BLOB MUTATION NICK ERVINCK

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ORGANIC WORKS

☐ This text focuses on the central issue in Nick Ervinck's work, namely the interaction between the physical and the virtual. The inherent tension between these two terms expresses one of the most fundamental challenges that Ervinck is trying to meet in his oeuvre.

The oeuvre of Nick Ervinck has one foot firmly planted in the digital world. This means that he does not only use the computer as an instrument, but that the digital logic largely determines his artistic thought and method as well. Using copy-paste, he applies images, shapes and textures of extremely diverse origins: basilicas, corals, dinosaurs, cottages, Rorschach inkblots, Chinese rocks and trees, Henry Moore and Hans Arp, manga, twelfth-century floral wallpaper, the anatomy of the human larynx, and so on. These elements are then digitally reproduced, mirrored, distorted and assembled. During this process, Ervinck works with procedures and patterns, although intuitive sculptural craftsmanship maintains a crucial role throughout the creative process. He thereby strives towards a balance in the final image between structure and complexity, figuration and abstraction, fancy and symmetry.

Of equal importance in Ervinck's oeuvre is the other extreme, which contradicts the digital image on more than one level: the concrete, tangible matter. Whereas the digital age is still very young, the art of sculpture boasts a tradition of several millennia. Contrasting with the suppleness of the binary image is the inherent inflexibility of sculpture, especially when it aspires towards monumental proportions and longs to weather the elements.



The design process of his work is very closely related to a new form of architecture which is commonly referred to as 'blob architecture'. These kind of computer-aided designs resulting in organic, amoeba-shaped, bulging forms was firstly explored by an architect named Greg Lynn in 1995. This is a new movement whereby architects remove themselves from the previous linear and corner- like box structures and instead turn to rounded, bulging shapes as structural forms.

A way to enlarge the contrast between the virtual and the digital is by remaking the smaller 3D prints in polyester sculptures. These very large sculptures demand a lot of work and craftsmanship. While the 3d prints invite you to look closer, the large sculptures frighten us a bit. Like the 3d prints they have no context in the real world but while the 3D prints invite us to look closer, the sculptures make a statement from a further distance.

Both organic, geometrical, fluid and massive, his artworks thus demonstrate the sculpture as a cross-over, as a visual hybrid. Floating between high tech and low tech, they refer to classical sculpture, but also to the language of futurism, sci-fi and high technology. Ervinck's work is both avant-gardist (in the use of the newest technology, and historicist (in its references to art history and manual sculpting processes). However using 3D technology, he designs his objects 'by hand', using no programming or algorithms. This position is unique, as strictly computer generated art mostly is 'amnesiastic'.

Reclining Figure, Henry Moore, 1938 Mother and child, Barbara Hepworth, 1934



KOMANIL

■ With KOMANIL, Nick Ervinck brings into question the opposition between the conventional architectural space (box) and the virtual design (blob).

He translates this opposition to a new level by transforming the sculpture into a large ceiling ornament in this virtual, non-existent space. This breaks with the classic vertical presentation of artworks on a wall or in the room.

Nick Ervinck creates an interesting dialogue between the organic design and the architecture surrounding it. This results in a thin line between virtual and real, between immaterial and material. Ervinck's aim is to let architecture and sculpture meet, and to explore the realm of the impossible by constantly pushing the limits of what we call



KOMANIL, 2015 3D print and wood 39 x 38 x 39 cm 15.4 x 15 x 15.4 inches KOMANIL, 2015

print 52 x 52 cm, framed 54 x 54 cm 20.4 x 20.4 inches, framed 21.3 x 21.3 inches



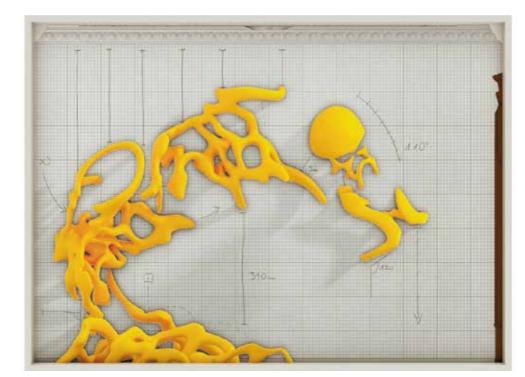
KOMANIL, 2015 3D print and wood 39 x 38 x 39 cm 15.4 x 15 x 15.4 inches



SUMNIM

SUMNIM is a portable, not to be entered, museum room in which Ervinck questions the static features of the white cube.

Instead of presenting his sculpture on a pedestal in the middle of the room, this sculpture seems to extend from the ground to the wall. This way, SUMNIM brings into question the classic vertical presentation of artworks on a wall or their static presentation in the middle of the room. SUMNIM refers also to a discourse in contemporary architecture on the tension between rigid structures and organic ones, which Ervinck interprets as a play between boxes and blobs. Ervinck doesn't look for monumentality or rigidity, but rather tries to pry loose the shape out of the base. Here, the box structure is completely absent. Several of these boxes made by different artists will be placed upon each other. The public is invited to look in the museum rooms, as if it are show-boxes.



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SUMNIM, 2012



EGNOABER

Nick Ervinck designed a seven meter high sculpture EGNOABER for the new central square "Raadhuisplein" in the city Emmen, located in the north of the Netherlands. The whimsical sculpture EGNOABER looks like a runaway tree, an odd skeleton or a dead and abstract body, which has been recovered by the organic, fluid and vivid yellow texture.

It makes us think at the kienstobbe (a typical tree root for this region). EGNOABER refers to natural erosion processes and to the visual language of an artefact (the shiny and colourful varnish).

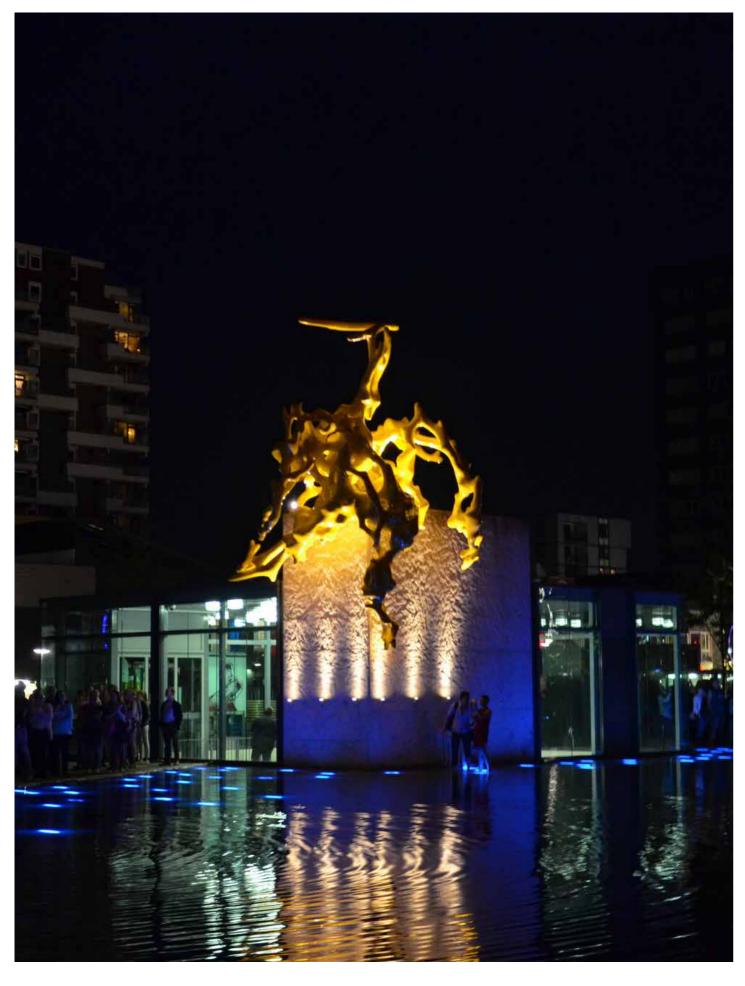
The sculpture is placed on top of a parking entrance building. By this the sculpture and the building add value to each other. The building becomes the pedestal of the sculpture while the sculptures makes the parking entrance more attractive.

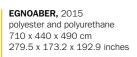
For this sculpture, Ervinck was Inspired by both Eastern (Chinese rocks) and western (blob architecture) shapes. Following the newest designing processes, he builds upon the classic sculpting techniques as well. What's more, Nick Ervinck intentionally plays with the organic language of Hans Arp and Henry Moore. Developing techniques and machines of his own, the artist tries to realise his virtual designs in the physical world.



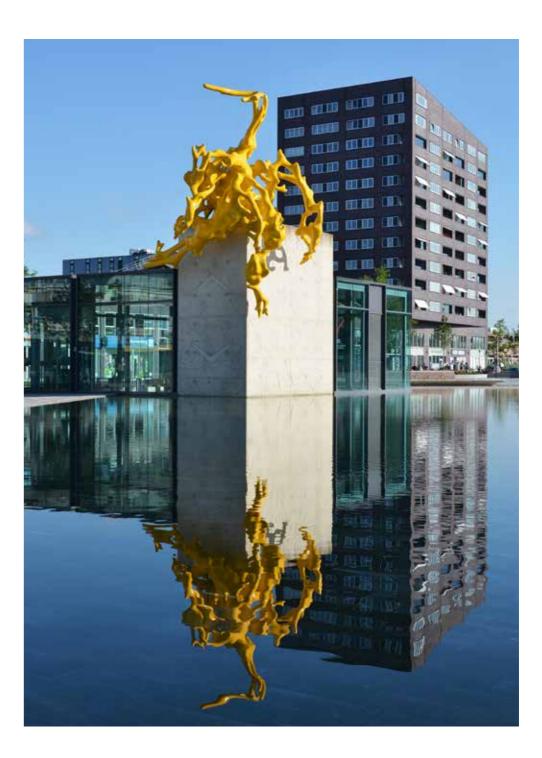








location: Centrumplein - Emmen, NL



EGNOABER, 2015 polyester and polyurethane 710 x 440 x 490 cm 279.5 x 173.2 x 192.9 inches

location: Centrumplein - Emmen, NL

EGNABO

EGNABO refers to natural erosion processes and to the visual language of an artefact (the shiny and colourful varnish).

For this sculpture, Ervinck was Inspired by both Eastern (Chinese rocks) and western (blob architecture) shapes. Following the newest designing processes, he builds upon the classic sculpting techniques as well. What's more, Nick Ervinck intentionally plays with the organic language of Hans Arp and Henry Moore. Developing techniques and machines of his own, the artist tries to realise his virtual designs in the physical world.



TSENABO

TSENABO was specially designed for this place; an entrance of a hospital. Pushed on upwards, this dead organic material seems to be recovered by living substance. The empty holes are a crucial part of the sculpture.

Like Henry Moore, Nick Ervinck tries to play with the emptiness to give the structure a new dimension. The structure looks like the result of natural erosion, like seawater does with rocks. While the shiny material and the bold color gives it the effect of an artefact. This yellow expressive sculpture intrigues from any angle and contributes to the atmosphere of the place. TSENABO has a lot in common with EGNABO. For both sculptures Nick Ervinck was inspired by Eastern (Chinese rocks) and Western (blob architecture) shapes. Following the newest designing processes, he builds upon the classic sculpting techniques as well.

EGNABO, 2010 - 2011 polyester and polyrethane 340 x 380 x 260 cm 133.9 x 149.6 x 102.4 inches









LOREKNUB, 2017 study NEKRAGEV, 2017 study





NIEBLOY

Starting point of Nick Ervinck's sculptures are mostly specific, visible phenomena and forms. Trained as a sculptor, he always tries to take existing elements from physical reality. These are further transformed using digital techniques. This way, new dialogues between old and new, between tradition and innovation and between sculpting and new media arise.

This sculpture is situated in the world between the virtual and the real. By copy-pasting, montage and collage, Ervinck designs virtual and abstract forms. This eclectic technique enables him to create what can hardly be thought of, or what cannot be made by hand. NIEBLOY tells a story of 'becoming'. For the sculpture looks like a living, dynamic substance, which keeps on growing and transforming. This outside sculpture is designed fully digital, yet, it is manufactured by hand, using polyester. Again the result of a spontaneous, natural erosion process has to be borne in mind. At the same time, the bright colours and the shiny surface seem to contradict the organic, and gives the sculpture the allure of an artefact. With NIEBLOY, references to Henry Moore and the modernist sculptors are evident.





Arrien te veel donut moet spelen van dit naar dun?

Vesued 17

ves

Nog meer van dik naar dun? Dit is een goed sculptuur, variant waar je het rolk

studio view: 2009 Studio Nick Ervinck - Kortemark, BE

AMPOLI, 2016 study







NIEBLOY, 2009 polyester and polyurethane 325 x 350 x 230 cm 128 x 137.8 x 90.6 inches



WIEBLOYER and WIEBLOY

■ WIEBLOYER and WIEBLOY are telling a story of 'becoming', for the sculpture looks like a living, dynamic substance, which keeps on growing and transforming.

The inspiration of WIEBLOYER and WIEBLOY was found during a walk in the Yuyuan garden, at the shores of the Huangpu river in Shangai, where Ervinck was attracted by the perforated, changeable structure of rocks. The yellow sculpture resembles a strange endoskeleton, an abstract structure, which is generated by the organic, fluid texture. While Michelangelo carved out a form from the material, Nick Ervinck chooses the opposite path with the digital designing process. The virtual form is not liberated from the material, but rather becomes a constructive power. Deriving methods from 3D technology, Nick Ervinck constantly explores the borders between the possible and the real. This playful sculpture comes fully to life when the sun is shining and the passer-by can see the clouds reflected on the yellow surface. These reflections give a poetic dimension to the artwork.







MOBTELOI, 2016 study
WINEYER, 2016 study



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REWAUTAL, 2015 iron, polyester and polyurethane 600 x 280 x 280 cm 236.2 x 110.2 x 110.2 inches FOWELTION, 2016 3D print 15 x 50 x 30 cm 5.9 x 19.7 x 11.8 inches







THERBMAL, 2016 3D print 32 x 20 x 10 cm 12.6 x 7.9 x 3.9 inches NIWRION, 2016 3D print 60 x 38 x 17 cm 23.6 x 15 x 6.7 inches







WIEBLOYER, 2016 study
WINEYER, 2016 study

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FOLIRION, 2016 - 2017 3D print 50 x 28 x 17 cm 19.7 x 11 x 6.7 inches **ASWIRION,** 2016 3D print 50 x 33 x 22 cm 19.7 x 13 x 8.7 inches

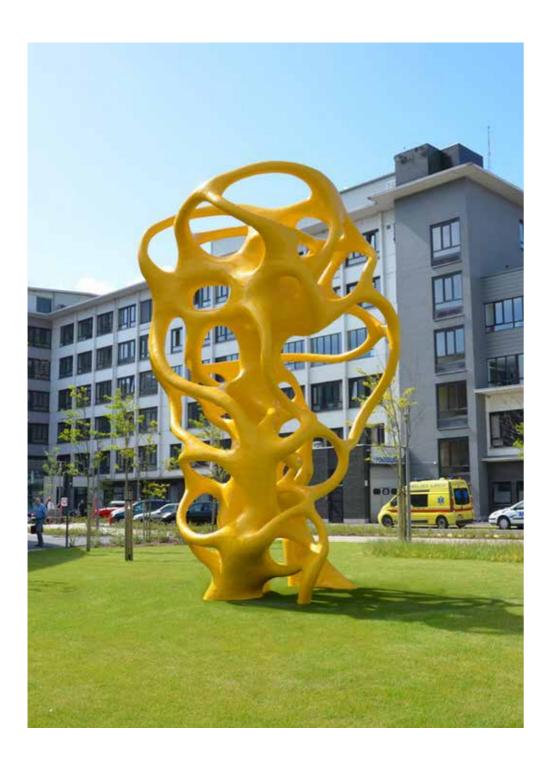














TIEBLOY, 2014 - 2015 polyester and polyurethane 600 x 300 x 300 cm 236.2 x 118.1 x 118.1 inches

location: AZ Sint Jan - Oostende, BE

TIEBLOY, 2014 3D print 30 x 14,5 x 15 cm 11.8 x 5.7 x 5.9 inches

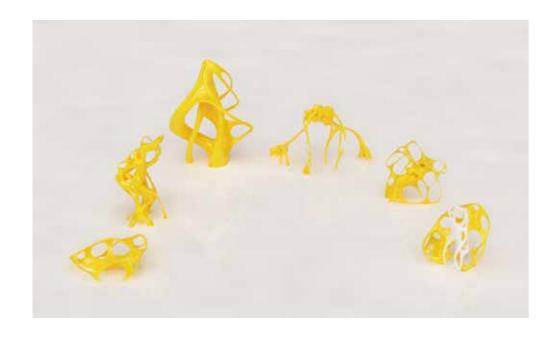


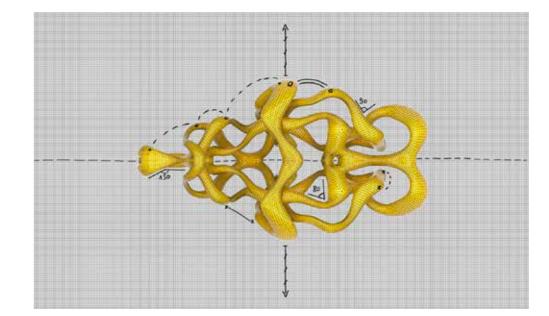


CULMIRIOM, 2018 3D print and wood 39.5 x 14 x 14 cm 15.5 x 5.5 x 5.5 inches **WINEYER,** 2016 3D print 16 x 33 x 23 cm 6.3 x 13 x 9.1 inches









GNILICER, 2013 - 2014 study

BLOB MUTATIONS study





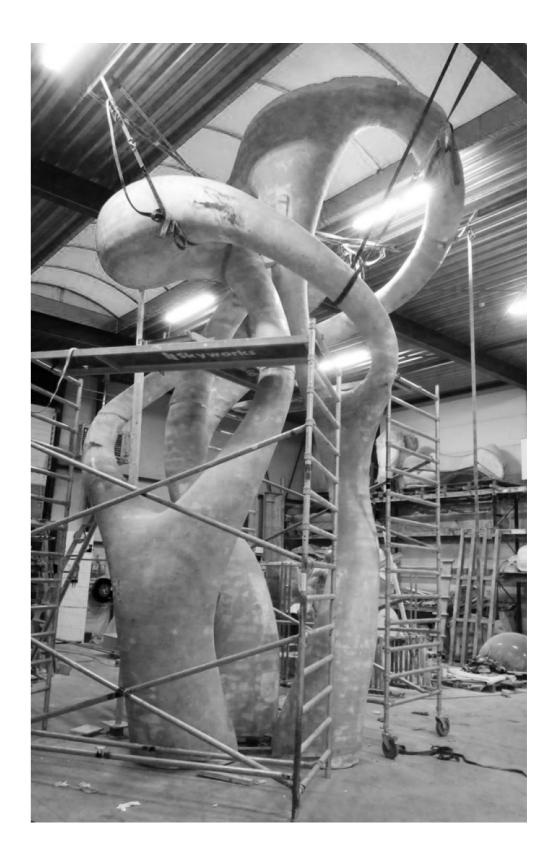
53



GNILICER, 2013 - 2014 polyester and polyurethane 70 x 235 x 130 cm 66.9 x 92.5 x 51.2 inches **TIABLOY,** 2016 3D print 17 x 33 x 23 cm 6.7 x 13 x 9.1 inches

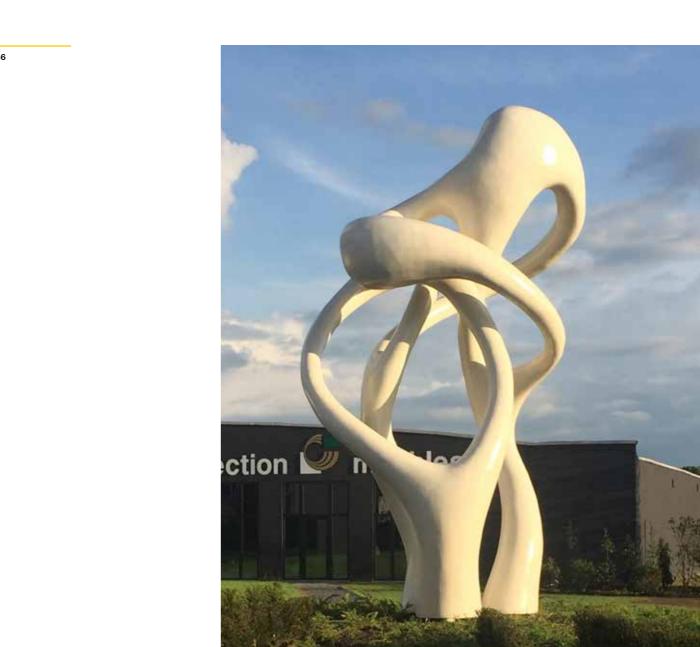






studio view: 2015 Studio Nick Ervinck - Lichtervelde, BE





SIUQEMO, 2016 polyester and polyurethane 185 x 100 x 95 cm 72.8 x 39.4 x 37.4 inches **TRAHIARD,** 2016 - 2017 polyester and polyurethane 800 x 490 x 415 cm 315 x 192.9 x 163.4 inches

location: Selection Meubles - Amougies, BE







ZIEBLOY, 2012 iron, polyester and polyurethane 300 x 430 x 360 cm 118.1 x 169.3 x 141.7 inches

location: Psychiatrisch Ziekenhuis H. Hart - Ieper, BE

PRAHIARD, 2010 polyester and polyurethane 440 x 340 x 225 cm 173.2 x 133.9 x 88.6 inches









AVUONIS, 2015 silver 5.1 x 5.1 x 2.2 cm 0.7 x 2 x 0.9 inches













FOWELTION, 2016 gold 5 x 1.5 x 2.9 cm 2 x 0.6 x 1.1 inches

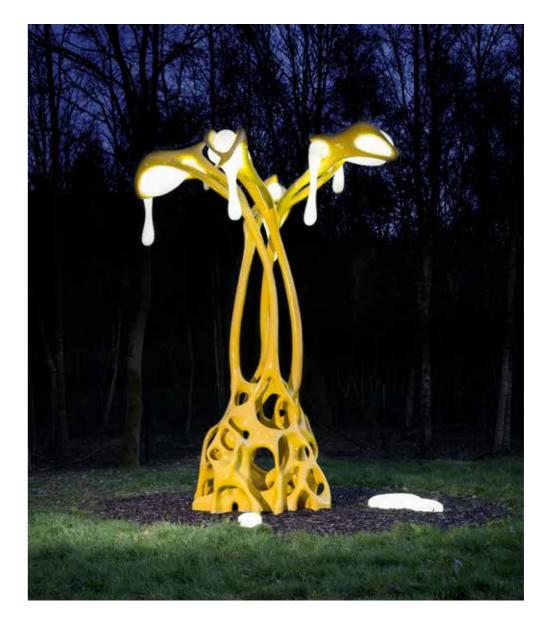
LEVORB, 2014 silver 5 x 4.5 x 2.1 cm 2 x 1.8 x 0.8 inches



NARZTALPOKS

NARZTALPOKS is a street lantern both living on the Art Nouveau heritage as well as heralding a new digital language.

The lantern consists of two parts. The rhizomatic structure of the lower parts reminds us of a mangrove. After all, Nick Ervinck is fascinated by trees, rocks and natural structures. At the same time, the roots move on upwards and lead the viewer with a dynamic power to the crest. There, the four stems of NARZTALPOKS support the four heads or flowers of the Arum. As this lantern lights up at night, a surrealistic sphere is added to the streetscape. At dusk, the four heads look like water drops or melted light. With NARZTALPOKS, Nick Ervinck refers to the designs of Hector Guimard, who was part of the Paris Art Nouveau movement. Moreover, this alliance between the aesthetic and the functional and the striving for a synthesis of the arts or an all-embracing art form, is indebted to the Art Nouveau and Arts & Crafts movement.



NARZTALPOKS, 2009 - 2011 lamps, polyester and polyurethane 450 x 330 x 330 cm 177.2 x 129.9 x 129.9 inches

NARZTALPOKS, 2009 - 2011

177.2 x 129.9 x 129.9 inches

450 x 330 x 330 cm

lamps, polyester and polyurethane





EMISOLB

■ EMISOLB is a furniture-sculpture, designed for a waiting room, an entrance hall, a terrace or a meeting place.

This piece is designed as social sculpture, as it facilitates encounters in public space. This piece, balancing between sculpture, design and architecture, asks the public to participate. EMISOLB after all is a functional meeting space where people can meet and rest. Because of its yellow color, its shiny surface and its intriguing shape, this sculpture is a great force of attraction. The holes in the sculpture remind us of the growing and shrinking marrowbone-like edges of a multiple pelvis of a monstrous creature.





KOROBS

With his wall print KOROBS, Nick Ervinck explores the possibilities between design, sculpture and architecture. This sculpture is situated in the world between the virtual and the real.

By copy-pasting, montage and collage, Ervinck designs virtual and abstract forms. This eclectic technique enables him to create what can hardly be thought of, or what cannot be made by hand.

KOROBS tells a story of 'becoming', for the sculpture looks like a living, dynamic substance, which keeps on growing and transforming. The structure seems to be the result of a spontaneous, natural growing process. At the same time, the shiny yellow colour seems to contradict the organic, and gives the sculpture the allure of an artefact.









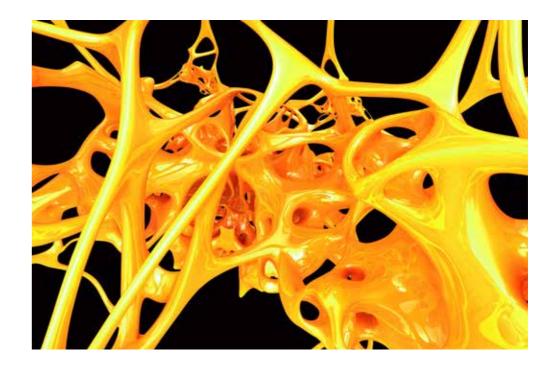
IKRAUSIM, 2009 lightbox 154 x 124 x 17 cm 60.6 x 48.8 x 6.7 inches IKRAUSIM, 2009 3D print 60 x 46 x 35 cm 23.6 x 18.1 x 13.8 inches



IKRAUSIM, 2009
print mounted on plexiglas and covered with plexiglas 105 x 185 cm
41.3 x 72.8 inches



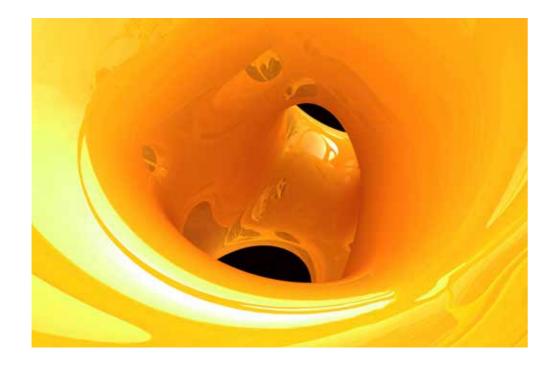
exhibition view: 2010 Creativity World Biennale - Oklahoma, USA



IKRAUSIM, 2009
print mounted on plexiglas and covered with plexiglas 105 x 185 cm
41.3 x 72.8 inches



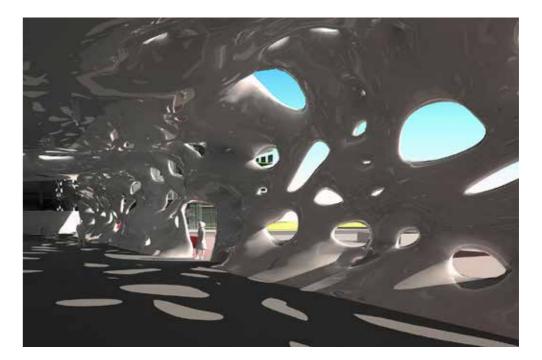
exhibition view: 2010 Creativity World Biennale - Oklahoma, USA











IKRAUSIR, 2016

ATROA, 2014 study









WARSUBEC

With WARSUBEC, the artist has realized his first work on an architectural scale. On top of two buildings in Ghent, right and left of a passageway leading into a courtyard, sit two mirrored frameworks.

They have a net-structure with rounded edges and a bright yellow, glossy finish. If one only saw this sculpture on photos, one might think that it was just another clever computer rendering.

Like many of Ervinck's creations, it is difficult to find a concise description for WARSUBEC, because the work has so many connotations. It is obviously a net- or mesh-structure, but it also bears a certain resemblance to the artist's earlier coral studies. At the same time, however, WARSUBEC might also be an abstract high-tech descendant of similarly smooth, round-edged sculptures by Henry Moore or Hans Arp. In a less art historical way, one might also recognize a similarity to bone- or even cell-structures, turning the objects into virus-like growths on top of the old building. WARSUBEC oscillates between the antagonistic architectural worlds of box and blob. It can be read as a blob on top of a box, but it can also be seen as a box itself, containing a multitude of blobby voids. In this sense, it fits perfectly into Ervinck's constantly evolving fluid universe.

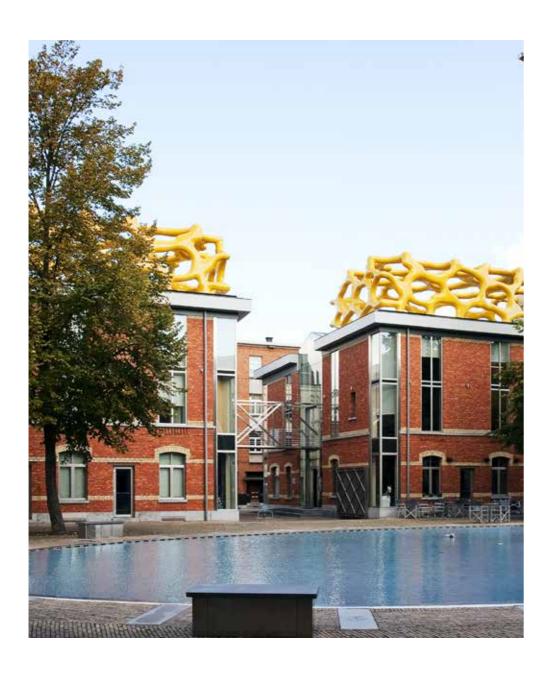
WARSUBEC, 2009

iron, polyester, polyurethane and wood 2x 314 x 1222 x 647 cm

2x 123.6 x 481.1 x 254.7 inches

iron, polyester, polyurethane and wood 2x 314 x 1222 x 647 cm

2x 123.6 x 481.1 x 254.7 inches





WARSUBEC, 2009 iron, polyester, polyurethane and wood 2x 314 x 1222 x 647 cm 2x 123.6 x 481.1 x 254.7 inches





IEBLOCERUM, 2016 ceramics and polyester 16 x 30 x 31 cm 6.3 x 11.8 x 12.2 inches LEGULECER, 2016 ceramics 11 x 12 x 16.5 cm 4.3 x 4.7 x 6.5 inches







LEGUCERI, 2016 ceramics 20 x 12 x 9 cm 7.9 x 4.7 x 3.5 inches

LEGUCERUM, 2016 ceramics 32 x 21.5 x 21 cm 12.6 x 84.6 x 8.3 inches





TIEWKIOW, 2016 ceramics 25 x 25 x 30 cm 9.8 x 9.8 x 11.8 inches

LERACERUM, 2016 ceramics 50 x 50 x 33 cm 19.7 x 19.7 x 13 inches









studio view: 2016 Studio Nick Ervinck - Lichtervelde, BE

studio view: 2009 Studio Nick Ervinck - Kortemark, BE





















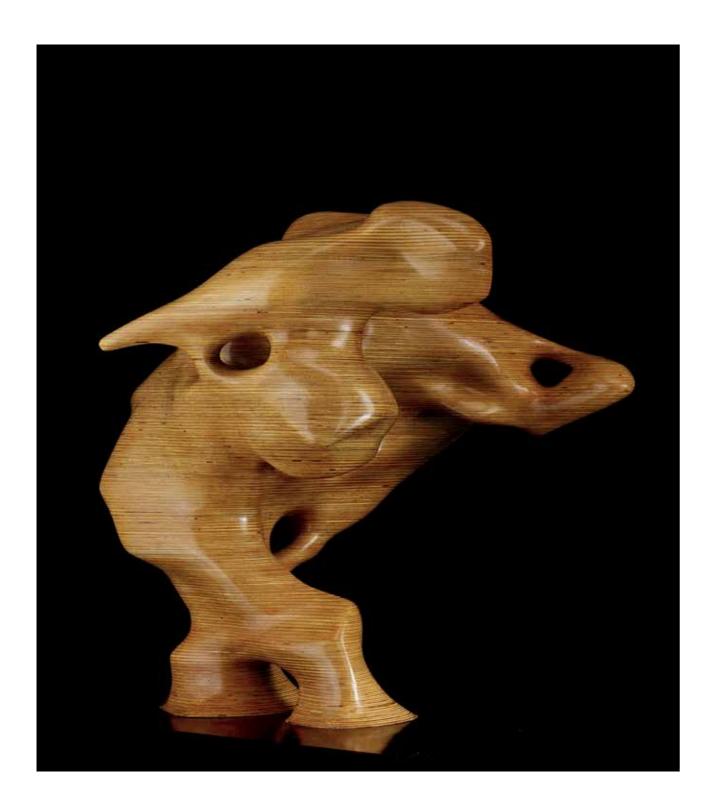
AMLUNIAR, 2017 polyester and polyurethane 250 x 170 x 155 cm 59.1 x 66.9 x 61 inches

LARBLOY, 2013 - 2014 polyester and polyurethane 290 x 135 x 90 cm 114.2 x 53.1 x 35.4 inches





LIMUPTOS, 2015 wood 47.5 x 122 x 29 cm 18.7 x 48 x 11.4 inches NAJOBELOM, 2016 wood 35 x 40 x 47 cm 13.8 x 15.7 x 18.5 inches





OBENOM, 2013 wood 83 x 66 x 75 cm 32.7 x 26 x 29.5 inches

OBENOMER, 2013 wood 70.5 x 66.5 x 48 cm 27.8 x 26.2 x 18.9 inches









EVORTOBS, 2011 - 2012 polyester and polyrethane 58 x 87 x 54 cm 22.8 x 34.3 x 21.3 inches



KNURTSOB, 2010 polyester and polyurethane 75 x 115 x 80 cm 29.5 x 45.3 x 31.5 inches





CILATEM WOLEY, 2014 polyester and polyurethane 45 x 35 x 41 cm 17.7 x 13.8 x 16.1 inches NONAK, 2011 polyester and polyurethane 66 x 95 x 45 cm 26 x 37.4 x 17.7 inches





polyester and polyurethane 55 x 29 x 39 cm 21.7 x 11.4 x 15.4 inches

EROMSTOR, 2016
polyester and polyurethane
34 x 30 x 51 cm
13.4 x 11.8 x 20.1 inches







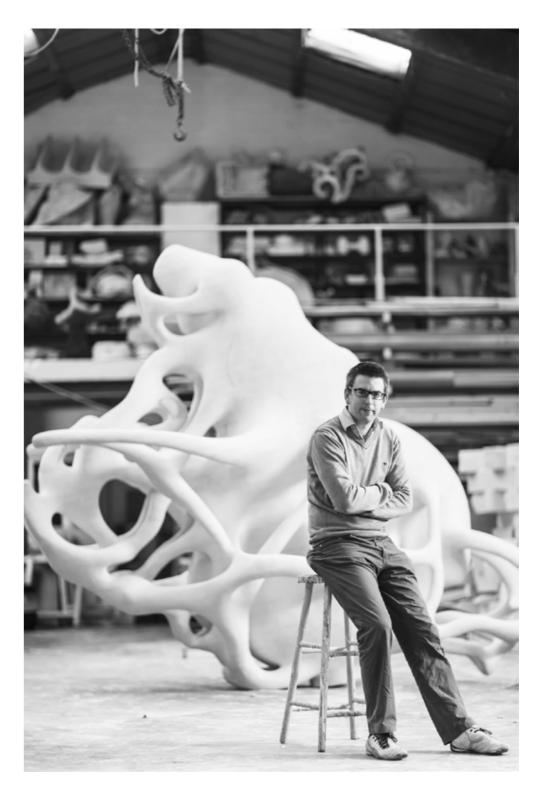




IELAVSTOR, 2015 polyester and polyurethane 61 x 53 x 43 cm 24 x 20.9 x 16.9 inches

REWEG, 2012 polyester and polyurethane





studio view: 2011 Studio Nick Ervinck - Lichtervelde, BE

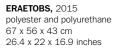
studio view: 2017 Studio Nick Ervinck - Lichtervelde, BE





BROMSTOR, 2017 polyester and polyurethane 82 x 80 x 60 cm 32.3 x 31.5 x 23.6 inches ERAESTOR, 2014 polyester and polyurethane 67 x 58 x 36 cm 26.4 x 22.8 x 14.2 inches







ERAETOBS

At first sight, the sculpture ERAETOBS has some resemblance with a tree gone wild or a death abstract body which has been recovered by the organic, fluid and vivid yellow texture.

Pushed on upwards, this dead organic material seems to recover in living substance. The empty holes are a crucial part of the sculpture. Like Henry Moore, Nick Ervinck tries to play with the emptiness to give the structure a new dimension. The structure looks like the result of natural erosion, like seawater does with rocks. While the shiny material and the bold color gives it the effect of an artefact. This sculpture intrigues from any angle and contributes to the atmosphere of the place. For these series of sculptures Nick Ervinck was inspired by Eastern (Chinese rocks) and Western (blob architecture) shapes. Following the newest designing processes, he builds upon the classic sculpting techniques as well.





EIRSTOR, 2015 polyester and polyurethane 38 x 55 x 30 cm 15 x 21.7 x 11.8 inches LOBTIV, 2015 polyester and polyurethane 73 x 40 x 43 cm 28.7 x 15.7 x 16.9 inches





NEPS

NEPS tells a story of 'becoming', for the sculpture looks like a living, dynamic substance, which keeps on growing and transforming.

This outside sculpture is designed fully digital, yet, it is manufactured by hand, using polyester. The structure seems to be the result of a spontaneous, natural erosion process (think on how water hollows out rocks). At the same time, the bright colour and the shiny surface seem to contradict the organic, and give the sculpture the allure of an artefact. With NEPS, references to Henry Moore and the modernist sculptors are evident.









CIRBUATS, 2011 - 2013 iron, polyester and polyurethane 1500 x 800 x 800 cm 590.6 x 315 x 315 inches

location: Foundation Liedts-Meessens, Zebrastraat – Gent, BE

CIRBUATS, 2011 - 2013 iron, polyester and polyurethane 1500 x 800 x 800 cm 590.6 x 315 x 315 inches





BOREATOBS, 2018 polyester and polyurethane 85 x 50 x 55 cm 33.5 x 19.7 x 21.7 inches TEROWNOTS, 2018 polyester and polyurethane 25 x 50 x 45 cm 9.8 x 19.7 x 17.7 inches

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EROMPRA, 2016 polyester and polyurethane 148 x 142 x 172 cm 58.3 x 55.9 x 67.7 inches EROMPRA, 2015 polyester and polyurethane 45 x 54 x 40 cm 17.7 x 21.3 x 15.7 inches





ENOPIH, 2015 3D print 27 x 14 x 13 cm 10.6 x 5.5 x 5.1 inches NIRULSIOR, 2018 polyester and polyurethane 58 x 60 x 67 cm 22.8 x 23.6 x 26.4 inches







CALUNDIM, 2017 3D print and wood 29 x 13,5 x 13 cm 11.4 x 5.3 x 5.1 inches









EMSIREON, 2015 3D print 38 x 15 x 14 cm 15 x 5.9 x 5.5 inches FINUDIM, 2016 3D print 33 x 25 x 14 cm 13 x 9.8 x 5.5 inches







TANLUSTOR, 2017 3D print 28 x 16 x 16 cm 11 x 6.2 x 6.2 inches

TAWSTAR, 2016 study







FINUDIM, 2016 study TAWSTAR, 2016 3D print 31 x 13 x 14 cm 12.2 x 5.1 x 5.5 inches







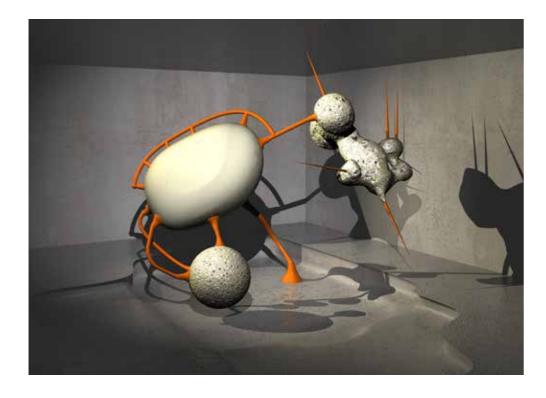






NIBULSIOR, 2018 polyester and polyurethane 38 x 56 x 50 cm 15 x 22 x 19.7 inches

GNI_D_GH_47_mar2004, 2004 print 60 x 80 cm, framed 84 x 108 cm 23.6 x 31.5 inches, framed 33.1 x 42.5 inches





Text: Studio Nick Ervinck

Graphic concept: Studio Nick Ervinck

Photocredits: Luc Dewaele, Peter Verplancke, Bob Van Mol and Studio Nick Ervinck

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