# ARCHAEO-LOGICAL MUTATION NICK ERVINCK

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#12 PORTFOLIO
2000-2018



## ARCHAEOLOGICAL MUTATION

In order to reconstruct the past, an archaeologist interprets historical remains. As an artist wondering how this discipline can be relevant for his sculpting practice, Nick Ervinck uses recognizable elements from the past and combines them with new shapes. In the god statues like LUIZAERC and LUIZADO, for example, a mysterious figure can be seen sprouting from a base that is heavily inspired by the Jupiter column. Other direct sources of inspiration for Ervinck's archaeological mutations are findings such as helmets, armour and busts. Blending them together with 'blobs' and other alienating bodies and thus initiating a constructive dialogue between past, present and future is his own distinct way of interpreting history.

**THILLAP,** 2012







TIHULY, 2016 study







LUBZAERC, 2012 - 2014 3D print 42 x 42 x 24 cm 16.5 x 16.5 x 9.4 inches LUINIRPS, 2012 - 2014 3D print 26 x 19 x 17 cm 10.2 x 7.5 x 6.7 inches





LUIZIKIV, 2012 study

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### LUIZAERC

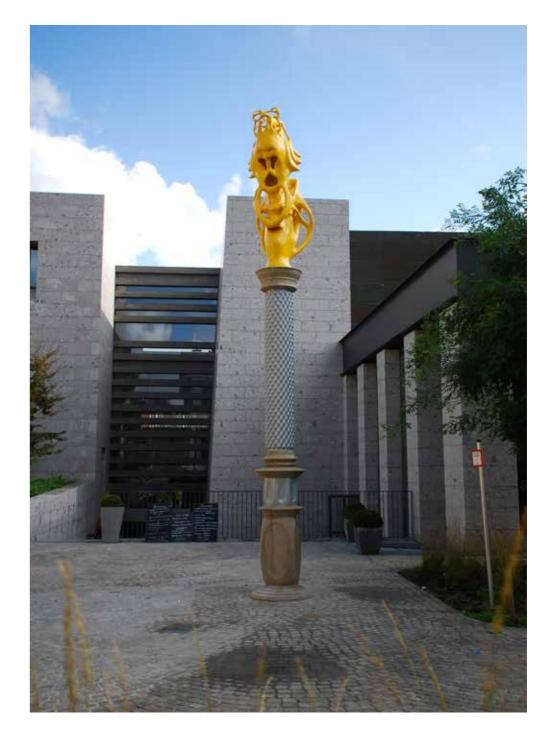
From the research on the Jupiter column, a series of small god statues came into being. As in LUIZADO, archaeological findings – such as helmets, armour, busts and columns – are a direct source of inspiration.

The observer recognises some elements, but will as well discover new shapes. LUIZAERC looks like a guard, or a disciple of a divinity who is safeguarding an unknown sanctuary. This sculpture is at the same time frightening and fascinating. One can wonder if this guard hides the realm beyond the tangible from the viewer or if he rather open the gates to this unknown territory. LUIZAERC moreover tells about the construction of the past. Each historic period, this past is interpreted differently. LUIZAERC seems monumental, but at the same time is out build of holes and lacunae. For this sculpture, I was inspired by Henry Moore and Hans Arp, who used the empty or negative space as a positive, constructive force.









LUIZAERC, 2012 - 2015 concrete, iron, polyester and polyurethane 420 x 280 x 190 cm 165.4 x 110.2 x 75 inches LUIZADO, 2011 - 2012 concrete, iron, polyester and polyurethane 651 x 133 x 93 cm 256.3 x 52.4 x 36.6 inches





LUIZADO, 2011 - 2012 concrete, iron, polyester and polyurethane 651 x 133 x 93 cm 256.3 x 52.4 x 36.6 inches









LUIZADO, 2012 3D print 71 x 12 x 8,5 cm 28 x 4.7 x 3.3 inches

LUIZADO, 2012 3D print 20 x 12 x 8,5 cm 7.9 x 4.7 x 3.3 inches





**SUCHAB,** 2012 3D print 30 x 22 x 16 cm 11.8 x 8.7 x 6.3 inches

NIA, 2013 - 2014 3D print 25 x 13 x 12 cm 9.8 x 5.1 x 4.7 inches

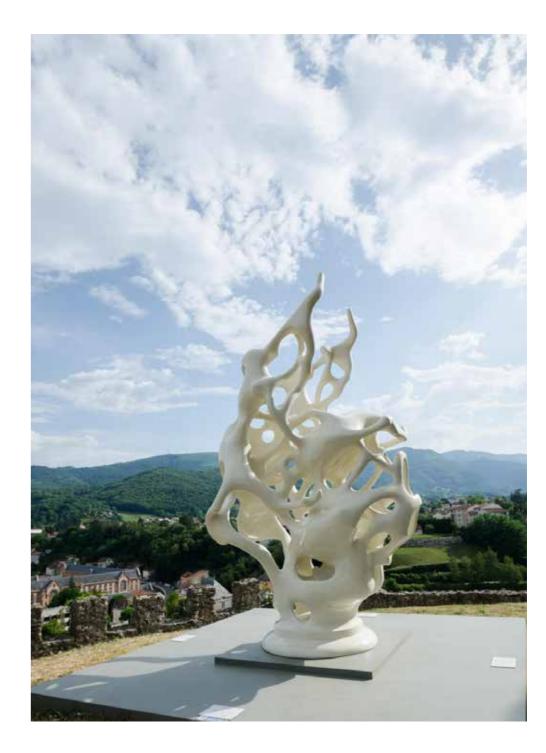




**OIRNAT,** 2012 3D print 18 x 8 x 5 cm 7.1 x 3.1 x 2 inches **OKNALEH,** 2012 3D print 22 x 10.5 x 6.5 cm 8.7 x 4.1 x 2.5 inches











**RACHT,** 2012 3D print 42 x 29 x 20 cm 16.5 x 11.4 x 7.9 inches **RACHT,** 2012 3D print 42 x 29 x 20 cm 16.5 x 11.4 x 7.9 inches







**APSAADU,** 2012 - 2013 polyester and polyurethane 300 x 180 x 120 118.1 x 70.9 x 47.2 inches **APSAADU,** 2010 3D print 24 x 14.5 x 9.5 cm 9.44 x 5.70 x 3.74 inches



ETSUBATS, 2013 3D print 22 x 15 x 14 cm 8.7 x 5.9 x 5.5 inches





studio view: 2013 Studio Nick Ervinck - Lichtervelde, BE

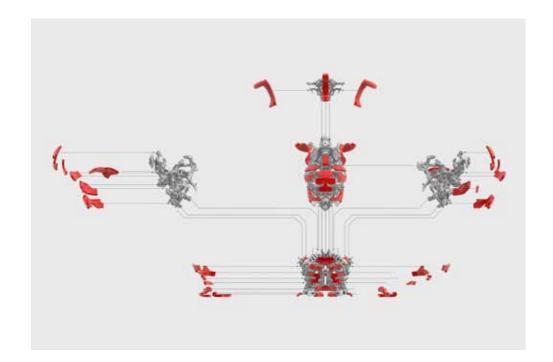
LOPCOS, 2013 3D print 20 x 17 x 12 cm 7.9 x 6.7 x 4.7 inches

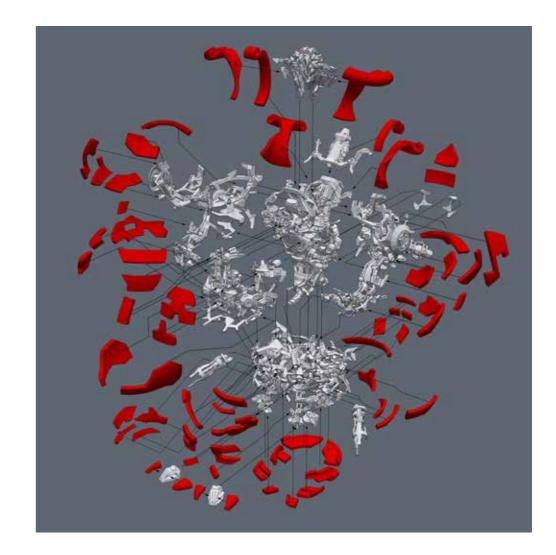




**ZEBITEZ**, 2012 3D print 17 x 13 x 8 cm 6.7 x 5.1 x 3.1 inches



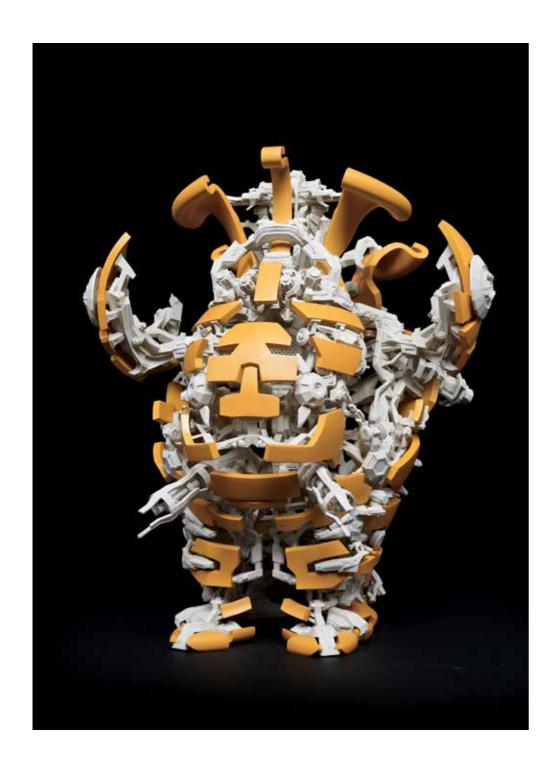






ESAVOBOR, 2011

ESAVOBOR, 2011









ANRAHBOR, 2013 study

ANRAHBOR, 2013 study





### SIUMET

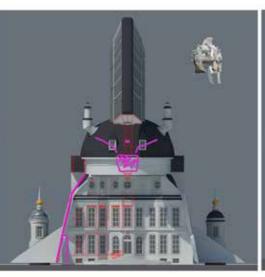
In order to reconstruct the past, an archaeologist interprets historical remains. As an artist wondering how this discipline can be relevant for his sculpting practice, Nick Ervinck starts from fragmentary pieces to build up a new personal and digital space.

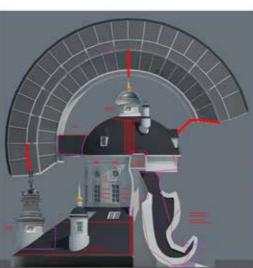
SIUMET refers to the archaeological heritage of Roman civilization. For this 3D print, the artist doesn't take specific examples as his starting point, he rather departs from the cognitive image of a Roman helmet. This helmet was crossed with the image of an 18th century castle. SIUMET thus is a proposition for an eclectic futuristic architecture of the past. These 3D prints, which are forms between analysis and synthesis, dissection and montage, are a metaphor for the digital designing process. Though this use of 3D computer graphics, prints, drawings and sculptures may suggest a confrontation between the ancient civilizations and a possible digital future, Nick Ervinck wards off this possible clash and initiates a constructive dialogue between present, future and past, between craft and technology, and between the virtual and the physical. SIUMET thus reflects on our changing ways of thinking and feeling: the artist no longer makes art in order to represent the world, but rather to reinvent it.

wallprin

location: WZC De Notelaar - Beveren, BE



















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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