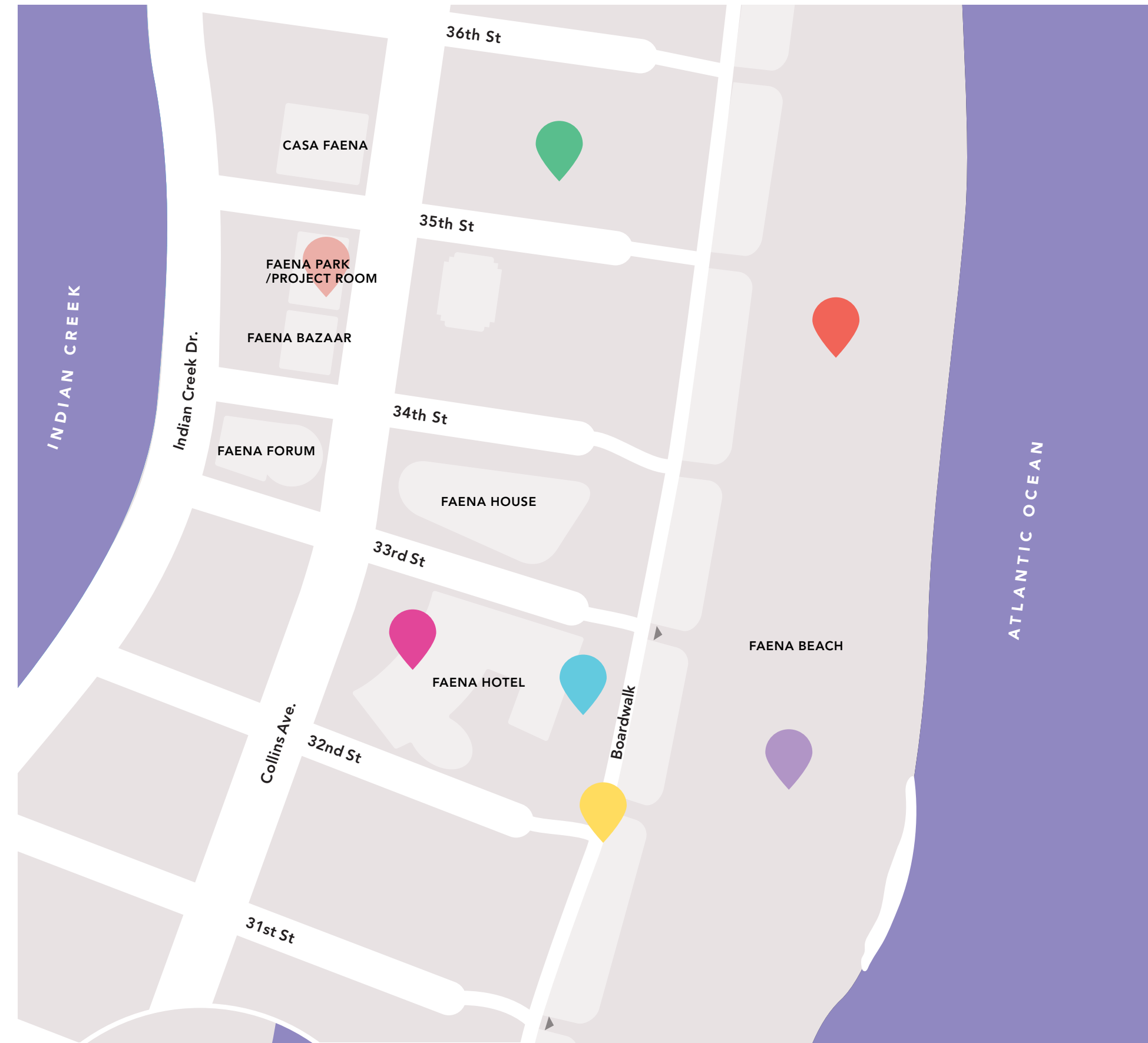
Carlos Betancourt (b. 1966, Puerto Rico) was raised by Cuban-born parents and relocated to Florida with his family in 1980. Betancourt explores and examines humanity's relationship and interactions with nature. His work also explores issues of identity, personal memories and beauty, all of which are heavily influenced by his years growing up in San Juan, Florida. He blends the boundaries between art, photography and nature. Betancourt is heavily influenced by artists such as Ana Mendieta, Robert Rauschenberg and Courbet. Edouard Glissant's belief that 'the past resides in material objects that only release their hidden meanings when encountered imaginatively and sensuously' resonates with his approach to his installations. Betancourt has worked as a curator, furniture designer and he has collaborated with acclaimed architect Alberto Latorre in several large-scale public art commissions. He and Latorre also co-founded '801 Projects', a center that provides space for visual artists in Miami. Betancourt's achievements are extensive: in 2015, Paul Lauster and Robert Farris Thompson published a book with Rizzoli, named Carlos Betancourt: Imperfect Utopia, which explores his art with more than 250 images and text. Betancourt's art is also a permanent fixture in public collections such as the Smithsonian National Portrait Gallery and the San Antonio Museum of Art. His works have been shown at large-scale art fairs such as Art Basel Miami and Arco art fair in Madrid. Betancourt has also been awarded a multitude of awards; in 2018, he won the People's Choice Award, Florida Prize, for the Contemporary Art exhibition in the Orlando Art Museum, as well as a National Endowment for the Arts Grant.

### AURIEA HARVEY

Auriea Harvey (b. 1971, United States) currently resides in Rome and works as a video game designer and innovative digital artist. Her art inhabits a hybrid space of 'mixed reality'. Auriea coalesces physical and digital processes to create pieces of art that amalgamate the tangible and intangible realms, often creating digital sculptures with a physical counterpart. She describes the way in which her artwork 'metamorphoses between the digital scans and their materiality'. Auriea's work is heavily influenced by Hellenistic and Baroque art both aesthetically and philosophically; she re-works and retells mythological narratives, placing them in a contemporary context. Harvey's work has been internationally revered and can be found in the permanent collections of the San Francisco Museum of Modern Art, The Walker Centre, Lot 555 Collection and the National Bank of Belgium. Her Virtual Reality pieces and video games have been exhibited in museums and galleries such as the Victoria and Albert Museum in London, The New Museum in New York and the Tinguely Museum in Basel. Moreover, Harvey was the recipient of the Creative Capital Grant for Digital Media in 2006, as well as the winner of the Independent Games Festival Nuovo Award in 2011.



# MAP



- HALL OF VISIONS**  
PILAR ZETA  
Faena Beach
- HATCH**  
PILAR ZETA  
Faena Hotel's Cathedral
- THE SMELL OF PINK**  
ANDRES REISINGER  
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HALLUCINATIONS: CORAL  
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Faena Beach (32nd Street and the Ocean) and South Pointe Pier
- THE ADVENTURES OF MINORIEA**  
AURIEA HARVEY  
Throughout the Faena District
- UNIQUE DESIGN X MIAMI**  
SKATE-ABLE OBJECT PARK  
BY YINKA ILORI  
35th Street and Collins Avenue
- UNIQUE DESIGN X MIAMI**  
A NEW SPACE AGE COLLECTIBLE  
DESIGN SHOW  
@ Faena Park, Floor 5

## ACKNOWLEDGEMENTS

Faena Art would like to express sincere gratitude to the individuals and organizations who make this program a reality and without whom, none of this would be possible.

We would like to specially thank our Board of Directors for its continuous support: Germán de Elizalde, Sarah Arison, Gita Shamdasani, Lauren Cramer, Olga Blavatnik and Neisen Kasdin.

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Thank you to the City of Miami Beach Administration and City of Miami Beach Commission. A very special thank you to the neighbors of Faena District and the residents of the City of Miami Beach who we hope to support in our mission to create an innovative cultural program that serves the multitude of diverse communities within our city.

Thank you to **Aorist, Jean Paul Gaultier, Vranken Pommery, Red Bull, Perrier, Lavazza, Tito's, Dior, Faena Rose, Fitz & Co, Purple PR, and East of Collins.**

Faena Art aims to amplify creative voices through partnership with like-minded institutions and organizations. This year marks the launch of our new digital partnership with Aorist, a next-generation cultural institution offering a climate-forward NFT marketplace for artists.

Faena Art's 2021 Miami Art Week program also includes a collaboration with Unique Design X Miami, bringing a collectible design show with 17 artists from 12 countries and a skateable object park by Yinka Ilori to the Faena District, the nomadic collectible design fair encourages innovation and creativity through multi-cultural diverse exchanges. These conversations only strengthen the artistic community and add to Faena Art's mission of fostering new models for social interaction that transcend traditional boundaries of art, science, philosophy, and social practice.

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Faena Art is a 501(c)3 nonprofit organization that commissions, produces, and houses cross-disciplinary artistic experiences. A catalyst for innovative, site-specific, and immersive practices, Faena Art bridges the popular and the experimental making art accessible to all. Faena Art fosters new models for social interaction transcending the traditional boundaries of art, science, philosophy, and social practice.

## IMAGE CREDITS

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P.16-17 Refik Anadol, *Quantum Memories*, 2020. Courtesy of the artist and Aorist  
P.18 Nancy Baker Cahill, *Mushroom Cloud*, 2021. Courtesy of the artist and Aorist  
P.19 Auriea Harvey, *Minoriea*, 2021. Courtesy of the artist and Aorist  
P.20 Courtesy of Unique Design X Group



# aorist

CREATING  
AT  
THE  
EDGE

Aorist is a next-generation cultural institution supporting a climate-forward NFT marketplace for artists creating at the edge of art and technology.

PRESENTING

## CROSSROADS

A decentralized experience throughout Miami Beach, consisting of physical site-specific works, augmented reality (AR), immersive installations, and online-only artworks.

WITH ARTISTS

Refik Anadol, Nancy Baker Cahill, Carlos Betancourt, Leandro Erlich, Aurica Harvey, Joanie Lemercier, Jonas Lund, OMA, Quayola, Andrés Reisinger and Nynke Tynagel

AORIST.ART

Artwork by Joanie Lemercier