# Clement Valla

Scanners, Clement Valla August 6-October 22, 2022

bitforms gallery SF 1275 Minnesota Street San Francisco, CA 94017

Artist talk: Saturday, October 1, 4:30 PM Gallery hours: Tuesday–Saturday: 11 AM–6 PM

Clement Valla collects environmental data through an intricate process of photography and three-dimensional scanning. His highly specific procedures convert natural objects into data systems. Through the artist's work with diverse software he explores issues of mediated and computer vision in respect to the natural world. *Scanners* presents Valla's exploration of the technical aspects of picture-making.

Postcards from Google Earth, a series Valla started in 2010, is based on image captures taken within Google Earth's interface. This collection is itemized by each image's geographic coordinates and emphasizes edge conditions, the result of an automated process that fuses aerial photographs and cartographic data. As the source imagery is collected from a range of vantage points, anomalies in wrapping the 3D projection model appear. Postcard from Google Earth (34°1'45.70"N, 118°13'32.98"W) demonstrates how a compounded landscape more closely resembles network iconography than a natural landscape, forging a hybrid geography.

Flat Tire throw #2 and #7 demonstrate the artist's ongoing practice of photogrammetry. This process synthesizes a 3D model from hundreds of photographs. Using physics simulation software, the artist throws a simulated linen cloth at the tire. Once the linen has come to rest, the tire model is imprinted onto the that which drapes it—much like a full color digital rubbing. Valla applies the procedures of photogrammetry to exhibited works through different mediums, including the video Textilograph, Rock Picture sculptures, and generative Point.Cloud Gardens.

Rock Pictures engage a similar process to the Flat Tire series, yet emphasize how digital systems often misinterpret the natural world. Sandstone, Hades Canyon Utah 02 overlays two materials as one object to combine computer and human vision. First, the texture of the rock is separated from its form. Next, the artist CNC mills the form of the scanned rock. The work comes together once the scanned texture is draped back onto the 3D form. Bare, white areas of the sculpture demonstrate the lapse of understanding between technology and the original object, granting a unique perspective to an automated gaze.

Valla's practice of flattening scanned textures can also be seen in motion. *Textilograph #1* inverts the typical relationship between the picture plane and landscape. Here rocks scanned from Shingle Creek, Utah; Devil's Den Preserve, Connecticut; Bear Mountain, New York; and Hunter Island, New York are projected as images onto a flat surface. In this environment, a simulated canvas is dragged across scans of rocky outcroppings, ledges, and rock faces. The resulting videos abandon perspective—the video becomes a slow 1:1 translation of the surface of the rock onto the surface of the screen through the intermediary of a simulated soft, yielding picture plane.

The *Point Cloud Garden* series, articulated both as prints and software expressions, is rendered through a computational procedure that begins with scanned data points. These points generate data with spatial [XYZ] and color [RGB] information. The resulting data set translates a surface into discrete data points that emphasize ways in which humans experience a garden; as an aggregation of leaves, petals, stalks and stems. The artist's methods of 3D scanning produce a new kind of picture with a digital, spatial pointillism. Through his use of point cloud data, Valla exposes a usually invisible technical data representation to be visible for human

observation. This hybrid vision produces an uncanny picture that creates space to reconsider assumptions about the natural world.

#52 Overgrowth marks a new direction in Valla's practice, a focus that engages elements of nature emerging from overgrown urban spaces. Referenced as a "third landscape" by Gilles Clement, this hybrid space pairs the natural world with human ecology to suggest a new form of nature entangled with computer vision. Each unique artwork highlights the exuberance of nature with varying flowers, grasses and plant life. There are 1000 unique NFTs in the collection and individual works may be purchased online at overgrowth garden. As Valla continues to engage the myth of the natural world through digital rendering he generates a transcription between real and hyperreal.

Clement Valla b. 1979, USA Lives and works in New York, NY

Clement Valla is a New York based artist whose work considers how humans and computers are increasingly entangled in making, seeing and reading pictures.

He has had recent solo exhibitions at PC Galleries in Providence, XPO Gallery in Paris and Transfer Gallery in Brooklyn. His work has also been exhibited at ZKM, Karlsruhe, Germany; Draiflessen Collection, Mettingen, Germany; Stedelijk Museum, Breda, Netherlands; Bitforms Gallery, New York; Musée Cognacq-Jay, Paris, France; Haus der Photographie, Hamburg, Germany; Museum of the Moving Image, New York; KIM Contemporary Art Center, Riga, Latvia; Contemporary Art Museum, Raleigh; and The Indianapolis Museum of Art, Indianapolis;

His work has been cited in The Guardian, Wall Street Journal, TIME Magazine, El Pais, Huffington Post, Rhizome, Domus, Wired, The Brooklyn Rail, Liberation, and on BBC television. Valla received a BA in Architecture from Columbia University and an MFA from the Rhode Island School of Design in Digital+Media. He is currently an associate professor at the Rhode Island School of Design.

#### Clement Valla I bitforms SF August 6 – October 29, 2022



Clement Valla

Postcard from Google Earth (43°
5'22.07"N, 79° 4'5.97"W), 2010

Archival pigment ink on paper
24.25 x 41.5 x 2 in / 61.6 x 105.4 x 5.1 cm, framed
Edition 2 of 5, 1AP

\$4,000



Clement Valla

Postcard from Google Earth (34°
1'45.70"N, 118°13'32.98"W), 2010

Archival pigment ink on paper
24.25 x 41.25 x 2 in / 61.6 x 104.8 x 5.1 cm, framed
Edition 1 of 5

\$4,000



Clement Valla
Postcard from Google Earth (46°
32'23.37"N, 6°38'28.25"E), 2010
Archival pigment ink on paper
24.25 x 41.25 x 2 in / 61.6 x 104.8 x 5.1 cm, framed
Edition 1 of 5

\$4,000



Clement Valla

Postcard from Google Earth (46°
32'2.44"N, 6°40'30.50"E), 2010

Archival pigment ink on paper
24.25 x 41.25 x 2 in / 61.6 x 104.8 x 5.1 cm, framed
Edition 2 of 5, 1AP

\$4,000



Clement Valla
Rock Screen, Hunter Island New York, 2019
From the series Rock Screens
Digital jacquard tapestry on aluminum frame
96 x 76 x 2 in / 122 x 193 x 5 cm
Edition 1 of 1, 1 AP

\$8,000



Clement Valla Textilograph #1, 2019 Video (color, silent), screen or projector Dimensions variable, portrait orientation 29 min 10 sec, loop Edition 1 of 6, 1 AP \$10,000



Clement Valla
Sandstone, Hades Canyon Utah 03, 2019
From the series Rock Pictures
Inkjet on cotton over CNC milled foam sculpture
11 x 14 x 10 in / 28 x 36 x 25 cm
Edition 1 of 1, 1 AP

\$1,800



Clement Valla
Sandstone, Hades Canyon Utah 02, 2019
From the series Rock Pictures
Inkjet on cotton over CNC milled foam sculpture
48 x 23 x 20 in / 122 x 58 x 51 cm

\$4,000



Clement Valla
Sandstone, Upper Gros Ventre Range Wyoming
01, 2019
From the series Rock Pictures
Inkjet on cotton over CNC milled foam sculpture
26 x 15 x 7 in / 66 x 38 x 18 cm

\$2,750



Clement Valla Monteverde Costa Rica [Software version], 2020 From the series Point Cloud Gardens Custom software (color, silent), NFT registered .MP4 file Dimensions variable Edition of 1, 1 AP \$10,000

Additional works available at <u>PointCloud.Garden.</u> \$10,000 each



Clement Valla
Flat Tire, throw 7, 2017
From the series Flat Tire
UV print on dibond
40 x 60 in / 101.6 x 152.4
Edition 1 of 1, 1 AP

\$9,000



Clement Valla Flat Tire, throw 2, 2017 From the series Flat Tire UV print on dibond 40 x 60 in / 101.6 x 152.4 Edition 1 of 1, 1 AP \$9,000



Clement Valla
Goldenrod and Sumac, Shandaken, NY [70x40
version], 2022
From the series Point Cloud Gardens
UV print on aluminum
41.25 x 72 x 2 in / 104.8 x 180.3 x 5.1 cm, framed
Edition 1 of 1, 1 AP

\$15,000



Clement Valla #53 Overgrowth, 2022
From the series Point Cloud Gardens
UV print on aluminum, NFT registered .PNG file
17.5 x 24.5 x 2 in / 44.5 x 62.2 x 5.1 cm, framed
Edition 1 of 1, 1 AP

\$4,000



Clement Valla Daffodils, West Hartford, CT [30x40 version], 2020 From the series Point Cloud Gardens UV print on aluminum 31.25 x 41.25 x 2 in / 79.4 x 104.8 x 5.1 cm, framed Edition 1 of 1, 1 AP \$10,000



Clement Valla #53 Overgrowth, 2022
From the series Point Cloud Gardens
UV print on aluminum, NFT registered .PNG file
17.5 x 24.5 x 2 in / 44.5 x 62.2 x 5.1 cm, framed
Edition of 1, 1 AP
\$4,000

**Documentation:** http://www.overgrowth.garden

#53 Overgrowth marks a new direction within Valla's focus on point cloud data. Overgrowth, a term referenced by Gilles Clement as a "third landscape," is a hybrid space that pairs the natural world with urban terrain. Artworks in this series depict unruly yards and lawns left to re-wild. The artwork demonstrates the potential of exuberant nature.

There are 1000 unique NFTs in the collection. Individual works may be purchased on overgrowth. garden.



Clement Valla Daffodils, West Hartford, CT [30x40 version], 2020 From the series Point Cloud Gardens UV print on aluminum 31.25 x 41.25 x 2 in / 79.4 x 104.8 x 5.1 cm, framed Edition of 1, 1 AP \$10,000

The *Point Cloud Gardens* each consist of large sets of data points measured from gardens in a 3D scanning process. Each data point consists of spatial [XYZ] and color [RGB] information. The resulting data set is a discontinuous translation of a surface into discreet data points, filled with gaps and missing information. This compressed translation emphasizes certain ways in which humans experience a garden; as an aggregation of leaves, petals, stalks and stems, a set of discontinuous points forming an overall texture.



Clement Valla Flat Tire, throw 2, 2017 From the series Flat Tires UV print on dibond 40 x 60 in / 101.6 x 152.4 Edition of 1, 1 AP \$9,000

Flat Tire, throw 2 is a 1:1 scale print of a tire. To produce this image Valla synthesizes a 3D model from hundreds of photographs, a process called photogrammertry, that the artist conducts in his studio. Using physics simulation software, the artist throws a simulated linen cloth at the tire. Once the linen comes to rest, the tire model is imprinted onto the linen that drapes it – much like a full color digital rubbing.



Clement Valla Flat Tire, throw 7, 2017 From the series Flat Tires UV print on dibond 40 x 60 in / 101.6 x 152.4 Edition of 1, 1 AP \$9,000

Flat Tire, throw 7 is a 1:1 scale print of a tire. To produce this image Valla synthesizes a 3D model from hundreds of photographs, a process called photogrammertry, that the artist conducts in his studio. Using physics simulation software, the artist throws a simulated linen cloth at the tire. Once the linen comes to rest, the tire model is imprinted onto the linen that drapes it – much like a full color digital rubbing.



Clement Valla Goldenrod and Sumac, Shandaken, NY [70x40 version], 2022 From the series Point Cloud Gardens UV print on aluminum 41.25 x 72 x 2 in / 104.8 x 180.3 x 5.1 cm, framed Edition of 1, 1 AP \$15,000

Clement Valla's *Point Cloud Gardens* each consist of large sets of data points measured from gardens in a 3D scanning process. Each data point consists of spatial [XYZ] and color [RGB] information. The resulting data set is a discontinuous translation of a surface into discreet data points, filled with gaps and missing information. This compressed translation emphasizes certain ways in which humans experience a garden; as an aggregation of leaves, petals, stalks and stems, a set of discontinuous points forming an overall texture.



Clement Valla
Monteverde Costa Rica [Software version], 2020
From the series Point Cloud Gardens
Custom software (color, silent), NFT registered .MP4 file
Dimensions variable
Edition of 1, 1 AP
\$10,000, screen additional

Documentation: http://www.pointcloud.garden/

Scanners presents the entirety of Valla's generative point cloud gardens, a series of over 30 works. To view each garden by its location, visit pointcloud.garden.

Clement Valla's *Point Cloud Gardens* each consist of large sets of data points measured from gardens in a 3D scanning process. Each data point consists of spatial [XYZ] and color [RGB] information. The resulting data set is a discontinuous translation of a surface into discreet data points, filled with gaps and missing information. This compressed translation emphasizes certain ways in which humans experience a garden; as an aggregation of leaves, petals, stalks and stems, a set of discontinuous points forming an overall texture.

Software works from this series are available with NFT registration.



Clement Valla Postcard from Google Earth (34°1'45.70"N, 118°13'32.98"W), 2010 Archival pigment ink on paper 24.25 x 41.25 x 2 in / 61.6 x 104.8 x 5.1 cm, framed Edition of 5 \$4,000



Clement Valla Postcard from Google Earth (43°5'22.07"N, 79° 4'5.97"W), 2010 Archival pigment ink on paper 24.25 x 41.5 x 2 in / 61.6 x 105.4 x 5.1 cm, framed Edition of 5, 1AP \$4,000



Clement Valla Postcard from Google Earth (46°32'2.44"N, 6°40'30.50"E), 2010 Archival pigment ink on paper 24.25 x 41.25 x 2 in / 61.6 x 104.8 x 5.1 cm, framed Edition of 5, 1AP \$4,000



Clement Valla Postcard from Google Earth (46°32'23.37"N, 6°38'28.25"E), 2010 Archival pigment ink on paper 24.25 x 41.25 x 2 in / 61.6 x 104.8 x 5.1 cm, framed Edition of 5 \$4,000



Clement Valla
Rock Screen, Bowling Rocks, 2019
From the series Rock Screens
Digital jacquard tapestry on aluminum frame
96 x 76 x 2 in / 122 x 193 x 5 cm
Edition of 1, 1 AP
\$8,000

Rock Screens is a series of stretched tapestries that translate Clement Valla's field observations of rocks, lichens, and moss into standardized dimensions. The artist acquires environmental data through an intricate process of photography and three-dimensional scanning. This highly-specific procedure converts natural objects into data, subsequently weaving patterns of digital synthesis.



Clement Valla Sandstone, Hades Canyon Utah 02, 2019
From the series Rock Pictures
Inkjet on cotton over CNC milled foam sculpture
48 x 23 x 20 in / 122 x 58 x 51 cm
\$4,000

Clement Valla rationalizes the myth of the natural world through digital rendering, generating a transcription between real and hyperreal. Often times, as seen in the *Rock Pictures* series, two materials overlay as one object. The separation of layers, texture removed then reapplied to form, grants a unique perspective of an automated gaze.



Clement Valla Sandstone, Hades Canyon Utah 03, 2019
From the series Rock Pictures
Inkjet on cotton over CNC milled foam sculpture
11 x 14 x 10 in / 28 x 36 x 25 cm
\$1,800

Clement Valla rationalizes the myth of the natural world through digital rendering, generating a transcription between real and hyperreal. Often times, as seen in the *Rock Pictures* series, two materials overlay as one object. The separation of layers, texture removed then reapplied to form, grants a unique perspective of an automated gaze.



Clement Valla Sandstone, Upper Gros Ventre Range Wyoming 01, 2019 From the series Rock Pictures Inkjet on cotton over CNC milled foam sculpture 26 x 15 x 7 in / 66 x 38 x 18 cm \$2,750

Clement Valla rationalizes the myth of the natural world through digital rendering, generating a transcription between real and hyperreal. Often times, as seen in the *Rock Pictures* series, two materials overlay as one object. The separation of layers, texture removed then reapplied to form, grants a unique perspective of an automated gaze.



Clement Valla
Textilograph #1, 2019
Video (color, silent), screen or projector
Dimensions variable, portrait orientation
29 min 10 sec, loop
Edition of 3, 1 AP
\$8,500

Video documentation: https://vimeo.com/372955981

Textilograph #1 inverts the typical relationship between the picture plane and landscape. Here rocks scanned from Shingle Creek, Utah; Devil's Den Preserve, Connecticut; Bear Mountain, New York; and Hunter Island, New York are projected as images onto a flat surface. In this environment, a simulated canvas is dragged across scans of rocky outcroppings, ledges, and rock faces. The resulting videos abandon perspective—the video becomes a slow 1:1 translation of the surface of the rock onto the surface of the screen through the intermediary of a simulated soft, yielding picture plane.











