OVERVIEW

PORTFOLIO 2000-2022

_STUDIO_NICK_ERVINCK



SKIN MUTATION



SKIN MUTATION

Stagnation and movement, tradition and future, handicrafts and digital technologies. They seem to be some of the most obvious contradictions. Yet, without a mutual destruction, they meet in the skin series of Nick Ervinck's oeuvre. The skin mutations fit perfectly within the tradition of pushing anatomical structures to the surface. The artist combines Henry Moore's idea of 'the power of the bone beneath the flesh' with Francis Bacon's vision 'never forget that meat is meat': bones, knuckles and vertebrae form the supporting construction for the flesh cover in which they are encapsulated.

Organic forms never are a purely human creation. That is why Ervinck points to the great influence nature exerts on him. Although the series of sculptures should represent creatures of flesh and blood, we encounter a clear visual resemblance to the Gonshi rocks. To acquire an insight into the organic laws of form and rhythm, Nick Ervinck manipulated their erratic forms into a personal creation. Nevertheless these limestone rocks, similar to lifeless rocky landscapes, are not deserted from life: according to the ancient Chinese faith they harbour immortal beings. In other words, they form memories from other worlds.

Ervinck considers his skin mutations, his man-made fossils, as similar creatures from an unknown universe. By means of a alienating skeleton dance and restrained by their prison of flesh, they seem to be on the search for a place of their own in the current time and space. The struggle between dynamism and a static pose is a theme that the artist likes to explore on many occasions. Not unlike Eadweard Muybrigde did with his zoopraxiscope (an early film projector), Nick Ervinck tried to capture movement in a stagnant image with his NOITEM series (2012-2013). From hundreds of preliminary studies, he selects specific details that are used as an alphabet to tell a new story. That story of complex and almost violent forms, filled with movement, is obtained by a puzzle of different parts in different proportions and forms that contrasts sharply with the refined and smooth surfaces of his blob series.



At first sight, the futuristic figures do not look like sculptures, but more like creations of flesh and blood. The skin, shamelessly stretched over the internal skeleton, mirrors the battle between tradition and modernity, between notions of intentional and unintentional physical evolution. Just like in his earlier work SNIBURTAD (2011-2012), Ervinck flaunts the imperfections of the skin. Spots, scars, wrinkles and cellulite are an inherent part of the evolvement of skin and other organic tissues.

In addition to sculpture and nature, references to painting also appear in the work of Nick Ervinck. He deconstructs the rich but rough brushstrokes with which Lucian Freud realized the nearly literal incarnation of his paintings. Afterwards, Ervinck uses them in a digital context for his meticulous visualisations that sparkle with vitality.

The skin mutations shock their spectator with a strong expressiveness. The overwhelmingly powerful colours influence the perception to the extent that the forms can no longer be interpreted within a contemporary framework.

























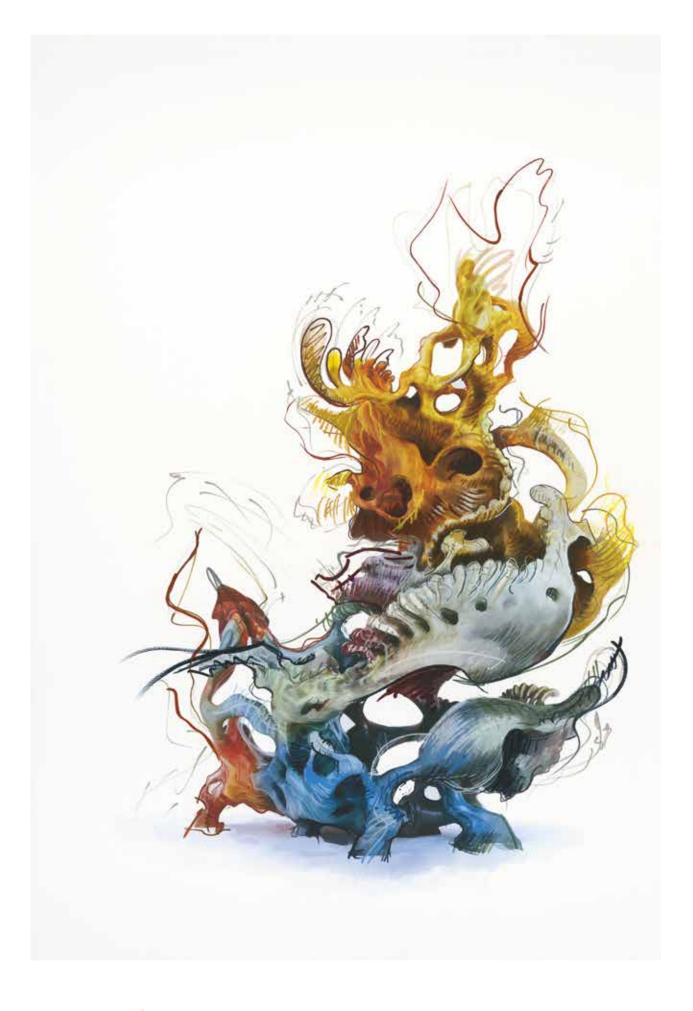


NOITROKAS, 2016 - 2018 print 51 x 40 cm 20.1 x 15.7 inches









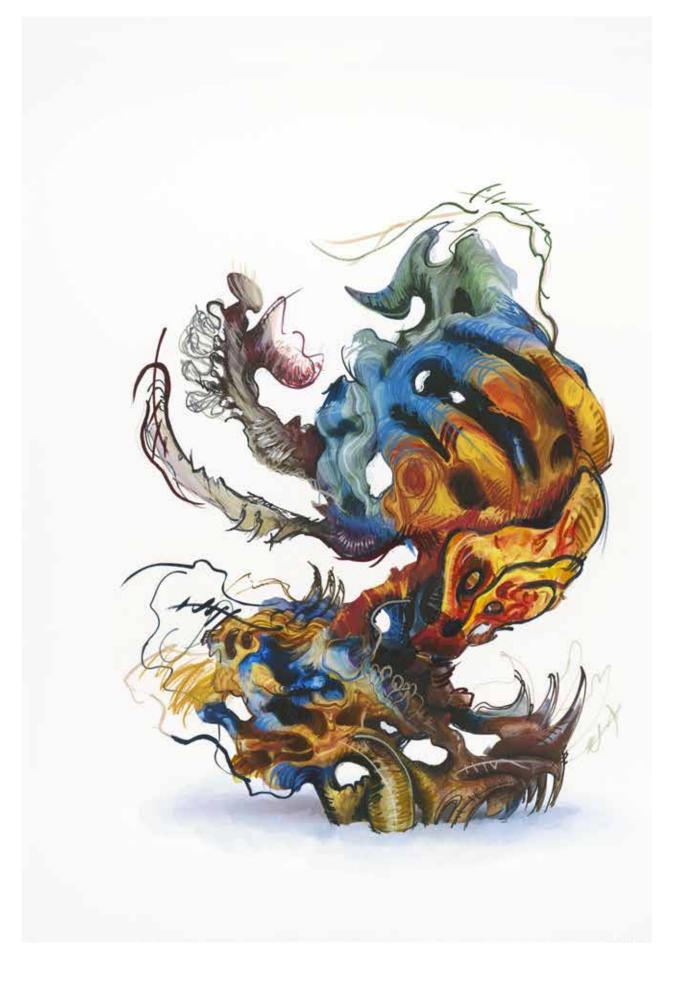




NOIPERICK, 2017 - 2019 aquarel, marker, pastel pencil, print 80 x 60 cm, framed 93 x 73 cm 31.5 x 23.6 inches, framed 36.6 x 28.7 inches











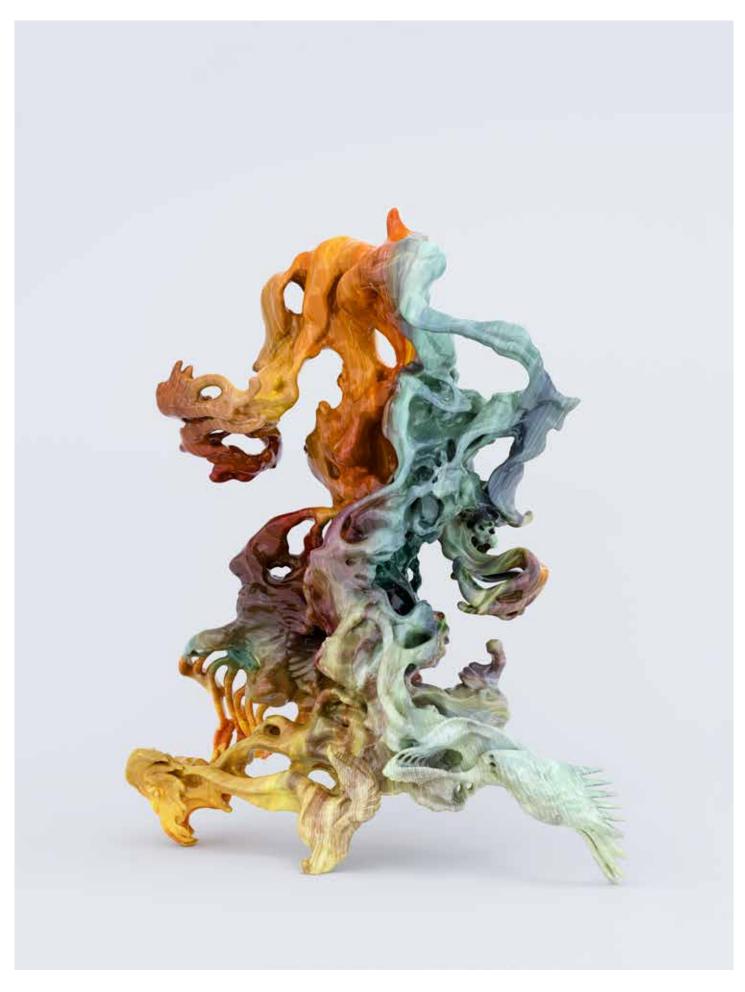
NOITRAK, 2016 - 2018 print 200 x 150 cm, framed 156 x 206 cm 78,7 x 59,1 inches, framed 61.4 x 81.1 inches



NOIPERICK, 2016 - 2018 print 200 x 150 cm, framed 156 x 206 cm 78,7 x 59,1 inches, framed 61.4 x 81.1 inches







NOITRIKOS, 2016 - 2018 print 200 x 150 cm, framed 156 x 206 cm 78,7 x 59,1 inches, framed 61.4 x 81.1 inches













NOITERKSA, 2016 - 2018 print 200 x 150 cm, framed 156 x 206 cm 78,7 x 59,1 inches, framed 61.4 x 81.1 inches



NOITRIKOS, 2016 - 2022 print 750 x 281,25 cm 295.3 x 110.7 inches



NOITRIKOS, 2016 - 2022 print 200 x 75 cm, framed 206 x 81 cm 78.7 x 29.5 inches, framed 81 x 31.8 inches



NOITEROS, 2016 - 2022 print 750 x 281,25 cm 295.3 x 110.7 inches



NOITEROS, 2016 - 2022 print 200 x 75 cm, framed 206 x 81 cm 78.7 x 29.5 inches, framed 81 x 31.8 inches



NOITERKSA, 2016 - 2022 print 750 x 281,25 cm 295.3 x 110.7 inches



NOITERKSA, 2016 - 2022 print 200 x 75 cm, framed 206 x 81 cm 78.7 x 29.5 inches, framed 81 x 31.8 inches



NOITERIS, 2016 - 2022 print 750 x 281,25 cm 295.3 x 110.7 inches



NOITERIS, 2016 - 2022 print 200 x 75 cm, framed 206 x 81 cm 78.7 x 29.5 inches, framed 81 x 31.8 inches



NOITERIS, 2016 - 2022 print 750 x 281,25 cm 295.3 x 110.7 inches



NOITERIS, 2016 - 2022 print 200 x 75 cm, framed 206 x 81 cm 78.7 x 29.5 inches, framed 81 x 31.8 inches



NOITERAS, 2016 - 2022 print 750 x 281,25 cm 295.3 x 110.7 inches



NOITERAS, 2016 - 2022 print 200 x 75 cm, framed 206 x 81 cm 78.7 x 29.5 inches, framed 81 x 31.8 inches



NOIPERICK, 2016 - 2022 print 750 x 281,25 cm 295.3 x 110.7 inches



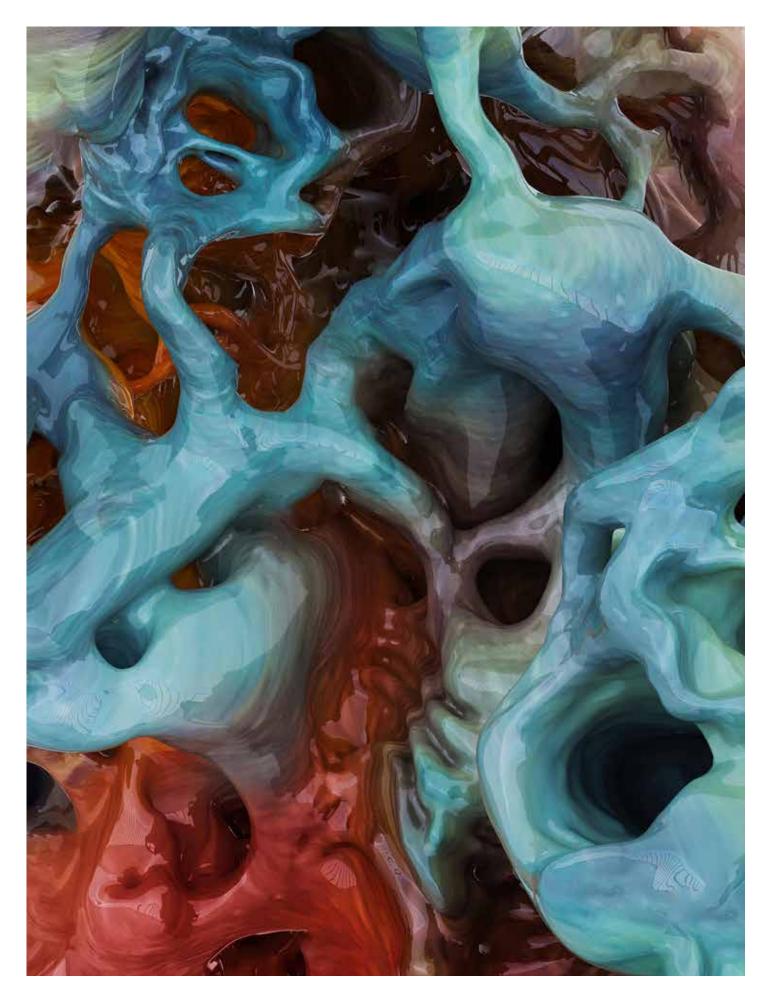
NOIPERICK, 2016 - 2022 print 200 x 75 cm, framed 206 x 81 cm 78.7 x 29.5 inches, framed 81 x 31.8 inches



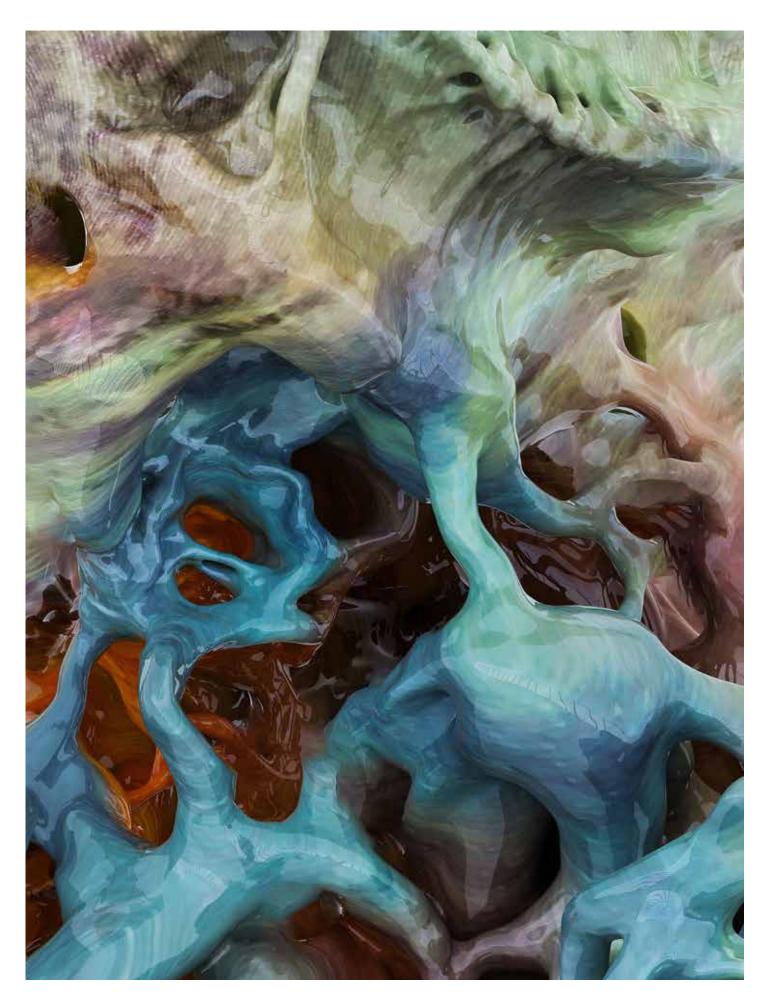
NOITERAK, 2016 - 2022 print 750 x 281,25 cm 295.3 x 110.7 inches



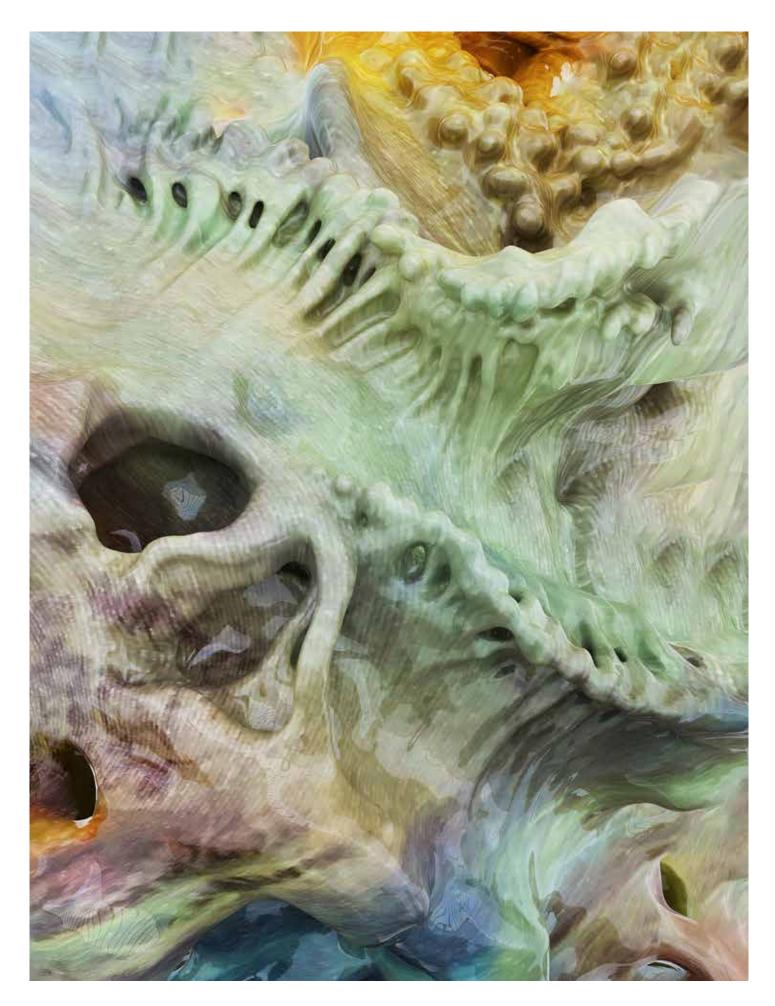
NOITERAK, 2016 - 2022 print 200 x 75 cm, framed 206 x 81 cm 78.7 x 29.5 inches, framed 81 x 31.8 inches



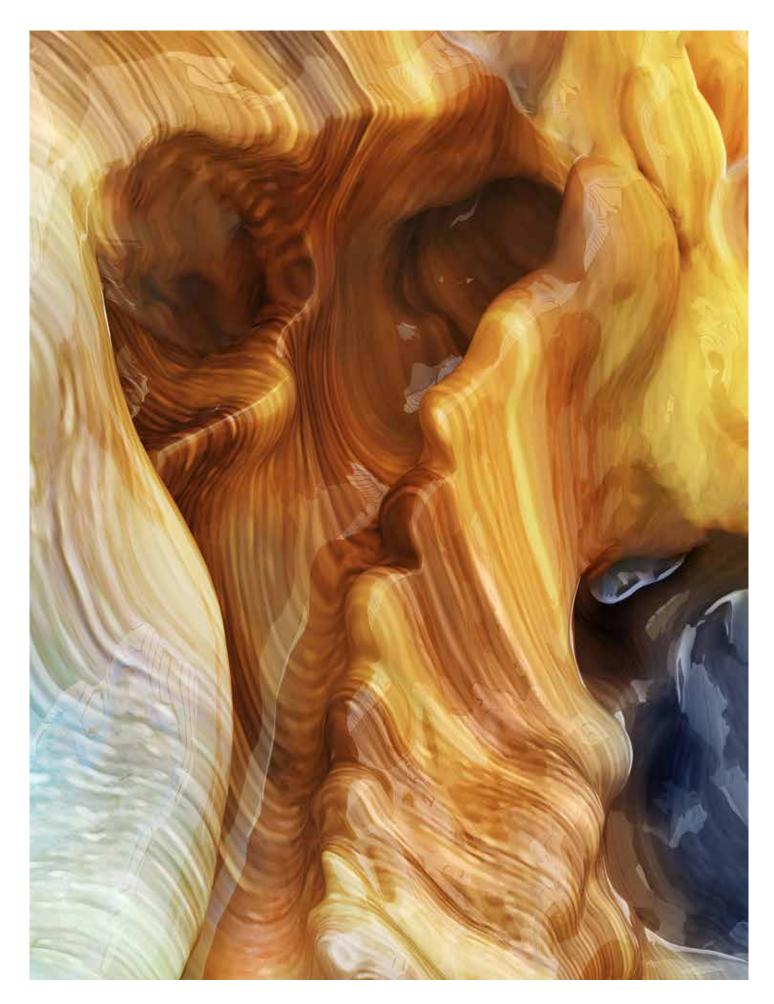
NOIPERICK I, 2016 - 2022 print 80 x 60 cm 31.5 x 23.6 inches



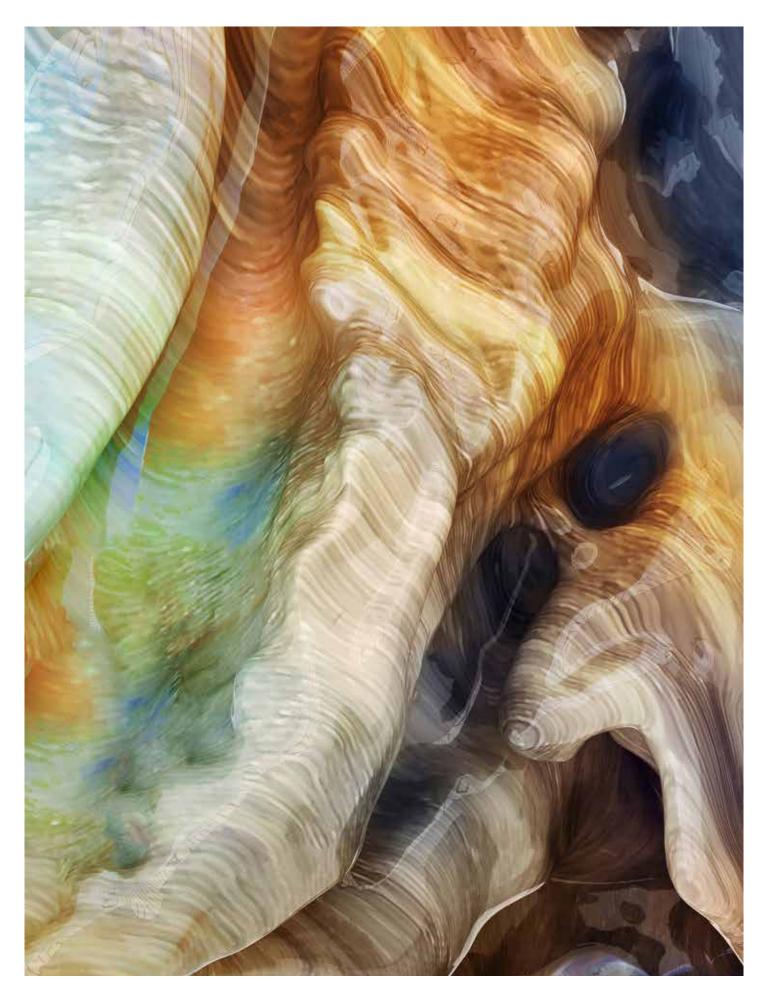
NOIPERICK II, 2016 - 2022 print 80 x 60 cm 31.5 x 23.6 inches



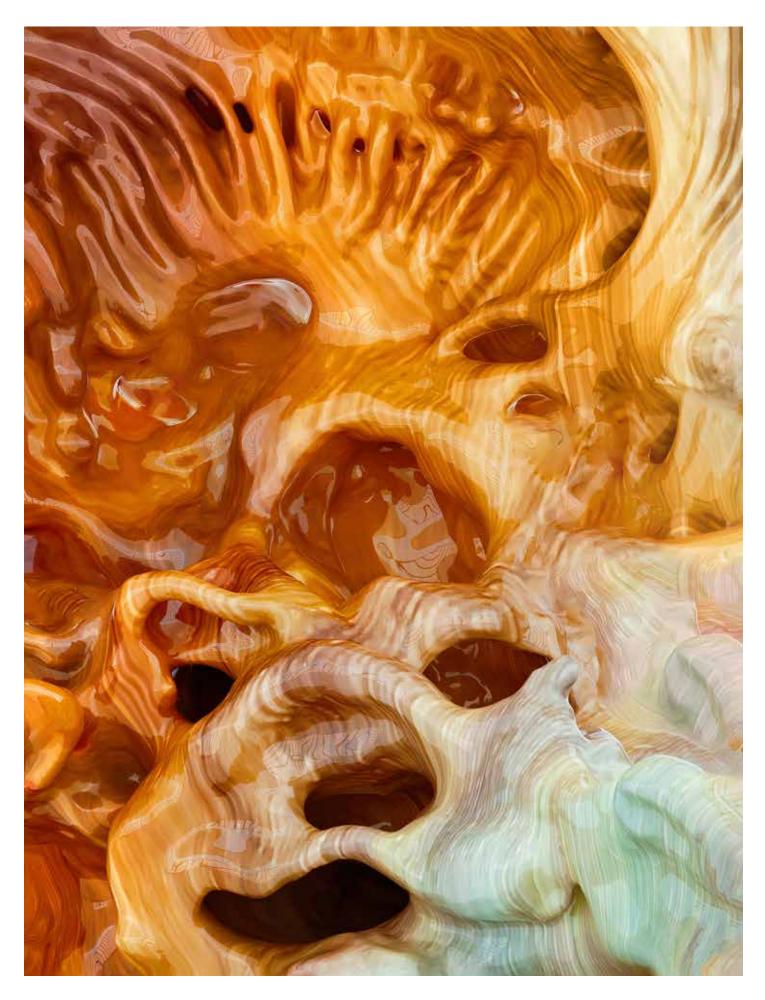
NOIPERICK III, 2016 - 2022 print 80 x 60 cm 31.5 x 23.6 inches



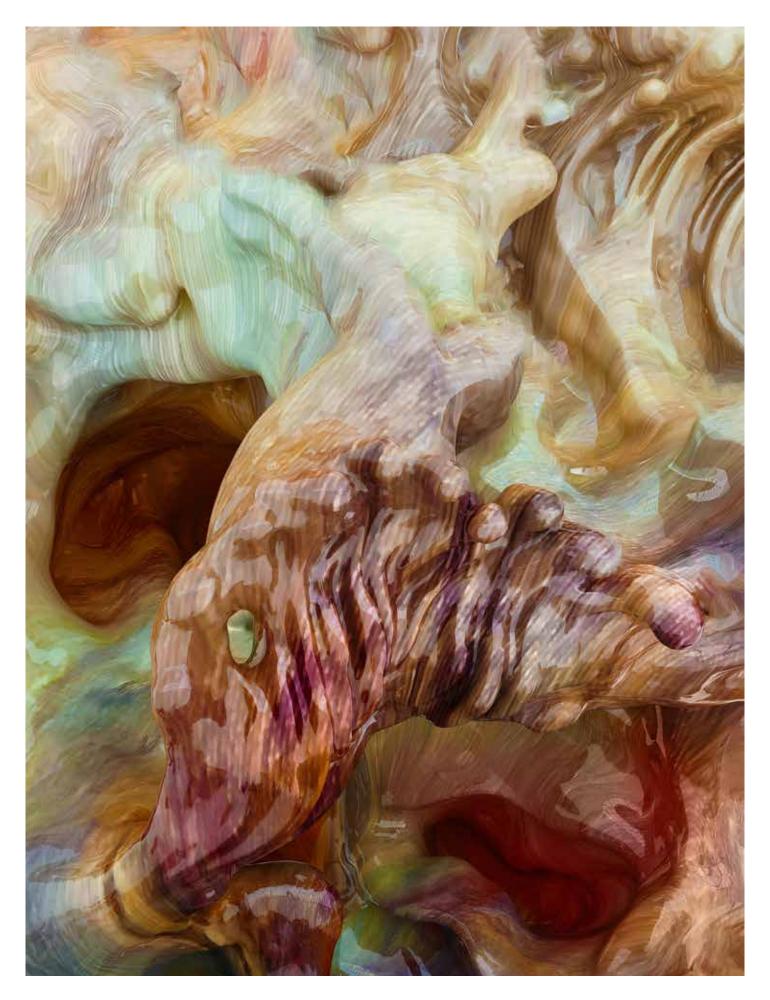
NOITERAS_I, 2016 - 2022 print 80 x 60 cm 31.5 x 23.6 inches



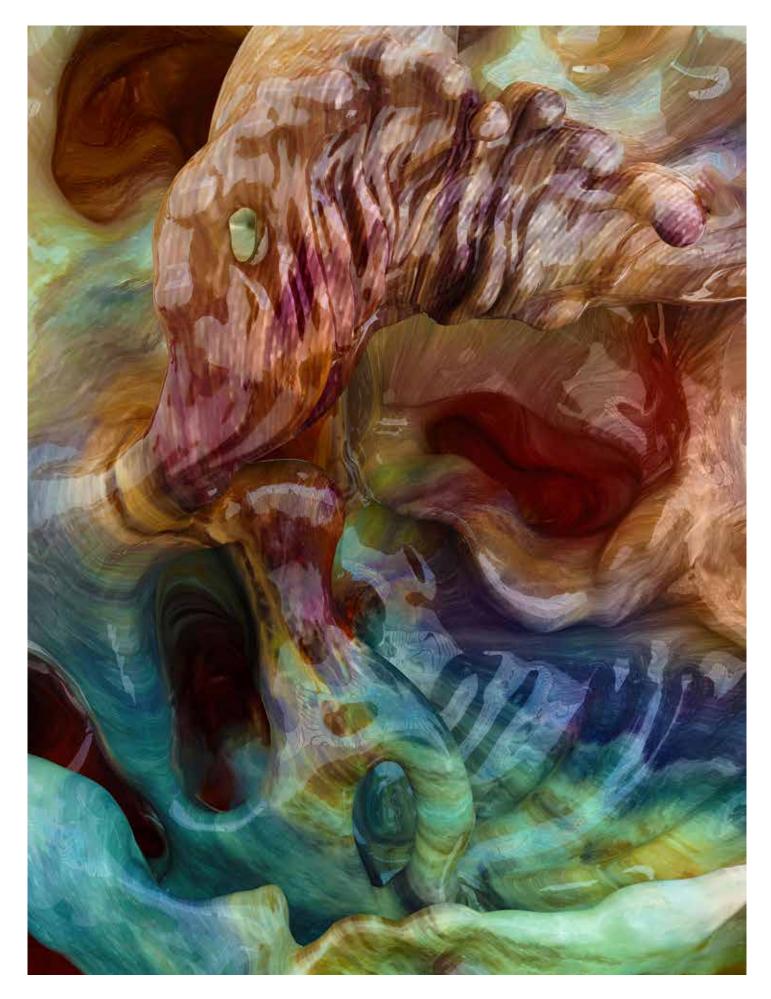
NOITERAS_II, 2016 - 2022 print 80 x 60 cm 31.5 x 23.6 inches



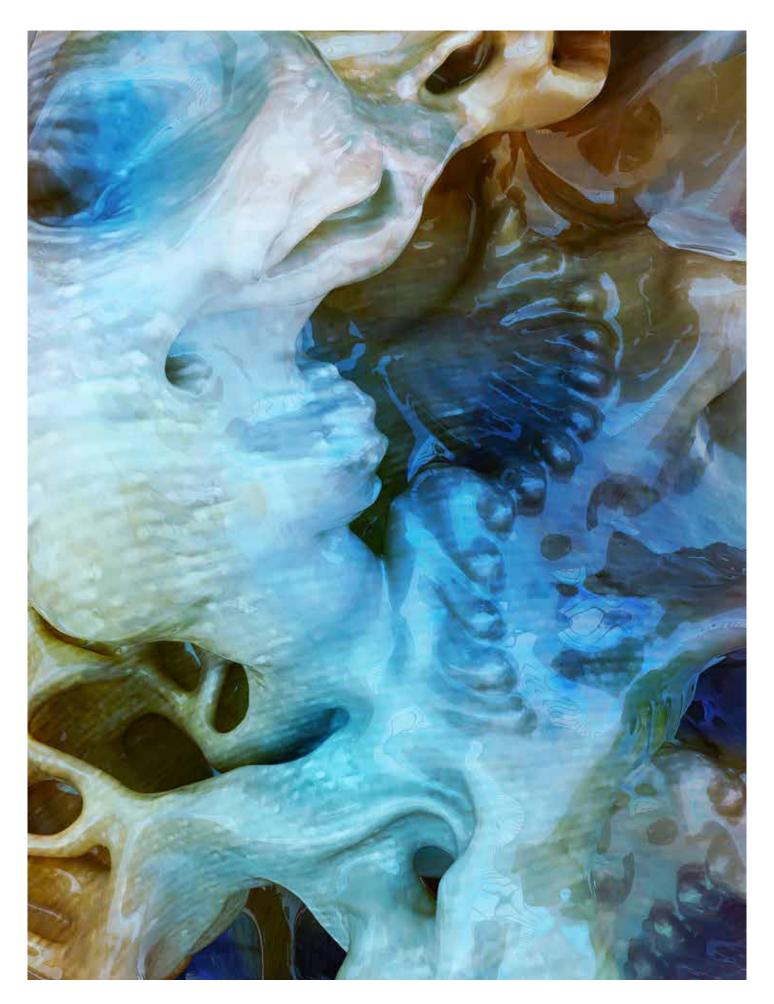
NOITERIS_I, 2016 - 2022 print 80 x 60 cm 31.5 x 23.6 inches



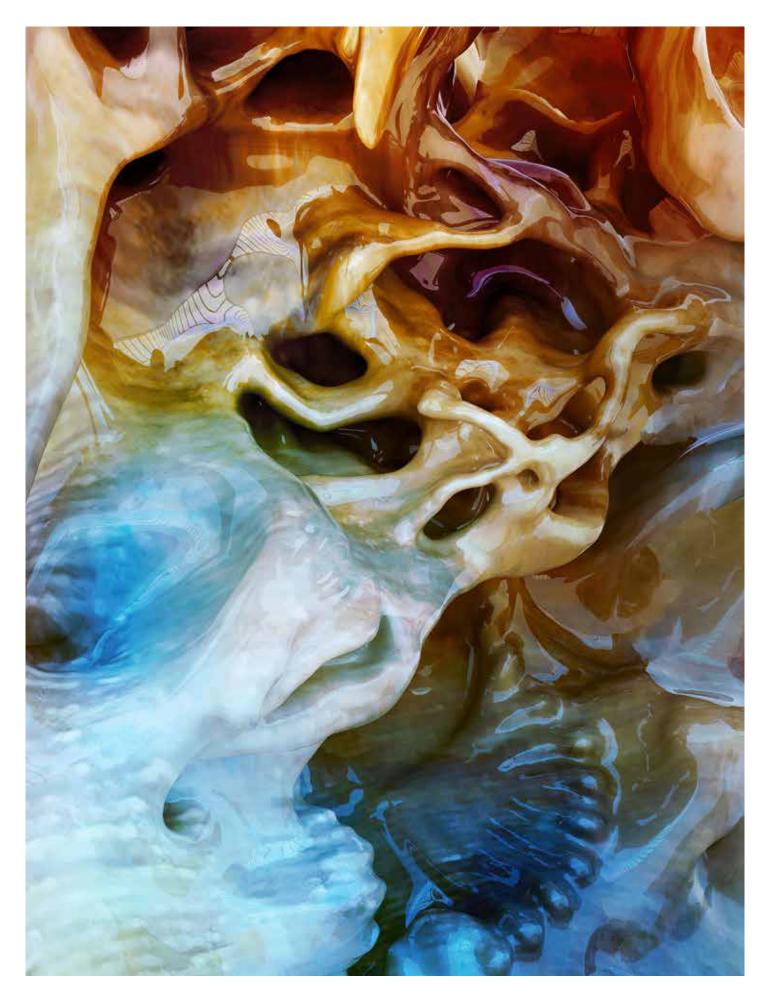
NOITERIS_II, 2016 - 2022 print 80 x 60 cm 31.5 x 23.6 inches



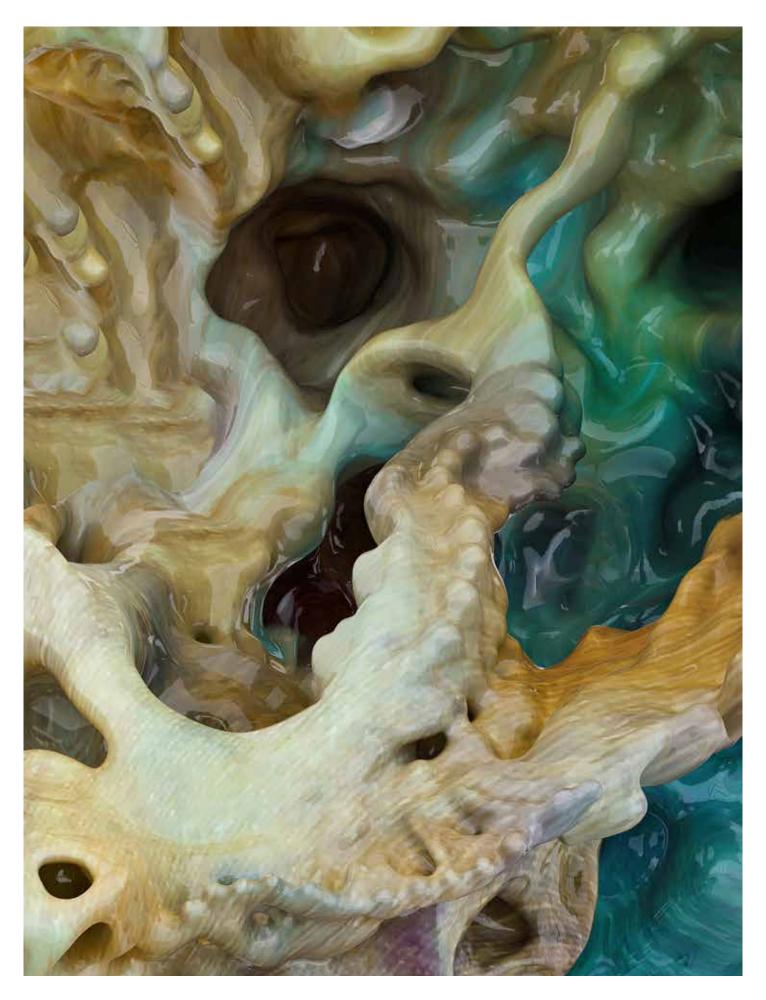
NOITERIS_III, 2016 - 2022 print 80 x 60 cm 31.5 x 23.6 inches



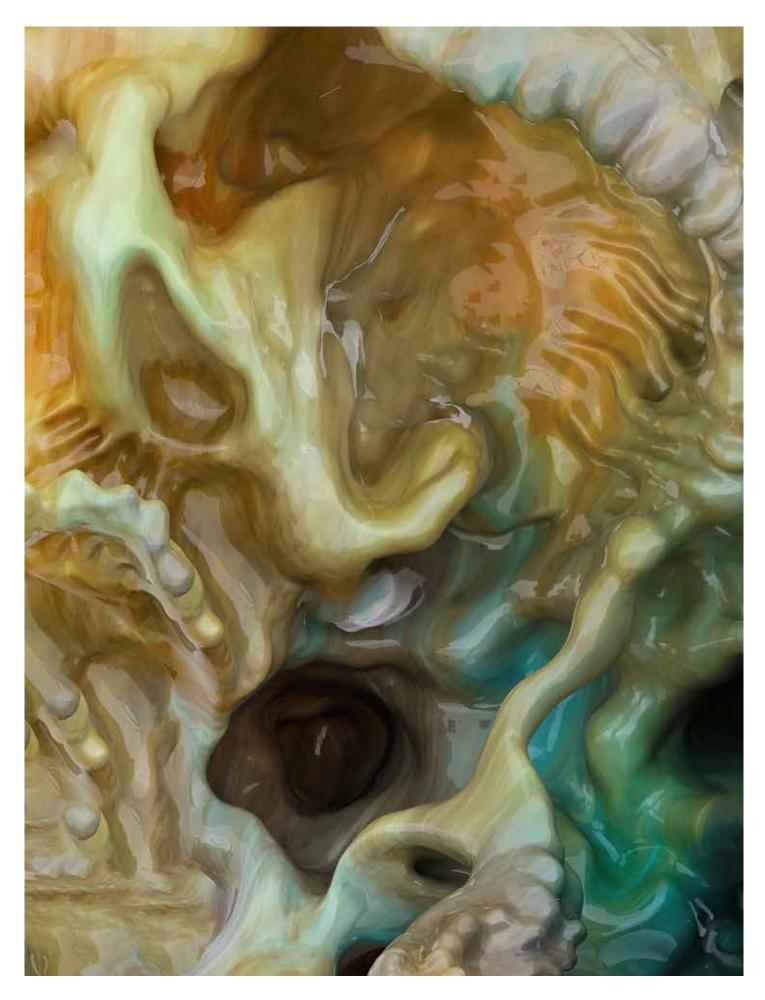
NOITERKSA_I, 2016 - 2022 print 80 x 60 cm 31.5 x 23.6 inches



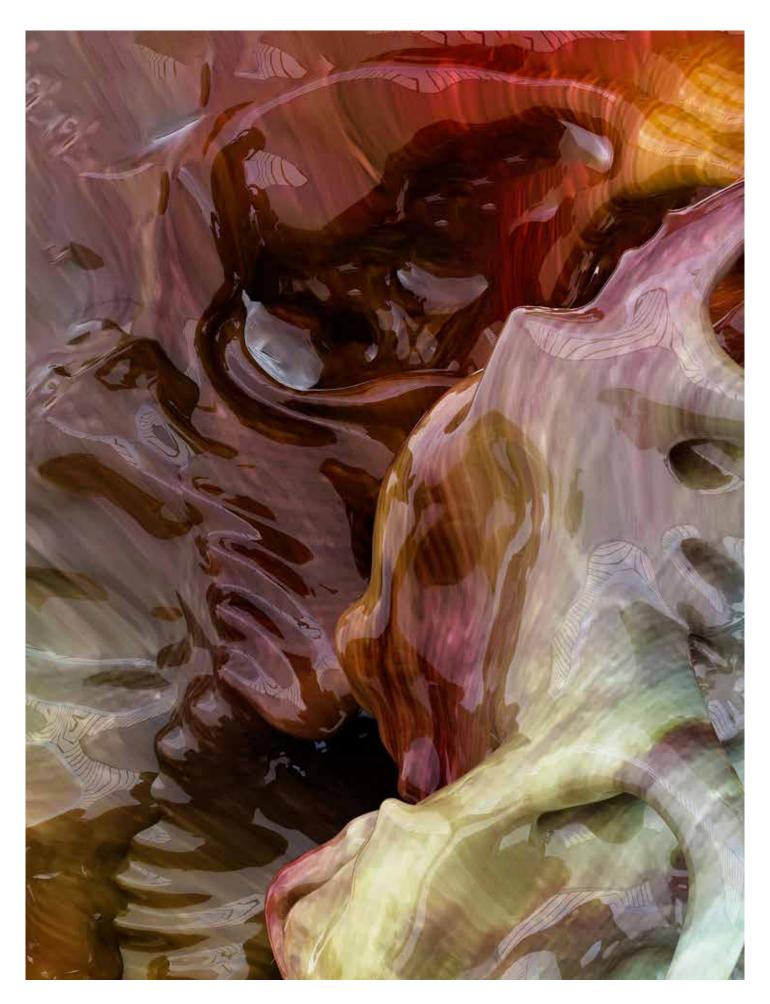
NOITERKSA_II, 2016 - 2022 print $80 \times 60 \text{ cm}$ $31.5 \times 23.6 \text{ inches}$



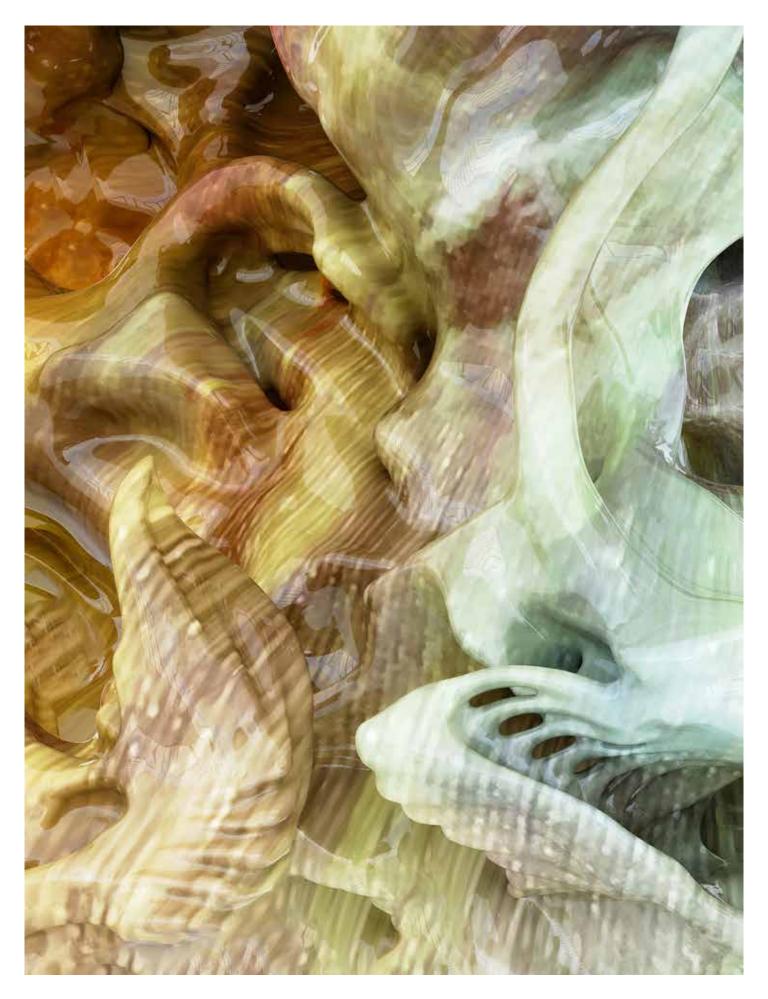
NOITEROS_I, 2016 - 2022 print 80 x 60 cm 31.5 x 23.6 inches



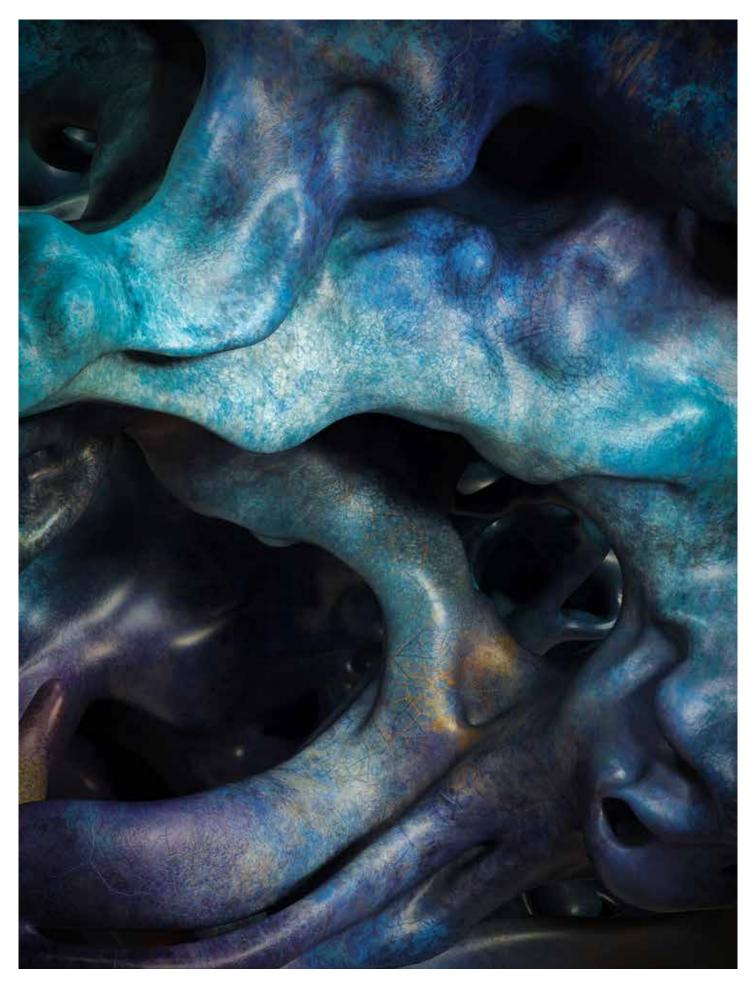
NOITEROS_II, 2016 - 2022 print 80 x 60 cm 31.5 x 23.6 inches



NOITRIKOS_I, 2016 - 2022 print 80 x 60 cm 31.5 x 23.6 inches



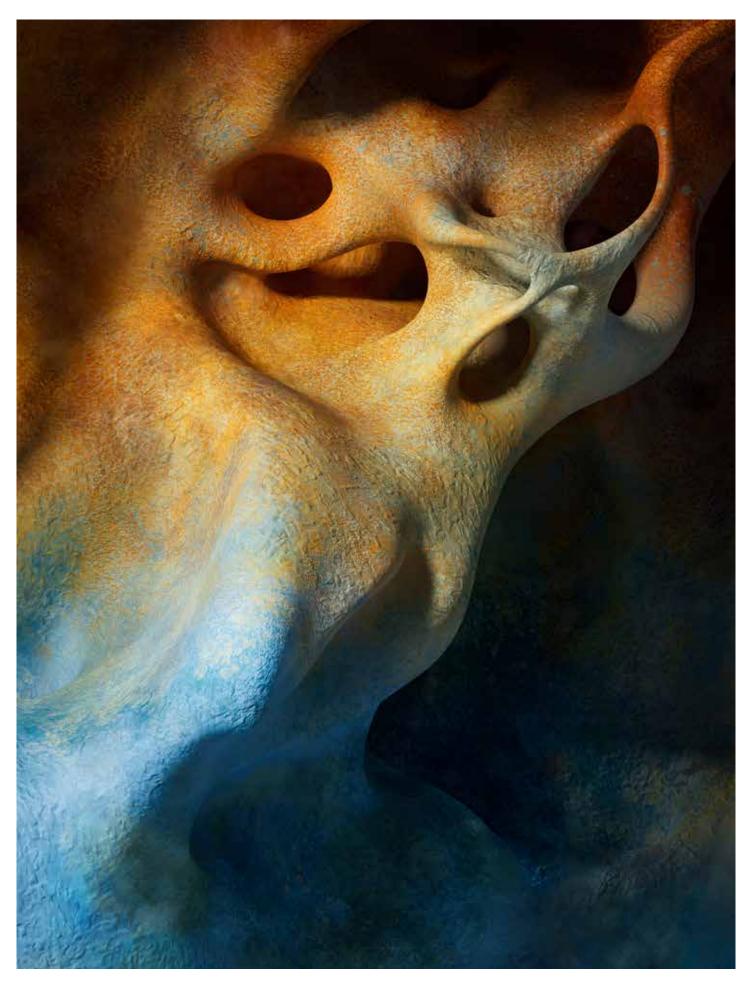
NOITRIKOS_II, 2016 - 2022 print 80 x 60 cm 31.5 x 23.6 inches



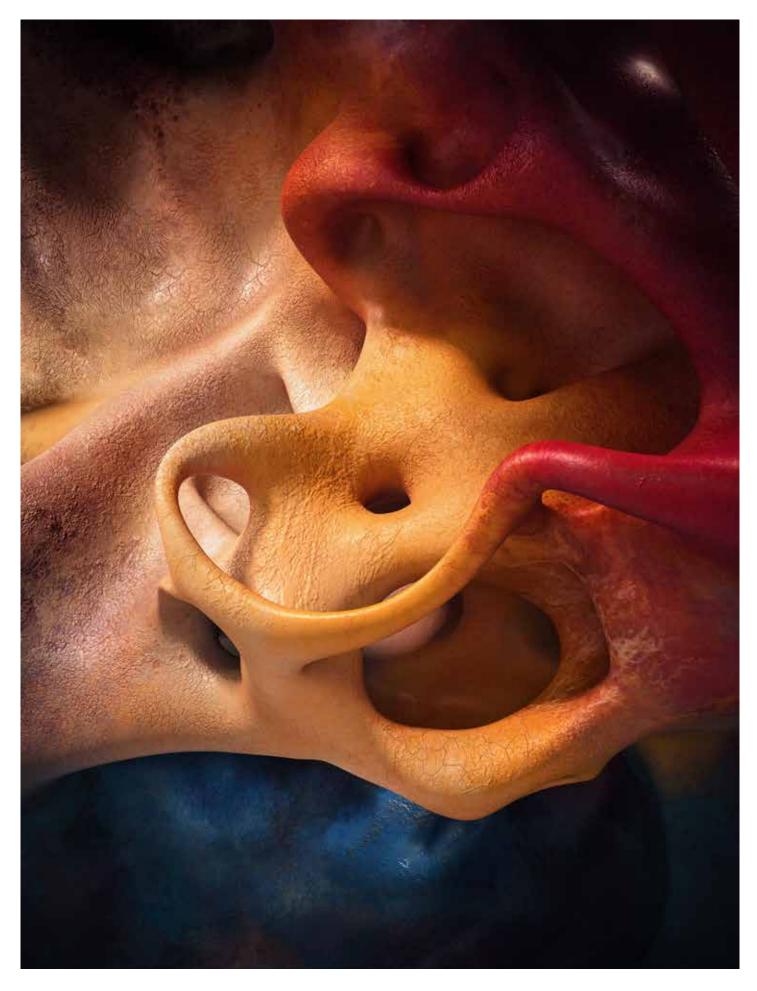
CARAVLIZOA, 2022 print 200 x 150 cm, 216 x 166 cm 78.7 x 59 inches, 85 x 65.3 inches



CARAVLIOS, 2022 print 200 x 150 cm, 216 x 166 cm 78.7 x 59 inches, 85 x 65.3 inches



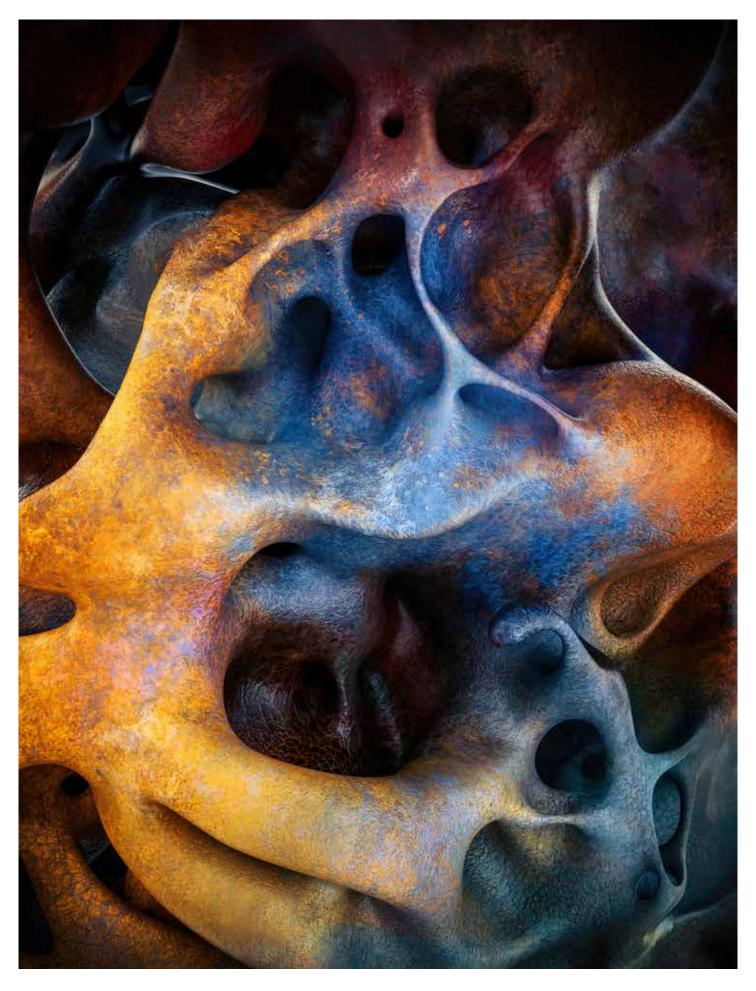
CARAVLEM, 2022 print 200 x 150 cm, 216 x 166 cm 78.7 x 59 inches, 85 x 65.3 inches



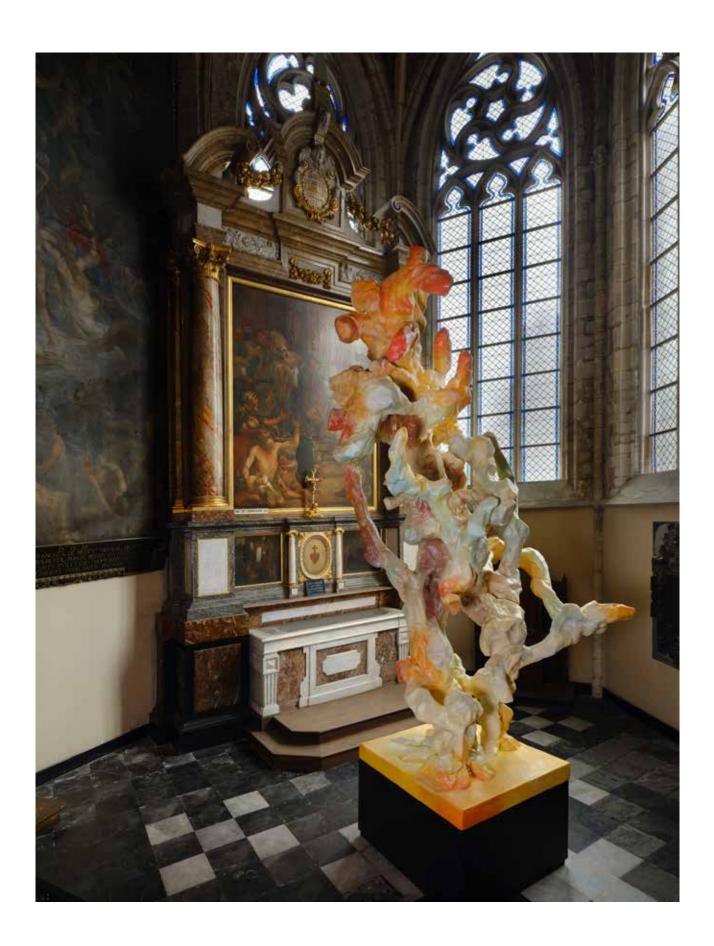
CARAVLEIOM, 2022 print 200 x 150 cm, 216 x 166 cm 78.7 x 59 inches, 85 x 65.3 inches



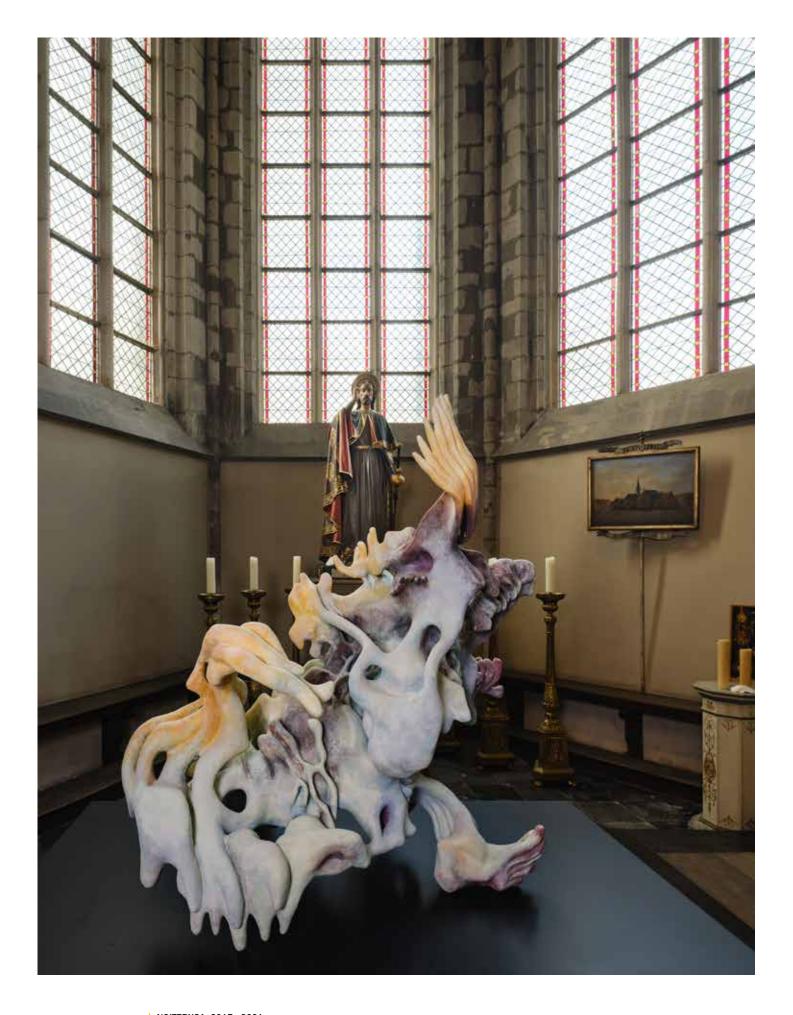
CARAVLASI, 2022 print 200 x 150 cm, 216 x 166 cm 78.7 x 59 inches, 85 x 65.3 inches



CARAVLEIOM, 2022 print 200 x 150 cm, 216 x 166 cm 78.7 x 59 inches, 85 x 65.3 inches





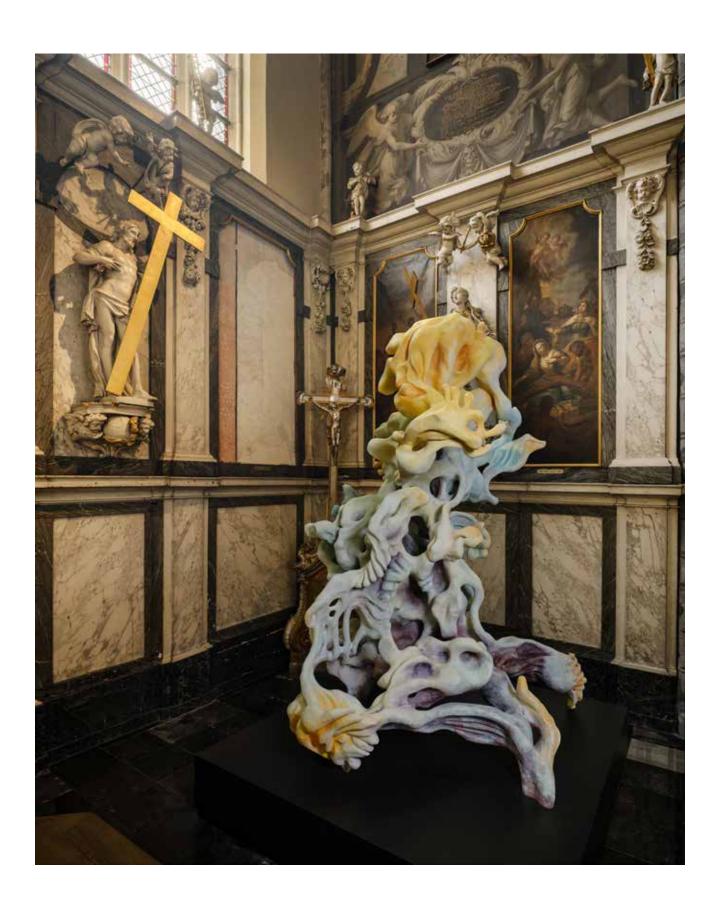


NOITERKSA, 2017 - 2021

polyester 165 x 150 x 140 cm 65 x 59.1 x 55.1 inches



NOITERUS, 2016 - 2020 polyester 255 x 175 x 150 cm 100.4 x 68.9 x 59.1 inches





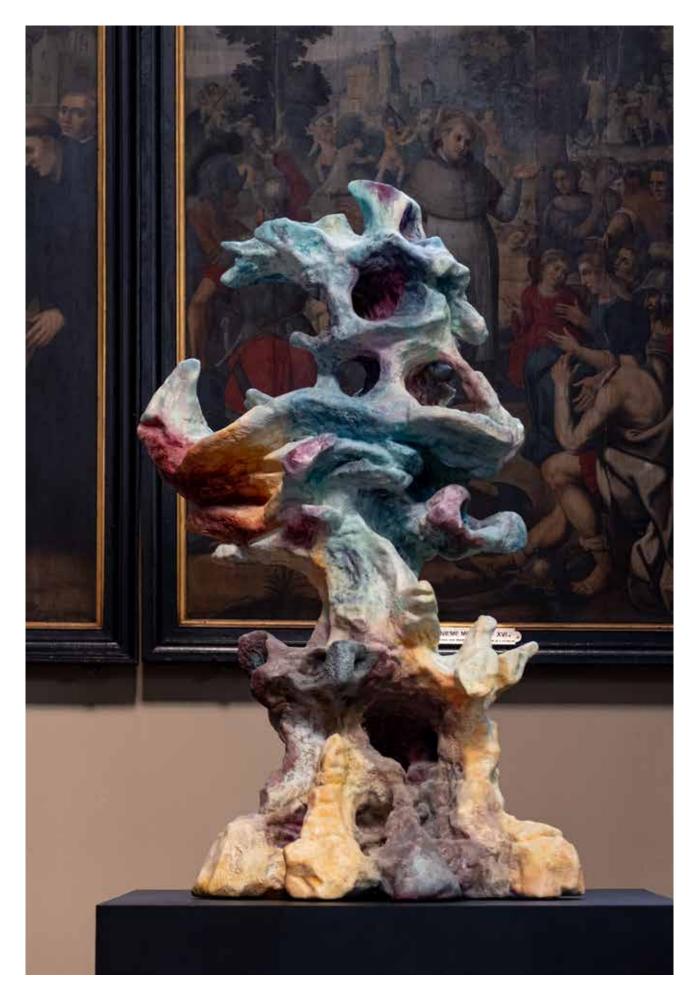
NOITERIS, 2016 - 2022 polyester 285 x 200 x 190 cm 112 x 78.7 x 74.8 inches



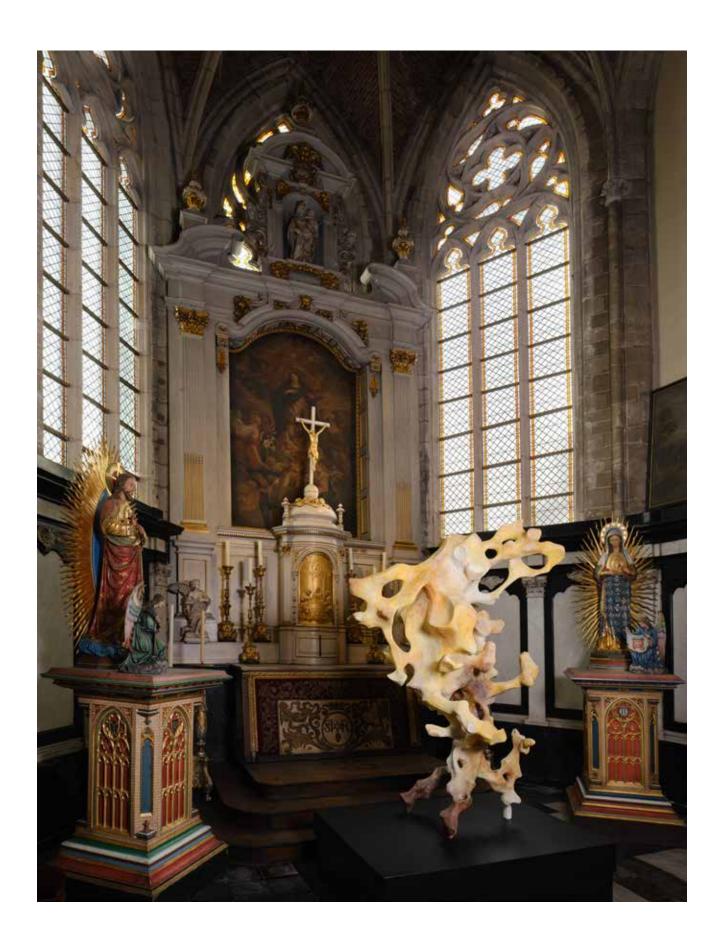
KORDILOM, 2017 - 2018 polyester 155 x 80 x 90 cm 61 x 31.5 x 35.4 inches



KORBILAP, 2017 - 2018 polyester 168 x 95 x 90 cm 66.1 x 37.4 x 35.4 inches



KORBISTOM, 2017 - 2018 polyester 150 x 90 x 75 cm 59.1 x 35.4 x 29.5 inches





























MINOTERSERU, 2022 ceramic 11,5 x 21 x 16,5 cm 4.5 x 8.3 x 6.5 inches













WIGNILIOS, 2022 ceramic 20 x 13 x 11 cm 7.8 x 5.1 x 4.3 inches



MINOTERSUMI, 2022 ceramic 11 x 12,8 x 10,5 cm 4.3 x 5 x 4 inches





WIGNIROKA, 2022 ceramic 12,5 x 7,3 x 5 cm 4.9 x 2.8 x 2 inches



WIGNIROAS, 2022 ceramic 15 x 6,5 x 5,5 cm 5.9 x 2.5 x 2.1 inches



WIGNILUSA, 2022 ceramic 14,2 x 6,7 x 7,3 cm 5.6 x 2.6 x 2.8 inches





ALSUMVIT, 2019-2020 polyester, polyurethane 154 x 741 x 637 cm 60,6 x 291,7 x 250,8 inches



WIGNIROM, 2018 ceramic 11 x 6 x 5 cm 4.3 x 2.4 x 2 inches



WIGNIRUS, 2018 ceramic 11 x 5 x 7 cm 4.3 x 2 x 2.8 inches





WIGNIROPS, 2019-2020 polyurethane and polyester 300 x 234 x 100 cm, 445 x 224 x 180 cm with stand 118,1 x 92,1 x 39,4 inches, 175 x 88 x 71 inches with stand



WIGNILOS, 2020 - 2021 Ceramic 15 x 9,5 x 8 cm 5.9 x 3.7 x 3.1 inches







WIGNIRIOS, 2022 ceramic 19,6 x 11,5 x 7,2 cm 7.7 x 4.5 x 2.8 inches





WIGNILOPS, 2020 - 2021 Ceramic 12,5 x 9 x 7 cm 4.9 x 3.5 x 2.7 inches



WIGNILUS, 2020 - 2021 Ceramic 10,5 x 7 x 8,5 cm 4.1 x 2.7 x 3.3 inches



WIGNILAOS, 2020 - 2021 Ceramic 14 x 11 x 7 cm 5.5 x 4.3 x 2.7 inches



WIGNIRIAS, 2020 - 2021 Ceramic 20,5 x 15 x 13 cm 8 x 6 x 5 inches



WIGNISOPS, 2020 - 2021 Ceramic 24,5 x 18,5 x 10,5 cm 9.4 x 7.3 x 4 inches



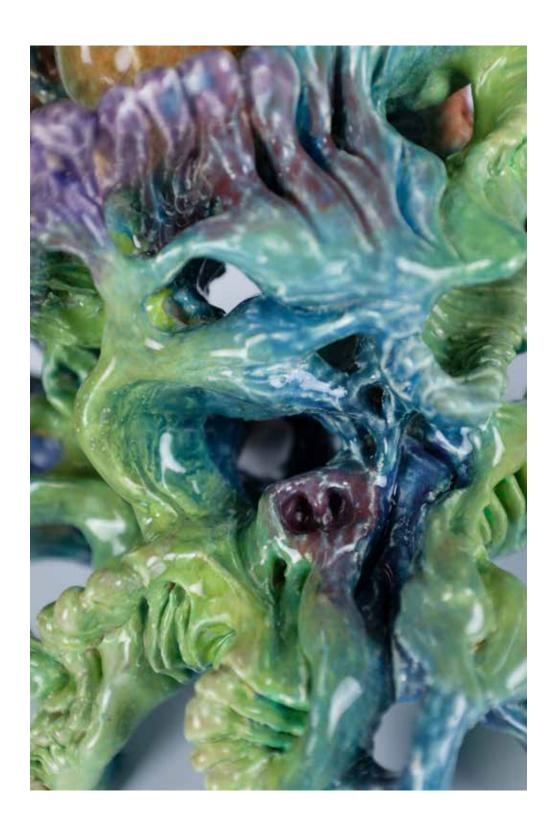
WIGNIRAPS, 2020 - 2021 Ceramic 18,5 x 16,5 x 11 cm 7.3 x 6.5 x 4.3 inches

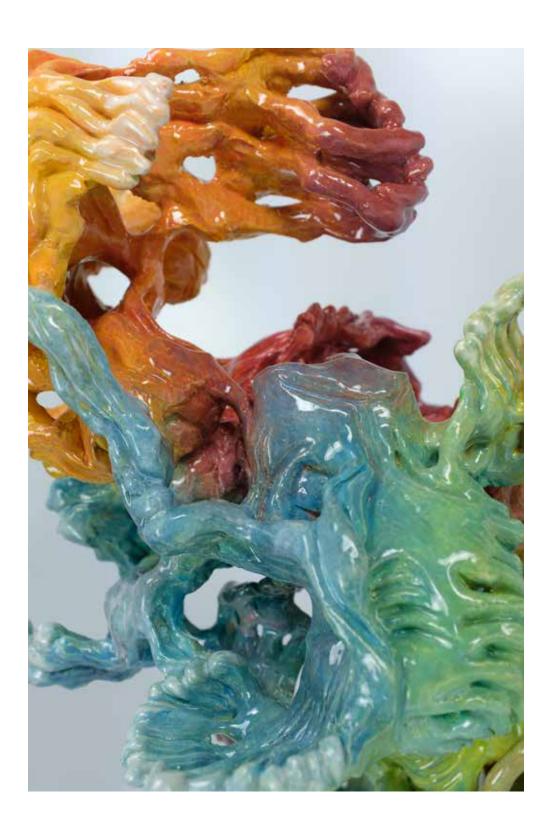
















BRUNTUSKA, 2017 - 2018 ceramic 41 x 37 x 32 cm 16.1 x 14.6 x 12.6 inches









BRUNTUSKI, 2017 - 2018 ceramic 39 x 35 x 32 cm 15.4 x 13.8 x 12.6 inches













CROBOSLIO, 2017 - 2018 ceramic 34H x 30 x 36 cm 13.4H x 11.8 x 14.2 inches

















BRUNTUSDO, 2022

ceramic 17,5 x 19,5 x 16,5 cm 6.9 x 7.7 x 6.5 inches



ceramic 11 x 18,5 x 21,5 cm 4.3 x 7.3 x 8.5 inches



ceramic 12 x 18,5 x 13 cm 4.7 x 7.3 x 5 inches

















BRUNTISKIE, 2018 - 2021 marker, pastel pencil, print 80 x 60 cm, framed 93 x 73 cm 31.5 x 23.6 inches, framed 36.6 x 28.7 inches



marker, pastel pencil, print 80 x 60 cm, framed 93 x 73 cm 31.5 x 23.6 inches, framed 36.6 x 28.7 inches



CROBOSLIEM, 2018 - 2021 marker, pastel pencil, print 60 x 80 cm, framed 73 x 93 cm 23.6 x 31.5 inches, framed 28.7 x 36.6 inches



marker, pastel pencil, print 60 x 80 cm, framed 73 x 93 cm 23.6 x 31.5 inches, framed 28.7 x 36.6 inches



MINOTERCERIK, 2017 - 2021 marker, pastel pencil, print 60 x 80 cm, framed 73 x 93 cm 23.6 x 31.5 inches, framed 28.7 x 36.6 inches





MINOTERCERAM, 2017 - 2021 marker, pastel pencil, print 60 x 80 cm, framed 73 x 93 cm 23.6 x 31.5 inches, framed 28.7 x 36.6 inches



MINOTERKER, 2017 - 2021 marker, pastel pencil, print 60 x 80 cm, framed 73 x 93 cm 23.6 x 31.5 inches, framed 28.7 x 36.6 inches



MINOTERKSA, 2017 - 2021 marker, pastel pencil, print 60 x 80 cm, framed 73 x 93 cm 23.6 x 31.5 inches, framed 28.7 x 36.6 inches



MINOTERCERU, 2017 - 2021 marker, pastel pencil, print 50 x 60 cm, framed 63 x 73 cm 19.7 x 23.6 inches, framed 24.8 x 28.7 inches



MINOTERKERUM, 2017 - 2021 marker, pastel pencil, print 60 x 50 cm, framed 73 x 63 cm 23.6 x 19.7 inches, framed 28.7 x 24.8 inches



MINOTERKUS, 2017 - 2021 marker, pastel pencil, print 80 x 60 cm, framed 93 x 73 cm 31.5 x 23.6 inches, framed 36.6 x 28.7 inches



















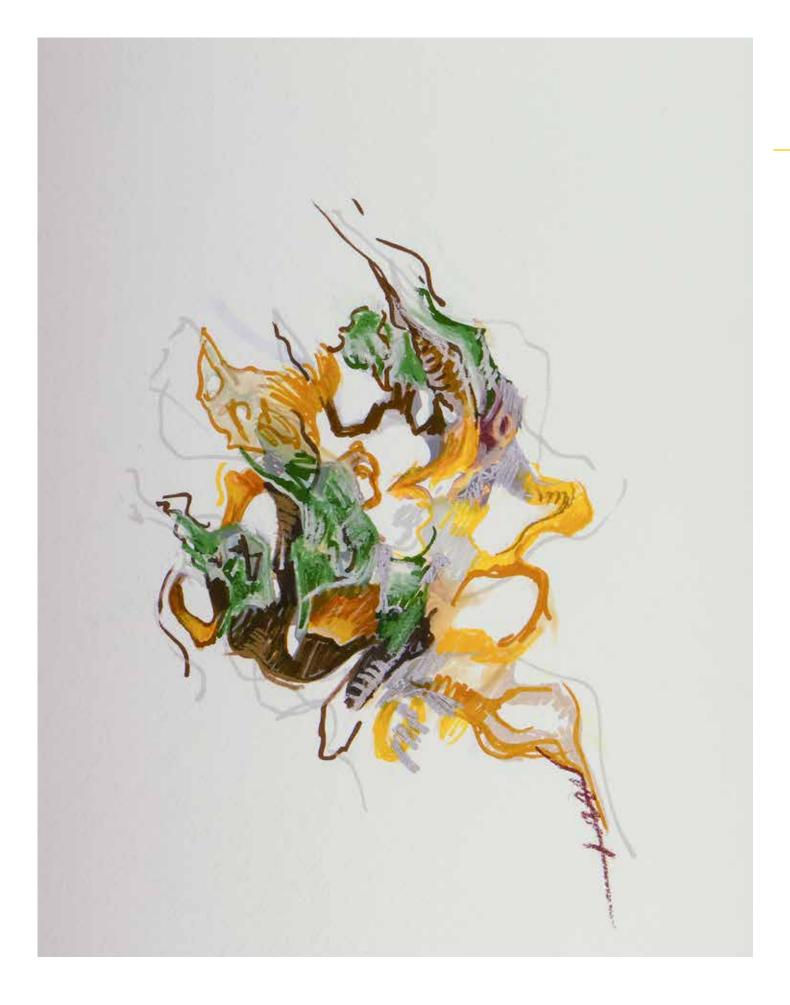
MOIPERECK, 2017 - 2019 aquarel, marker, pastel pencil, print 54 x 41 cm 21.3 x 16.1 inches



GONBELUM, 2017 - 2019 polyurethane and polyester 48 x 30 x 25,5 cm 18.9 x 11.8 x 10 inches



MOIPEREACK, 2019 marker, pastel pencil, print 18 x 23 cm 7 x 9 inches



MOIPERIASK, 2019 marker, pastel pencil, print 30 x 21 cm 11.8 x 8.3 inches







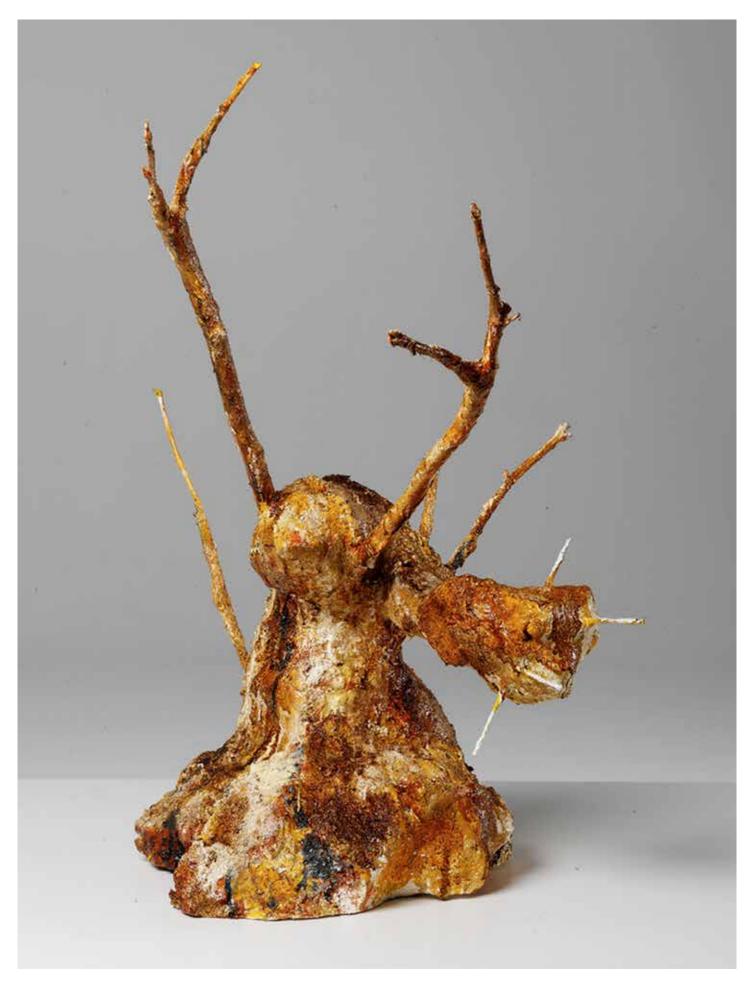








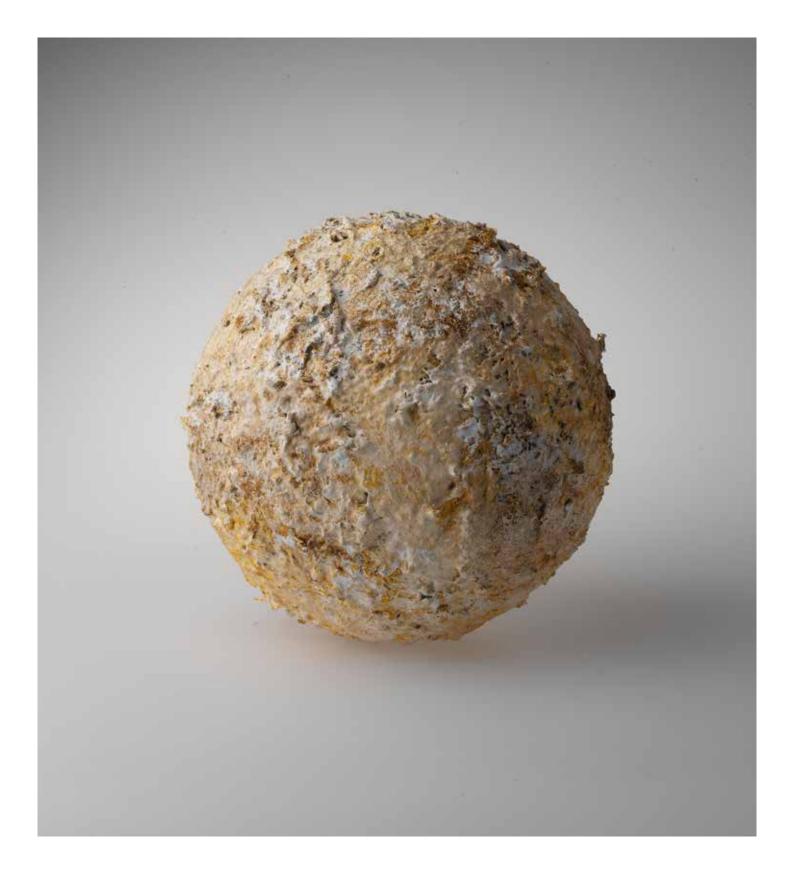




SPULPGOD, 2003 polyester, wood, chardboard, plaster, chalk, gauze 100 x 80 x 90 cm 39.4 x 31.5 x 35.4 inches











MARBLE MUTATION



MARBLE MUTATION

Since ancient times, marble has been the material of choice of master sculptors. The classical and dignified allure of marble statues and the fact that is has been used throughout the ages, give the spectator a feeling of timelessness.

With his marble mutations, Nick Ervinck committed to sustaining this age-old tradition. This he does in his own way: not by manipulating the marmoreal resource, but by creating a mutated form of the stone himself. Thus gaining a certain dominance over one of his biggest sources of inspiration, nature which has always controlled, and will continue to control, all living beings.

The calcite rock as we know it, has a lot of different hues and tints due to its imperfections. In staying true to this natural form, Ervinck added imperfections of his own to his building materials by adding pigments of various colours to the plaster. After polishing the statues to a shining finish, they were completed. By deliberately not adding a monochrome layer of paint the artist ensured that the gleaming and richly coloured surface endures, just like his dominion over nature.



GONTIURON, 2017 - 2019 polyester and polyurethane 22 x 34 x 36 cm 8.7 x 13.4 x 14.2 inches





























OEBERSILAR, 2017 - 2019 polyester and polyurethane 24 x 33 x 29 cm 9.4 x 13 x 11.4 inches



















WIND MUTATION







WIND MUTATION

With his wind mutations, Nick Ervinck tried to conquer the elements by capturing the continuous flow of the wind in a stagnant sculpture. Despite of growing up in an urban atmosphere, he is still strongly fascinated by nature because she keeps influencing our lives no matter where we retreat to or which boundaries we erect.

Wind knows two forms: either it exists in its pure form caused by differences in air pressure or it is the result of (fast) moving objects. Both forms have found their match in Ervinck's work. Wind caused by natural phenomena can bring about disastrous events. Apart from being tremendously destructive, hurricanes and tornadoes can take on riveting forms. These were emulated by the artist in works, and studies, like REDNOM, REDNUMIAR and REDNEYER.

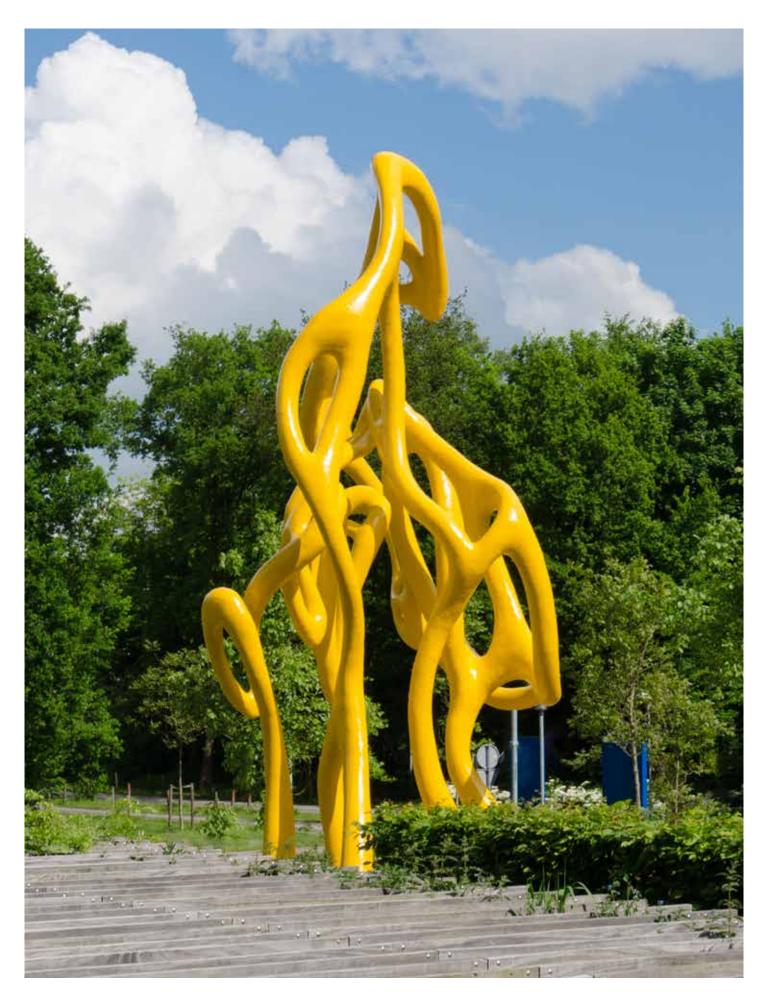
The other type of wind, which is cast off from a body in motion, is visualised in sculptures including ENNERNEISE and ITSUORNET. They seem to drive at such a high speed that the air can be seen being cut in front of the vehicles and streaming alongside them. The slipstream running beside and behind the statues only increases their aerodynamicity and makes them fit perfectly in the futurist movement where energy and speed were simulated on canvas and replicated in three-dimensional sculpts.







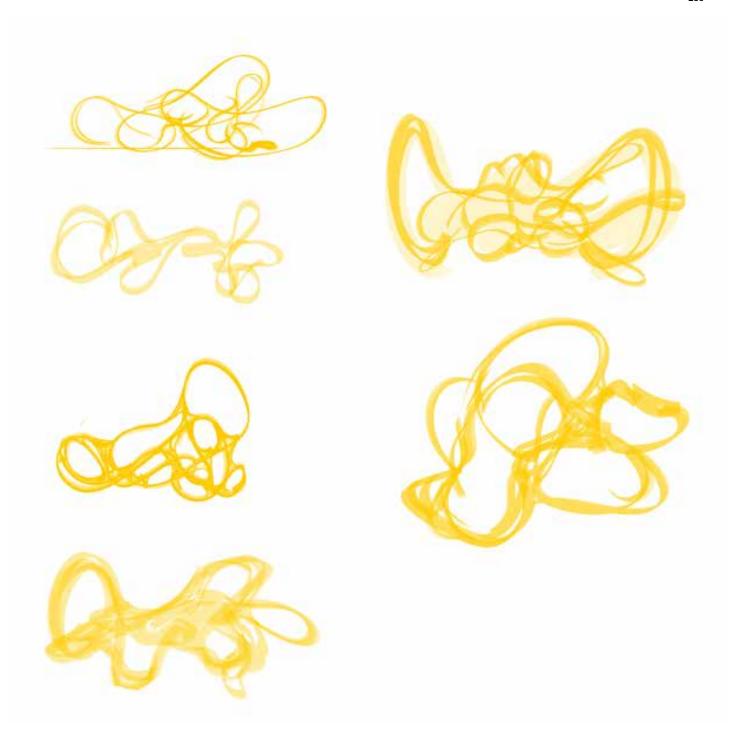




LUCE, 2016 - 2017 iron, polyester and polyurethane 750 x 400 x 366 cm 295.3 x 157.5 x 144.1 inches

location: Meander Medisch Centrum – Amersfoort, NL





















GEWIENRO, 2018 study



LUBOMER, 2014 study



GEWIANIL, 2017 study





LAPETYL, 2017 3D print 26.5 x 14 x 17 cm 10.4 x 5.5 x 6.7 inches









ITSUORNET, 2017 3D print 9 x 36 x 16,5 cm 3.5 x 14.2 x 6.5 inches



ORBOLAT, 2017 3D print 12 x 30 x 8 cm 5 x 12 x 3 inches

3D Printed by Stratasys on a J750 3D Printer



LINE MUTATION



LINE MUTATION

The line has been a central issue throughout art history. Some artists let these lines fade, others accentuate them. From the soft sfumato-lines in renaissance paintings to the fluid, sharply defined curls in art nouveau-decoration, artists have always seemed to search for new ways to break away from the rigid line. In the 17th century, this even resulted in an intense debate between the 'Poussinists' and the 'Rubenists', who argued about whether line or colour was more important.

Nick Ervinck succeeds in renewing this art historical discussion by creating his sculptures in a virtual world. The lines in these works do not dominate, nor does colour prevail. Rather, Nick Ervinck combines both in an innovative way. Ervinck explores how to visually merge fluid lines in an unseen, yet fascinating dynamic. The clever use of colour adds an extra dimension to the visual language, and enhances the constant motion. Not only do we recognize an irrational play of lines and colours, but also the very essence of the human cell structure and the nerve system that is held captive in a foreign body.

This energetic movement reminds us of the futuristic design language. Just as in futurism, Nick Ervinck is able to grasp movement in a still image. In a very poetic way, we recognize a colourful, dynamic sculpture. By its glossy finish, the works seem to come from a virtual world, despite the sculpture being physically made.

While designing these series of works, Nick Ervinck was inspired by both ancient South-American art from the Maya and Inca cultures, and expressive African fabrics. The influence of these traditional patterns are clearly visible in the use of colour and shapes. Yet at the same time we descry an unknown alien or cyborg style, just as in science fiction movies. Because the computer language is an inherent part of these works, tradition and innovation become intertwined. This creates a fascinating interplay between old and new, between past and future.



The explosive vitality that radiates from these works is achieved by using innovative techniques and materials. Nick Ervinck continuously explores how to deploy the current techniques of 3D printing to surpass sculpture. He builds on the craftsmanship of the past by combining his background in sculpture and his ability to use modern technology to bring to life true artistic vision. While the traditional sculptor shapes his works by removing material, Nick Ervinck creates fluid forms and lines, while the empty space is equally meaningful. The potential of the use of 3D printing is endless, and offers opportunities to make a futuristic translation of sculptures of the past.

These new methods of 3D printing thus enable the artist to create an infinite movement, combining an organic, biomorphic shape with a very technical play of lines and colours. The shape of the works we perceive seems to be very elusive, and gives us the impression of being unstable, susceptible to change, a visually contingent object. Our mind tries to complete the image we see by suggesting virtual shapes which seem to correspond with the 'outlines', if there are any. For some of us the shape just keeps changing, keeps surrounding us. Because of this, the viewer is given a change at interpretation, which gives us a change to come in contact with that elusive universal truth that hides behind this veil we call reality.



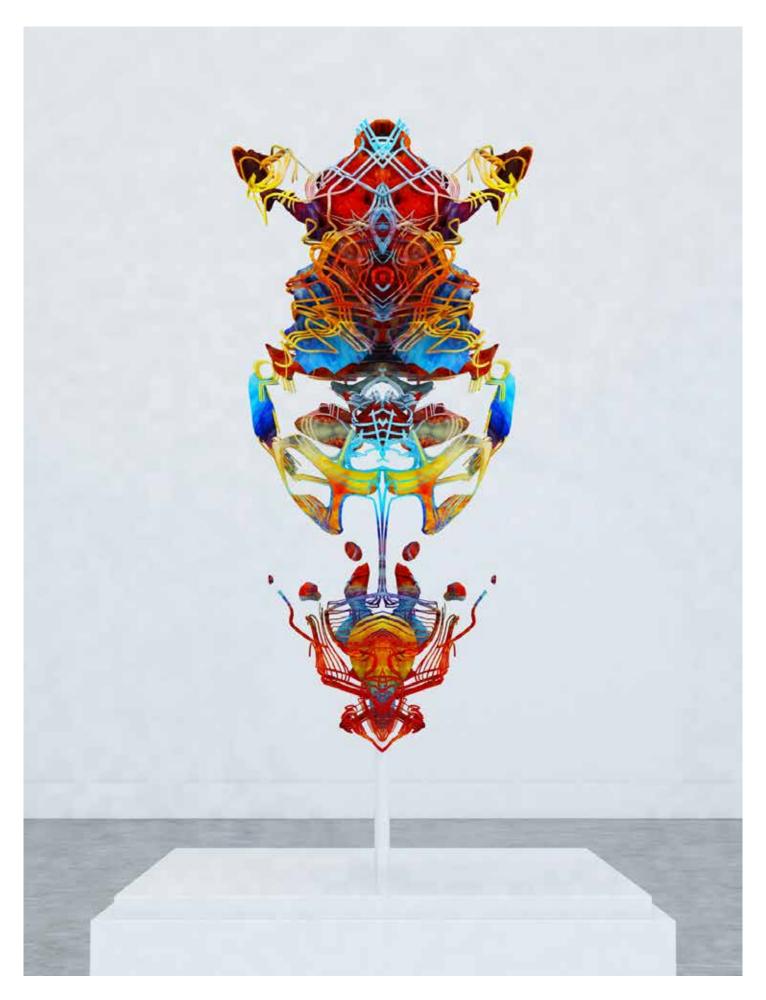


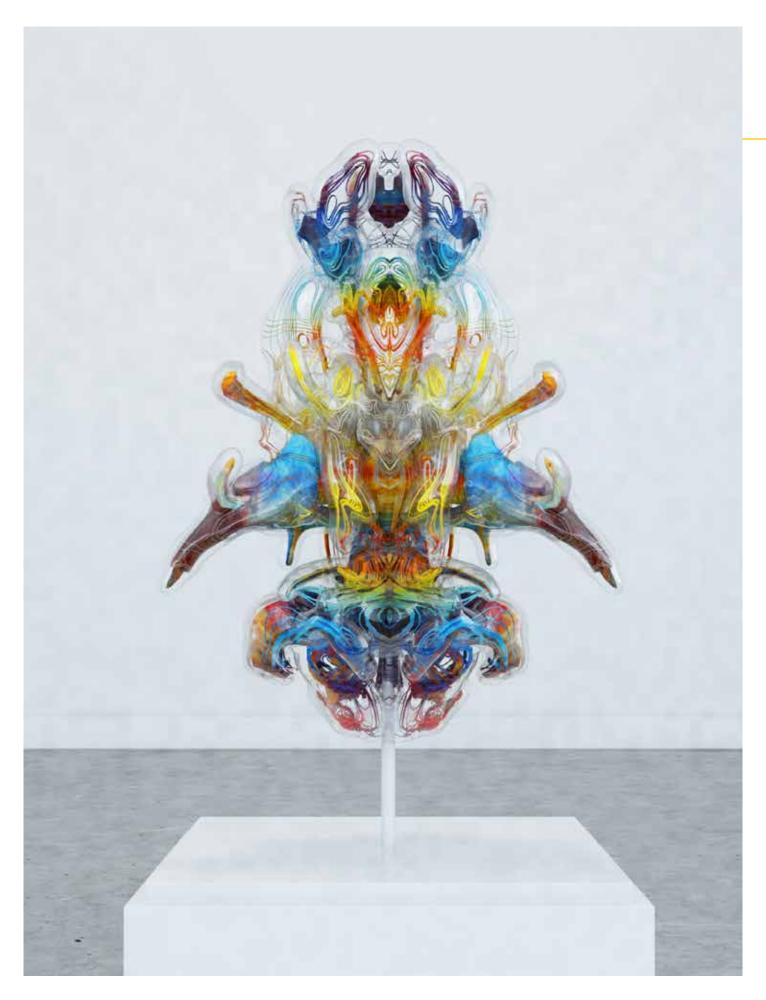












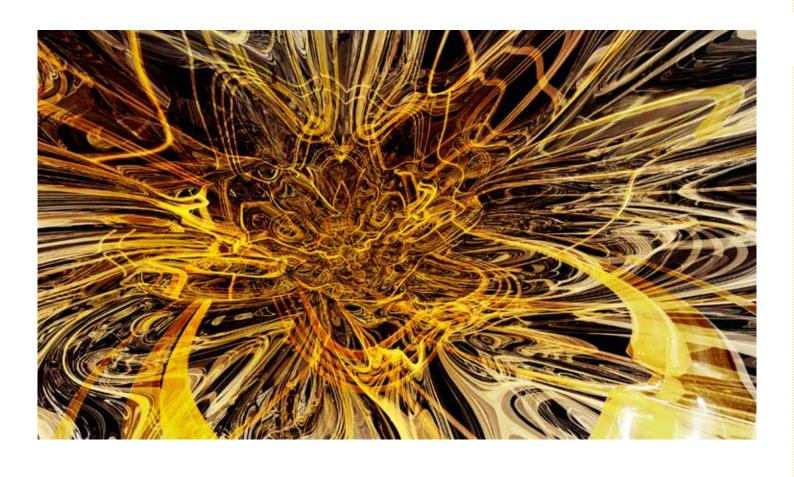
Mask Mutation, 2018 study





OLBERNIUM, 2017 wallprint 225 m2 2421 ft2

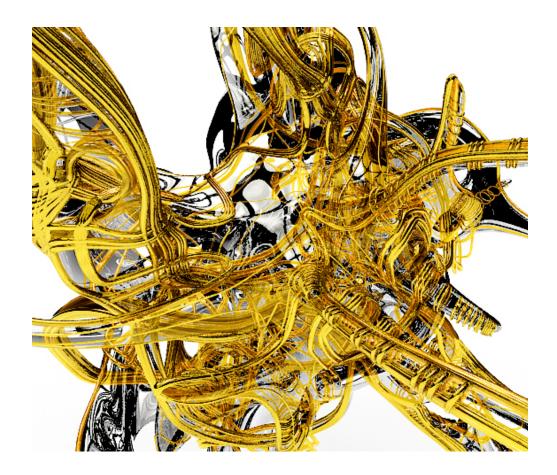
print 200 x 200 cm, framed 206 x 206 cm 78.7 x 78.7 cm, framed 81.1 x 81.1 cm



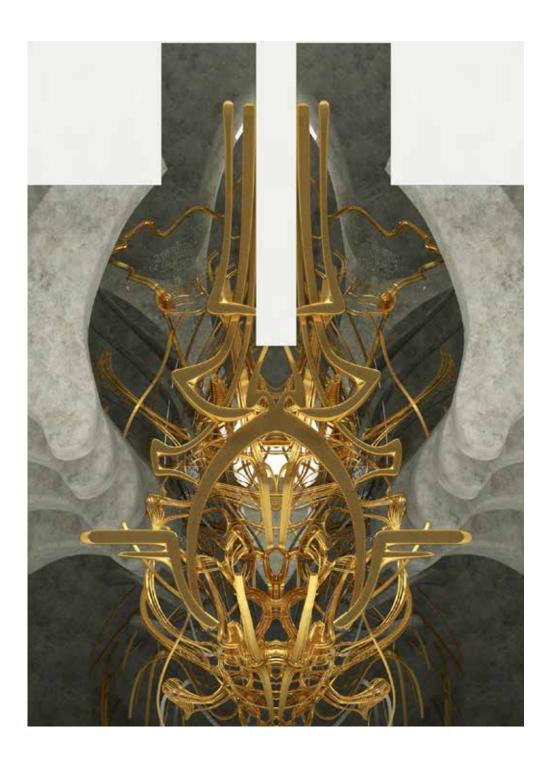
GARZWIELEJIF, 2017 print mounted on plexiglas and covered with plexiglas 105 x 185

41.3 x 72.8 inches

print 30 x 42 cm, framed 44 x 56 cm 11.8 x 16.5 inches, framed 17.3 x 22 inches

















DONBOLOB, 2015 3D print 10 x 12 x 8 cm 3.9 x 4.7 x 3.1 inches



BOARIAKO, 2022 ceramic 9 x 17,2 x 11 cm 3.5 x 6.8 x 4.3 inches



BOARIARI, 2022 ceramic 7,5 x 16 x 9,5 cm 3 x 6.3 x 3.7 inches



BOARIAS, 2022 ceramic 7,5 x 16,5 x 11 cm 3 x 6.5 x 4.3 inches



BOARIASAM, 2022 ceramic 9 x 15 x 12,5 cm 3.5 x 5.9 x 4.9 inches



BOARIASEM, 2022 ceramic 8 x 15,5 x 11,5 cm 3.1 x 6 x 4.5 inches



BOARIASI, 2022 ceramic 9,2 x 10,5 x 12,5 cm 3.6 x 4 x 4.9 inches



BOARIASO, 2022 ceramic 6,5 x 13,5 x 12 cm 2.6 x 5.3 x 4.7 inches



BOARIASU, 2022 ceramic 7 x 13 x 11 cm 2.7 x 5.1 x 4.3 inches



BOARIASUMA, 2022 ceramic 7,5 x 16 x 11,5 cm 3 x 6.3 x 4.5 inches



BOARIATERKS, 2022 ceramic 8 x 14,5 x 13 cm 3.1 x 5.7 x 5.1 inches



BOARIATIO, 2022 ceramic 8,5 x 15 x 12,5 cm 3.3 x 5.9 x 4.9 inches



BOARIAZU, 2022 ceramic 7,3 x 13,5 x 10,5 cm 2.8 x 5.3 x 4.1 inches



BOARILIA, 2022 ceramic 7,5 x 14,5 x 9,5 cm 3 x 5.7 x 3.7 inches



BOARILOS, 2022 ceramic 7 x 12,5 x 10,3 cm 2.7 x 4.9 x 4 inches



BOARILUS, 2022 ceramic 6,3 x 13 x 13 cm 2.5 x 5.1 x 5.1 inches



BOARIOS, 2022 ceramic 7,5 x 16,5 x 10 cm 3 x 6.5 x 3.9 inches



BOARIOSAM, 2022 ceramic 7 x 15 x 10,5 cm 2.7 x 5.9 x 4.1 inches



BOARITER, 2022 ceramic 10,5 x 16,5 x 10 cm 4 x 6.5 x 3.9 inches



BOARITIOS, 2022 ceramic 9,5 x 14,5 x 12,5 cm 3.7 x 5.7 x 4.9 inches



BOARIUSA, 2022 ceramic 7 x 13 x 12 cm 2.7 x 5.1 x 4.7 inches







DONBOLIOAS, 2022 bronze 20,9 x 30 x 23 cm 8.2 x 11.8 x 9 inches







DONBLODIA, 2022 bronze 20,9 x 23,3 x 30 cm 8.2 x 9.2 x 11.8 inches





DONBOLOBO, 2022 bronze 21 x 30 x 23,4 cm 8.3 x 11.8 x 9.2 inches

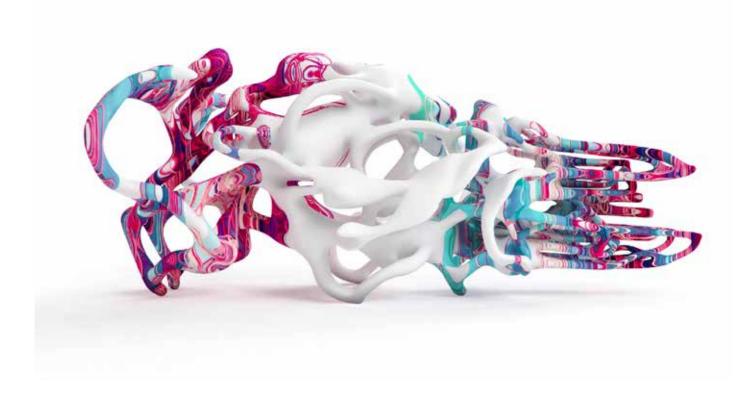




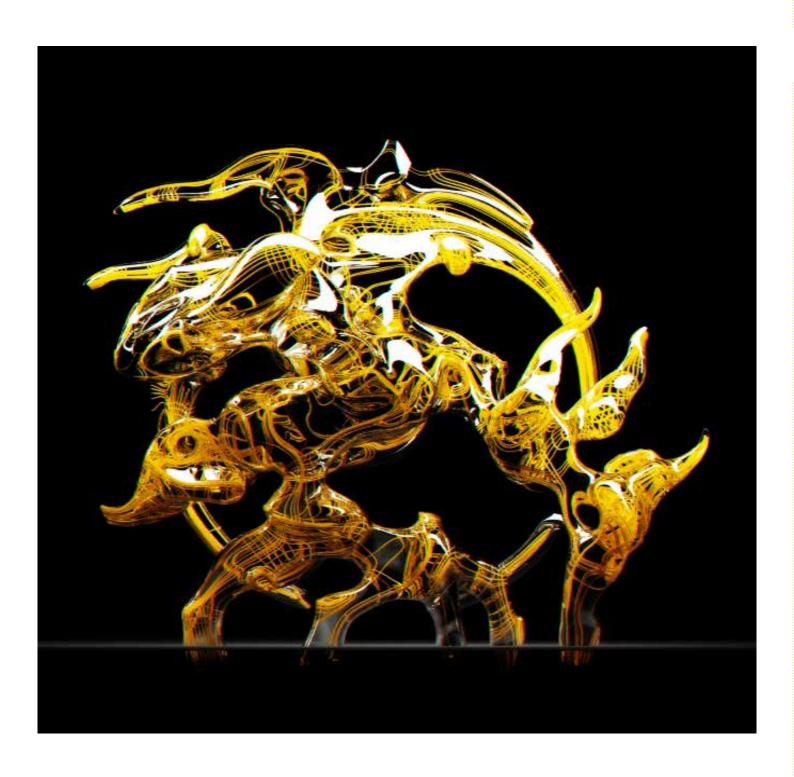


DONDOBLOB, 2022 bronze 20,9 x 30 x 23,3 cm 8.2 x 11.8 x 9.2 inches





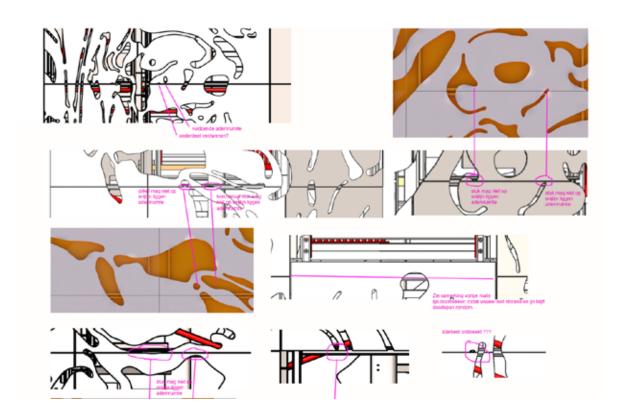
TREDAVIAM, 2015 3D print 26 x 45.5 x 20 cm 10.2 x 17.9 x 7.9 inches





















BIBAFOE, 2016 - 2018 steel 800 x 370 x 370 cm 315 x 145.7 x 145.7 inches

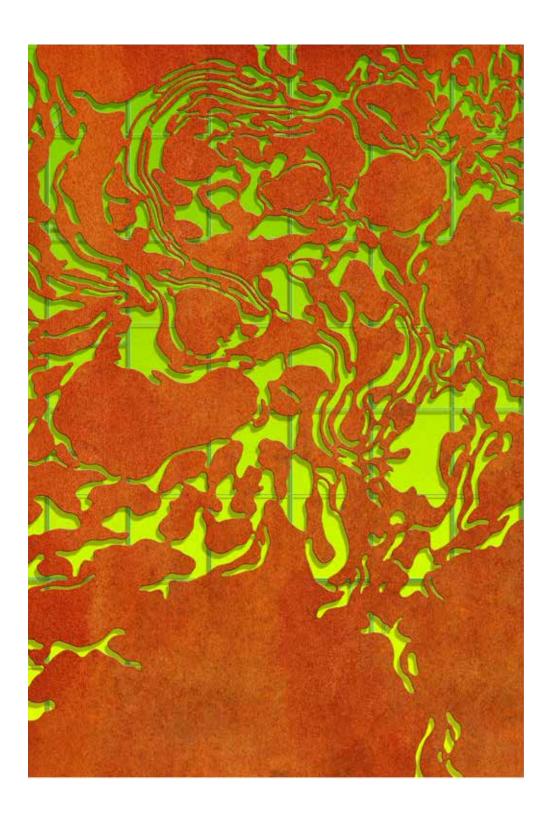
location: Kinderdagverblijf - Anderlecht, BE





WIBIETOE, 2016 - 2017 weathering steel 180 m2 1938 ft2

location: Groene School - Anderlecht, BE









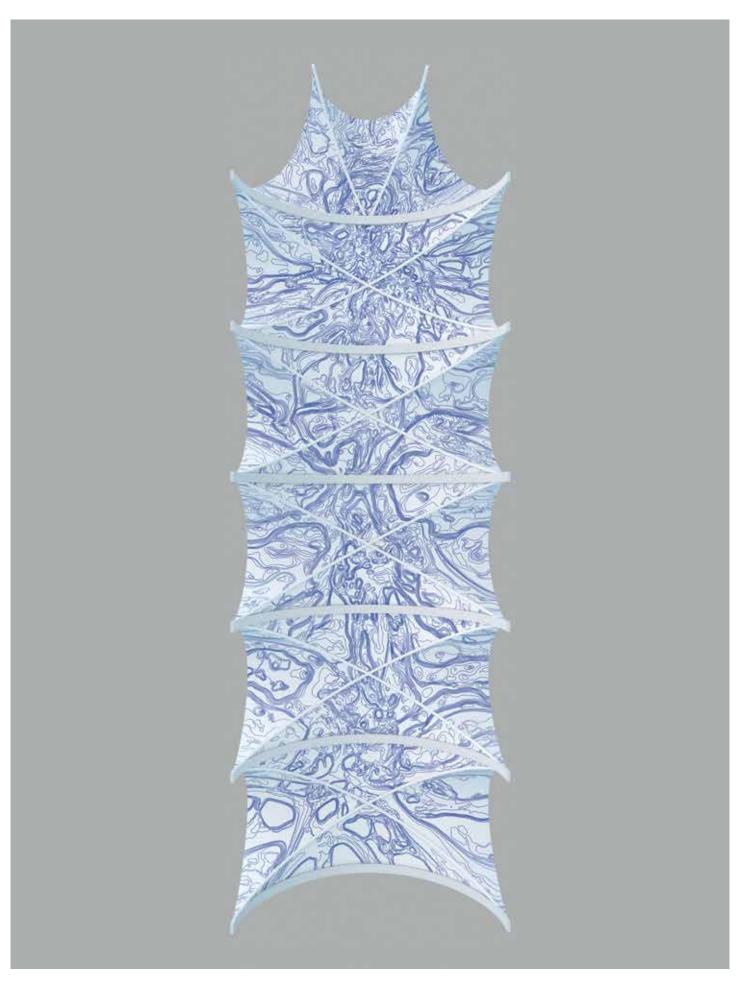
BOLBEMIT

The rib vault of the Clarenhof Chapel in Hasselt seems to be covered with Dutch Delft tiles, popular blue painted pottery made in and around Delt (the Netherlands) in the 16th century. In reality this ceiling is the result of the creative interplay between the digital design and the meticulously painting.

The design is spread out on the ceiling as a spider web and has its basis in a series of digital designed 'blob sculptures': computer generated forms that question the rigidity and immobility of the architectural stucture. This tension between blobs and boxes is a recurring theme in the work of Nick Ervinck and is reflected by applying different copy-paste techniques of 3D technology in sculpture.

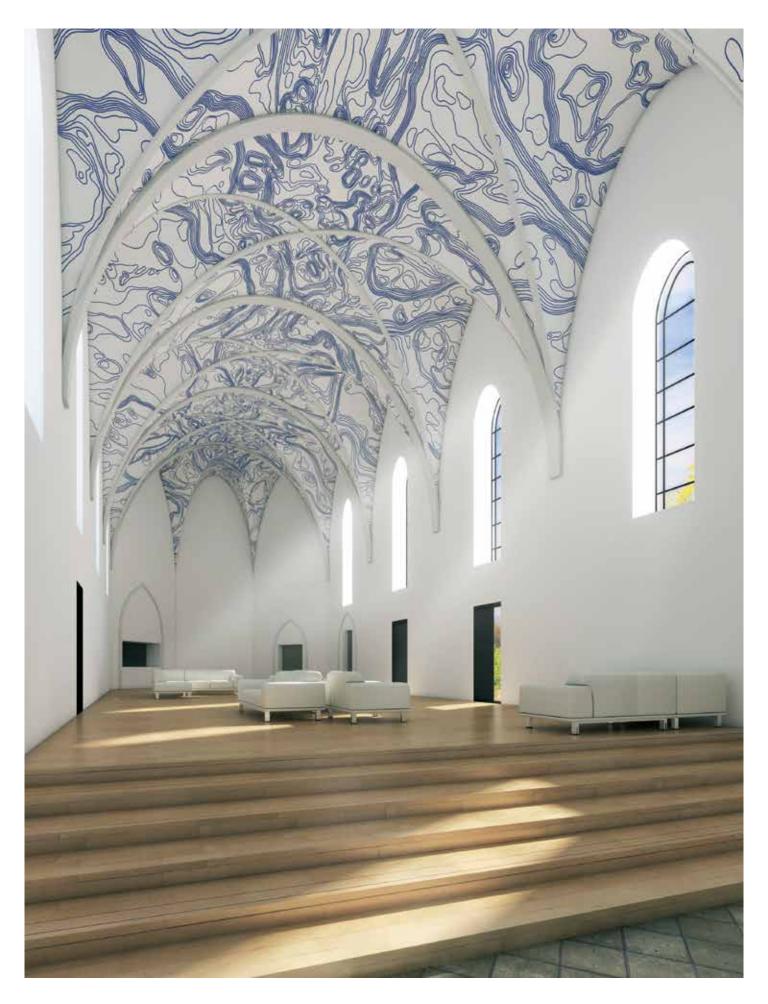
These forms are however not permanently situated in the virtual space but were turned back in a graphic abstraction. The result is a dynamic line drawing that refers to the traditional graphic techniques, but also to contemporary grafitti, street art and digital design. In his work Ervinck therefore questions the compatiblity between the virtual and actual space and focuses on the in situ relationship between sculpture and architecture.

Painting the ceilings of churches has a long history. While artists during the Middle Ages applied biblical scenes in seperate compartments, painters in the Renaissance and Baroque wanted to 'open up' the ceiling by displaying clouds scenes and floating putti (think of Michelangelo's Sistine Chapel and the dazzling frescoes from Andrea Pozzo).



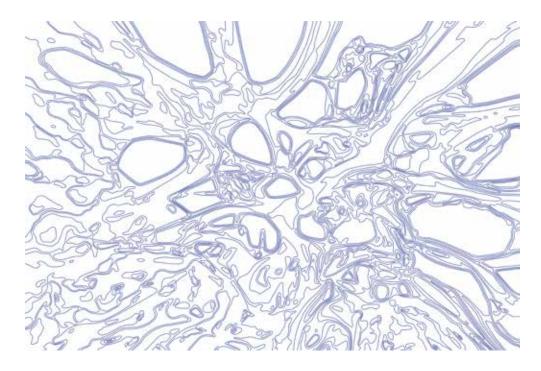
BOLBEMIT, 2013 – 2014 wall painting c. 200 m2 c. 2152 ft2

location: WZC Clarenhof – Hasselt, B A2O architects

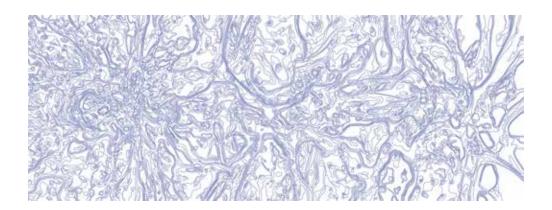


BOLBEMIT, 2013 – 2014 wall painting c. 200 m2 c. 2152 ft2

location: WZC Clarenhof – Hasselt, B A2O architects



BOLBEMIT, 2015 print 36 x 51 cm 14.2 x 20.1 inches





BOLBENIL, 2014 iron 120 x 2800 x 4 cm 47.2 x 1102.4 x 1.6 inches

location: WZC Riethove - Oudenburg, BE



DAJTROC, 2012 lamps and tiles 1800 x 2300 cm 708,7 x 905.5 inches

location: WZC 't Hof - Lichtervelde, BE



ANONOV, 2018-2019 bricks 505m² 5436 ft²

location: Nona, Mechelen, BE



ANONOVEL, 2018-2019 Quartz sand 90 x 200 cm

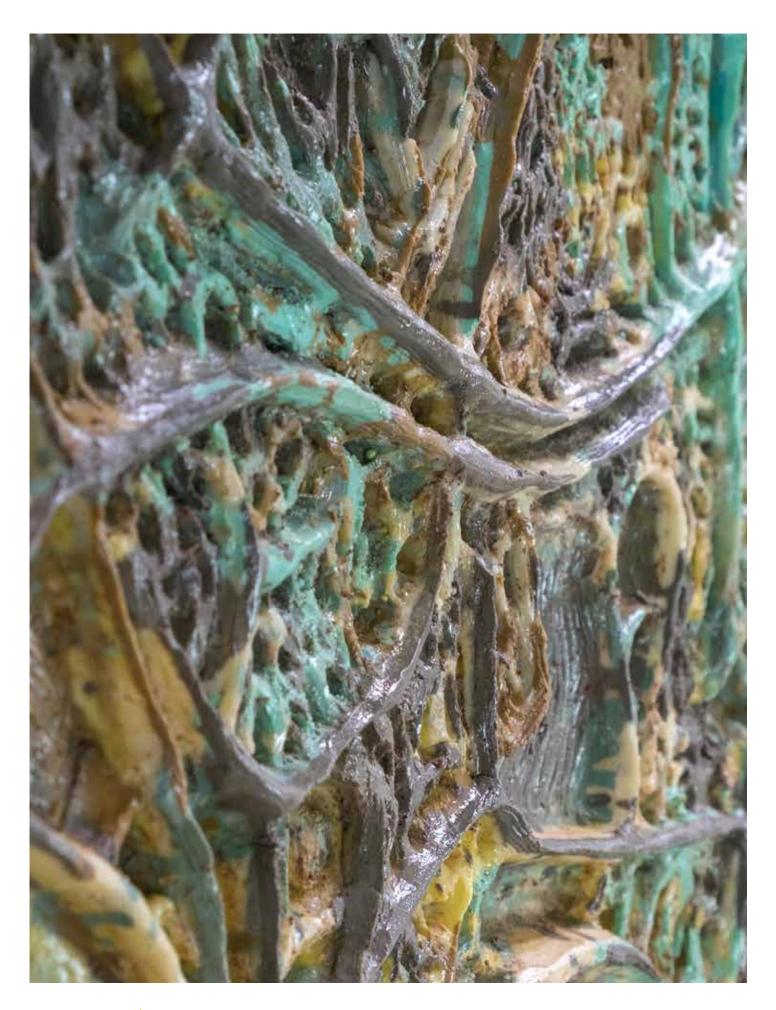












SARIOSAJIF, 2020 - 2021 polyurethaan, wood, stainless steel 60 x 79,5 x 6 cm, framed 64,5 x 84,5 x 8 cm 23.6 x 31.3 x 2.4 inches, framed 25.4 x 33.3 x 3.1 inches











TRAELOM,2018 painted floor 580 m² 6243.07 ft²











GARZGRIOLOJIF, 2020 - 2021 Polyester, wood and iron 123 x 74 x 5,5 cm 48.4 x 29 x 2.2 inches



CANNEHWEK, 2019 - 2021 Staal 332 x 381 x 6 cm 130.7 x 150 x 2.4 inches



MASK MUTATION



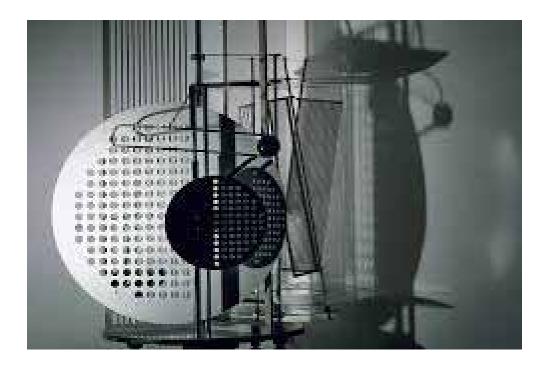
MASK MUTATION

The line has known a fascinating career not only in art history, but also throughout the whole human existence. At a first glance, the line simply reveals itself as such, in a kind of eternal presence, a mould that endlessly can be repeated and recycled. However, it also expresses a deeply rooted human desire to connect, to combine and link, and hence to know what dimensions are ready and suitable to be joined together and to result in true and faithful knowledge. As an epistemological instrument, the line is therefore one of the basic conditions to make the human life possible and bearable.

Yet, the history of art shows many possibilities to play interesting games with so-called true and secure knowledge. Indeed, some artists let their lines fade out, others accentuate them. From the soft sfumato-lines in Renaissance paintings to the fluid, sharply defined curls in Art Nouveau-decoration, artists have always searched for new ways to surpass the rigidity of the (drawn) line.

As for now, Ervinck's research project MASK MUTATIONS asks other questions, since here, lines do not dominate, nor does colour prevail. Rather, Ervinck combines them both in an innovative way, as he explores how to visually merge fluid lines in an unseen, yet fascinating dynamic narrative. And more specifically, the complimentary use of colour, derived from rich coloured African fabrics and masks, adds an extra dimension to the visual language he designs. In his oeuvre, the patterned network of complex lines also is inspired by ancient South-American art from the Maya and Inca cultures, what results in an interesting interplay between worldviews.

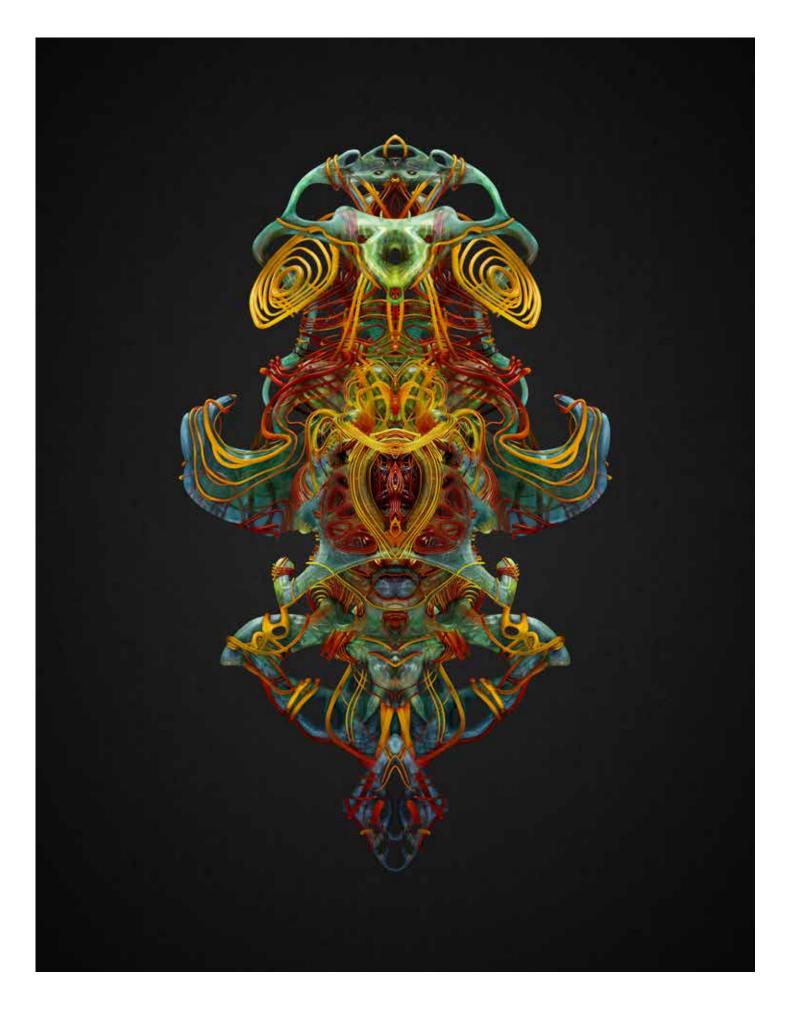
Besides, the creation of movement in these series also reveals Ervinck's fascination for Futurism. We effortlessly recognize a historical debt to the famous Light-Space Modulator by Moholy-Nagy or to the imagery of Van Tongerloo, particularly his research on light and energy. On the whole, the dynamic interplay between light, colour and movement always has been an important source of inspiration for Ervinck. Elements such as "endless

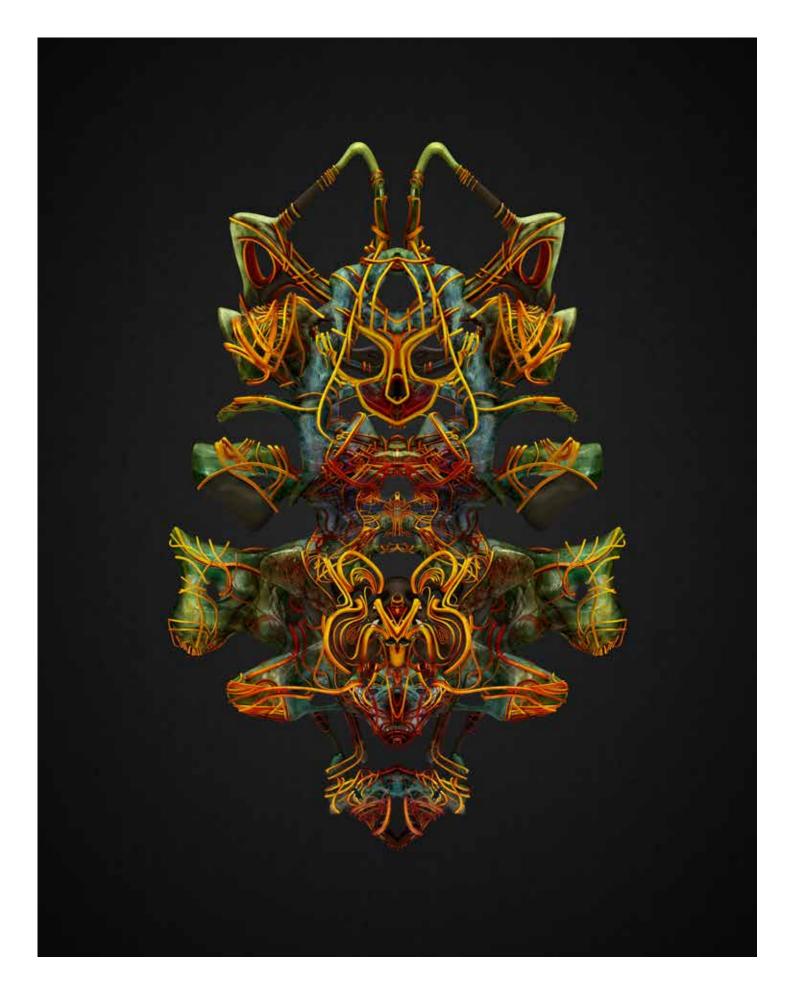


space" or "cosmic indeterminacy" are easily recognized within these line series, a project where the point of contact between lines and perspectives often is problematized. Lines no longer connect, but seem to have a life of their own, fed by a strange kind of energy that does not seem to depart from a well known natural source.

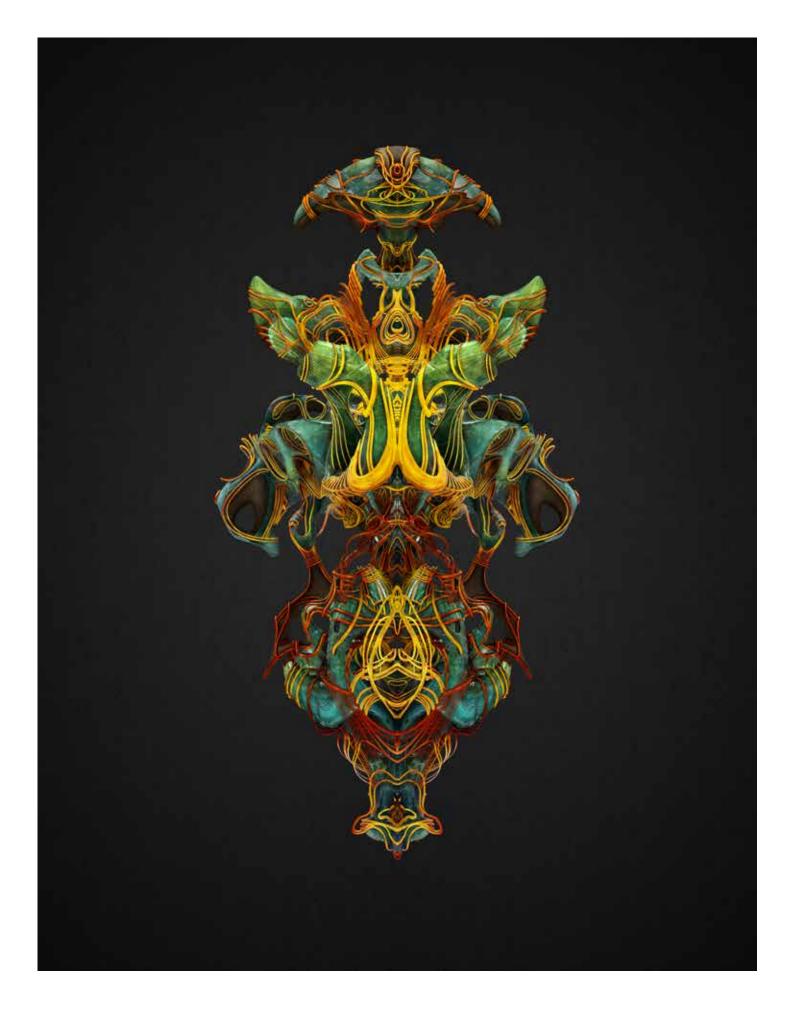
The balanced use of old and new, the constant reference to past cultures and present technologies is a method Henry Moore implemented his entire career in his sculptures. Moore visited very often the foreign collection of the British Museum, and each time he was surprised by the visual language of other cultures. However, the origin of lines and their final position into patterns and structures were not yet subjected to the radical doubts and energetic possibilities that our decades have raised.

Therefore, watching a series like MASK MUTATION and the use it makes of lines, is an intriguing and challenging adventure that deeply questions interpretation as such. Spectators are given a glimpse of the future, not without experiencing an unknown, yet fascinating feeling of strangeness. Like the old shaman, the artist intentionally opens a number of unknown worlds, tickles our imagination, but wisely refuses to provide clear answers.

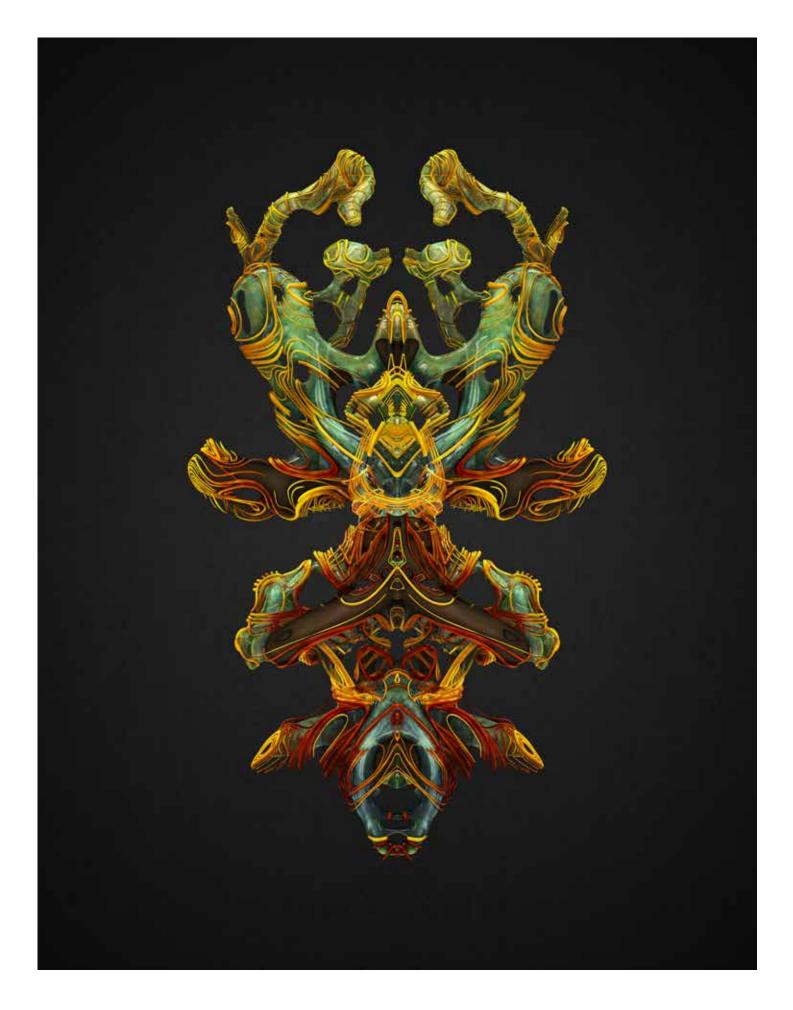






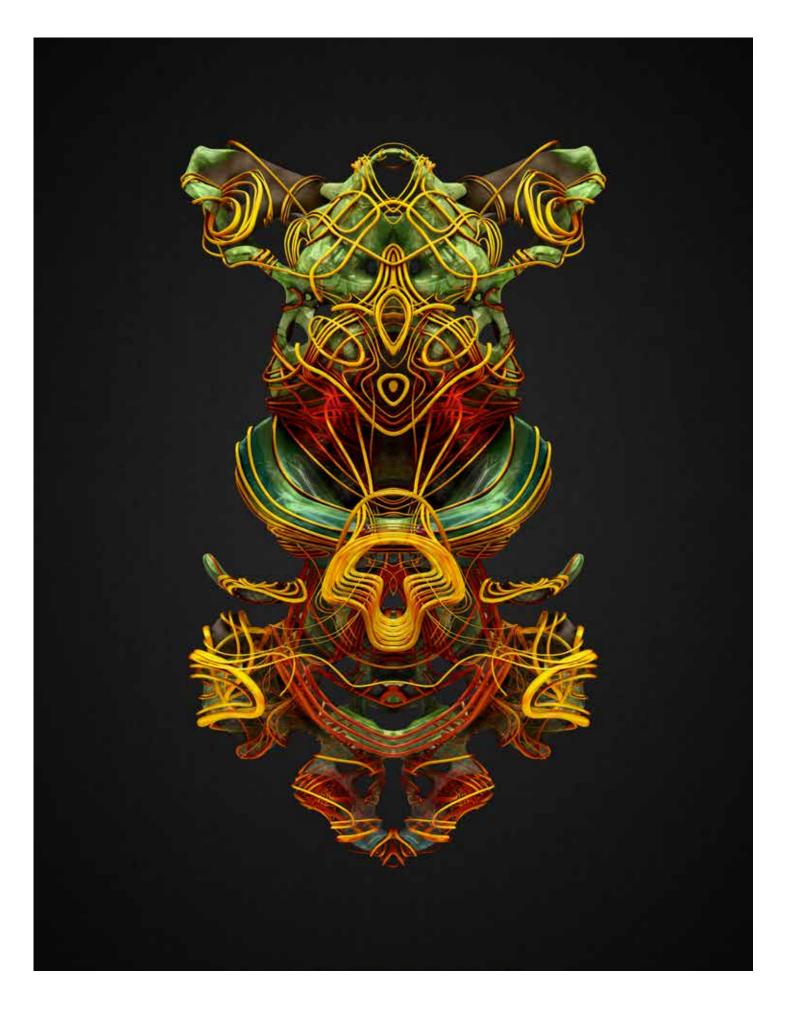


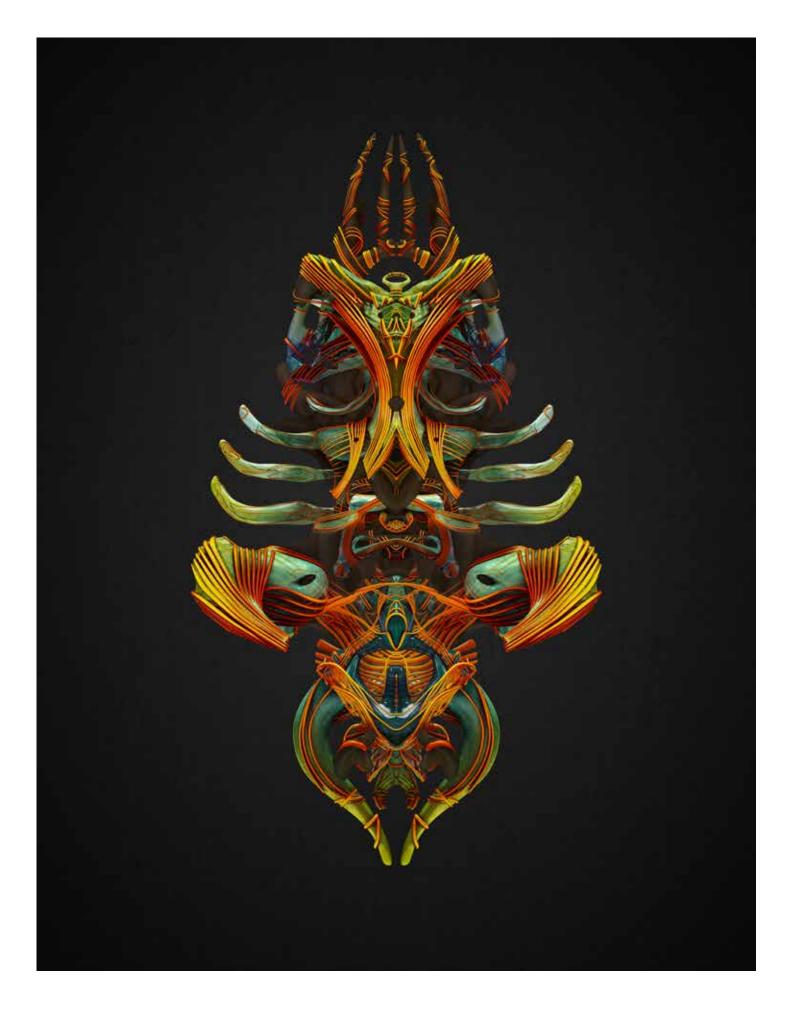
TANAHAKIOR, 2017 - 2019 print, 185 x 240 cm 72,8 x 94,5 inches



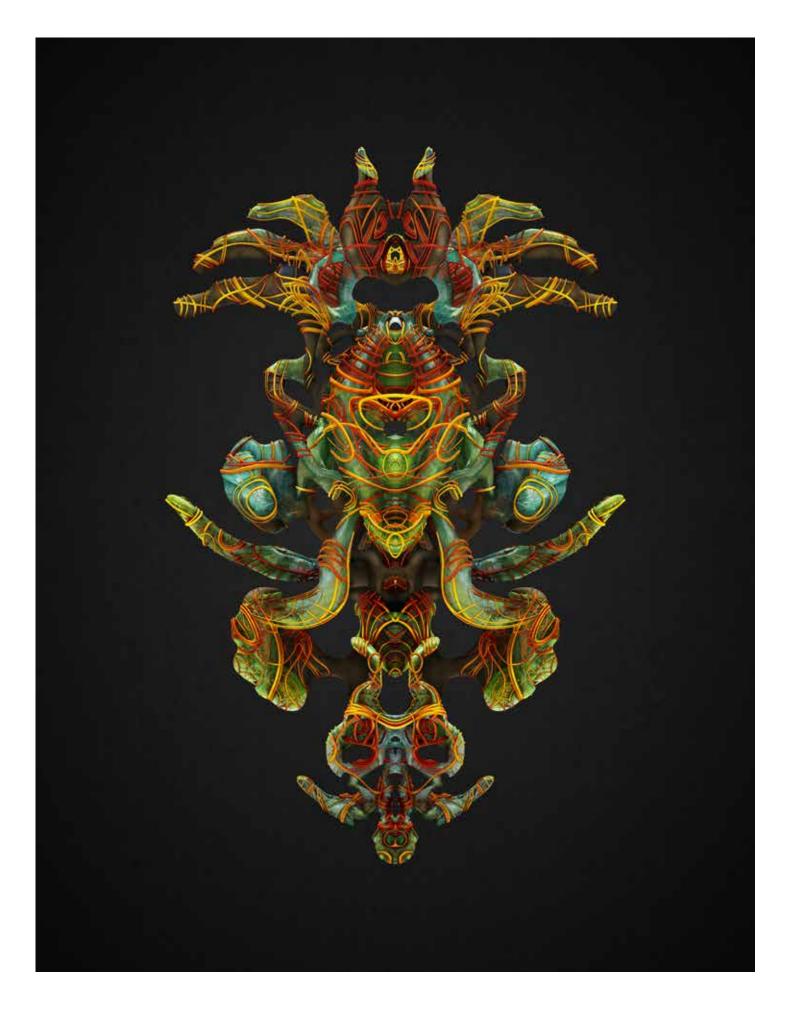


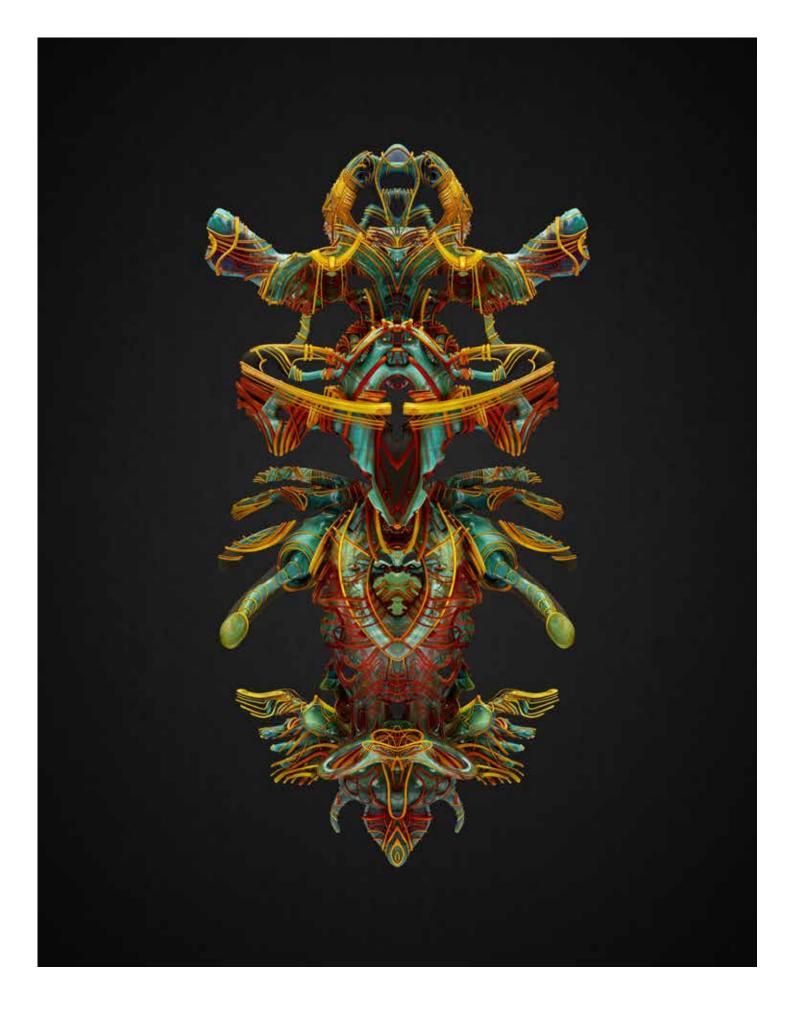




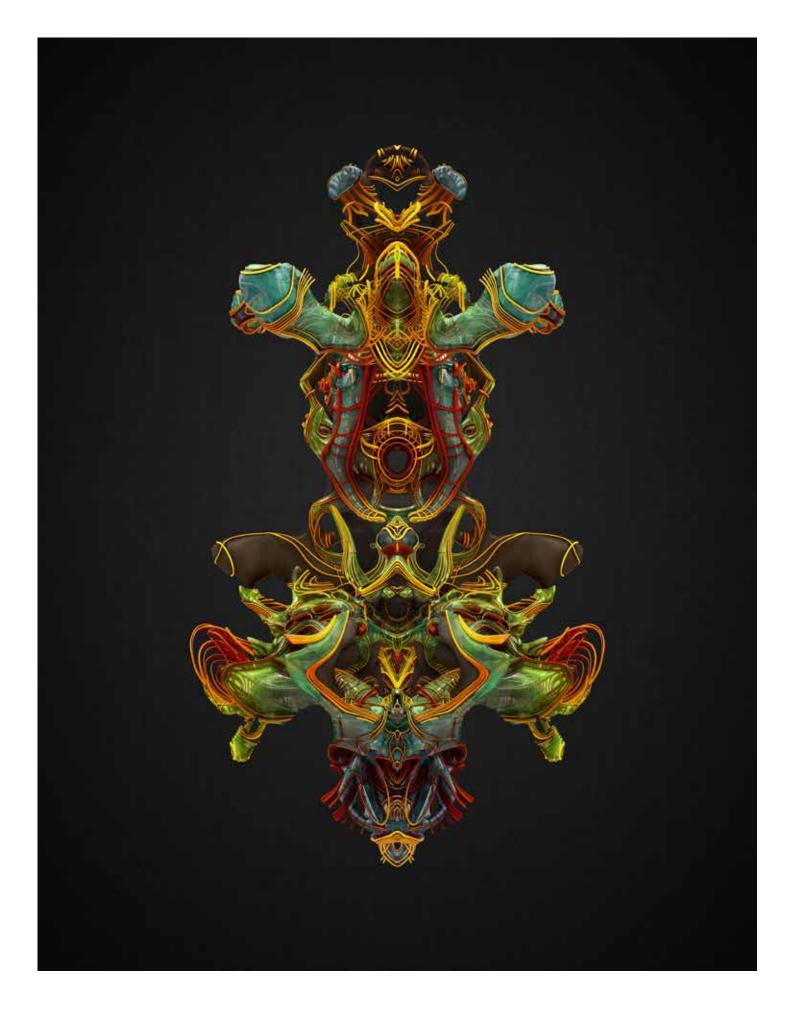


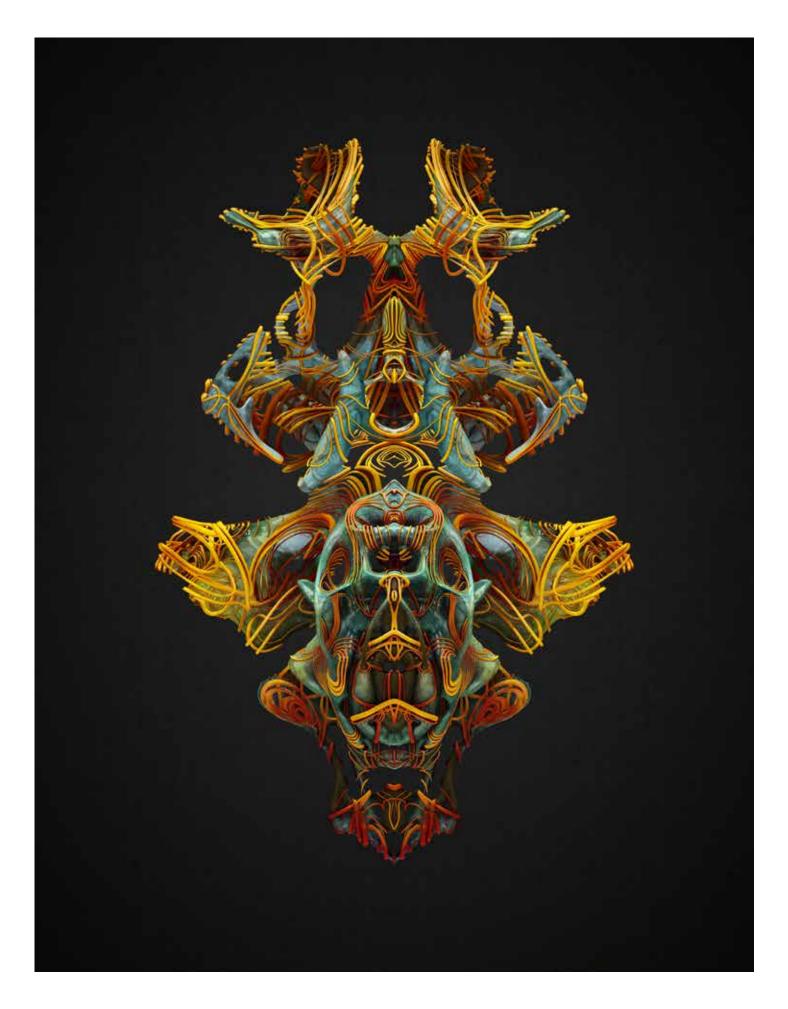




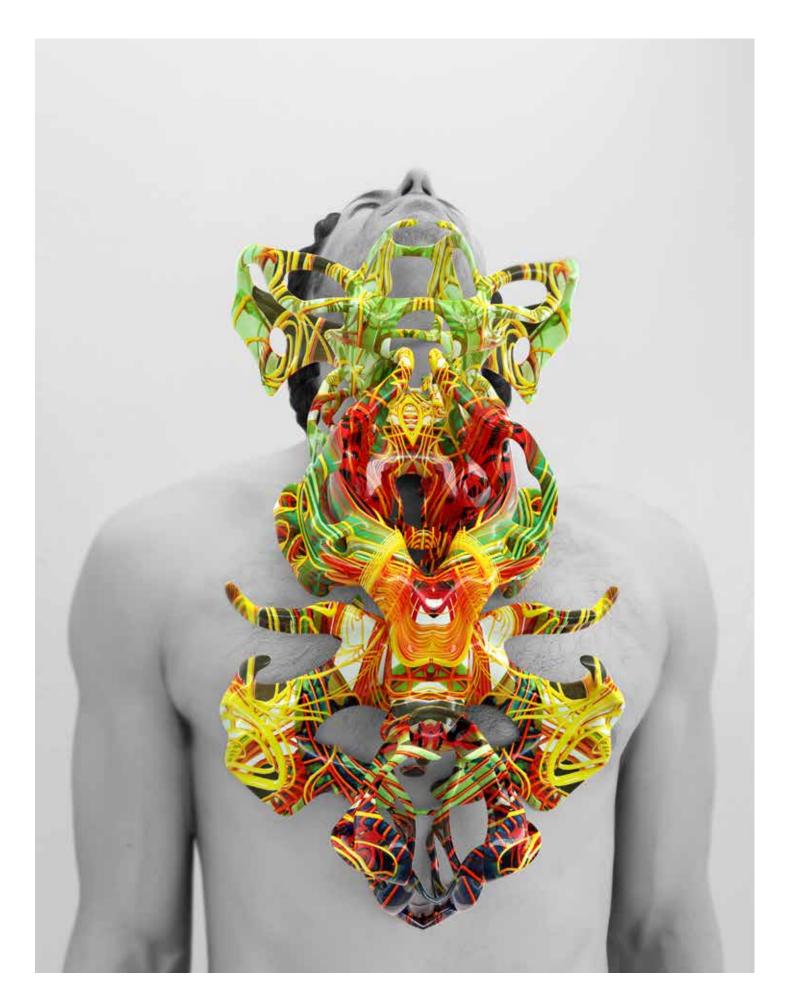




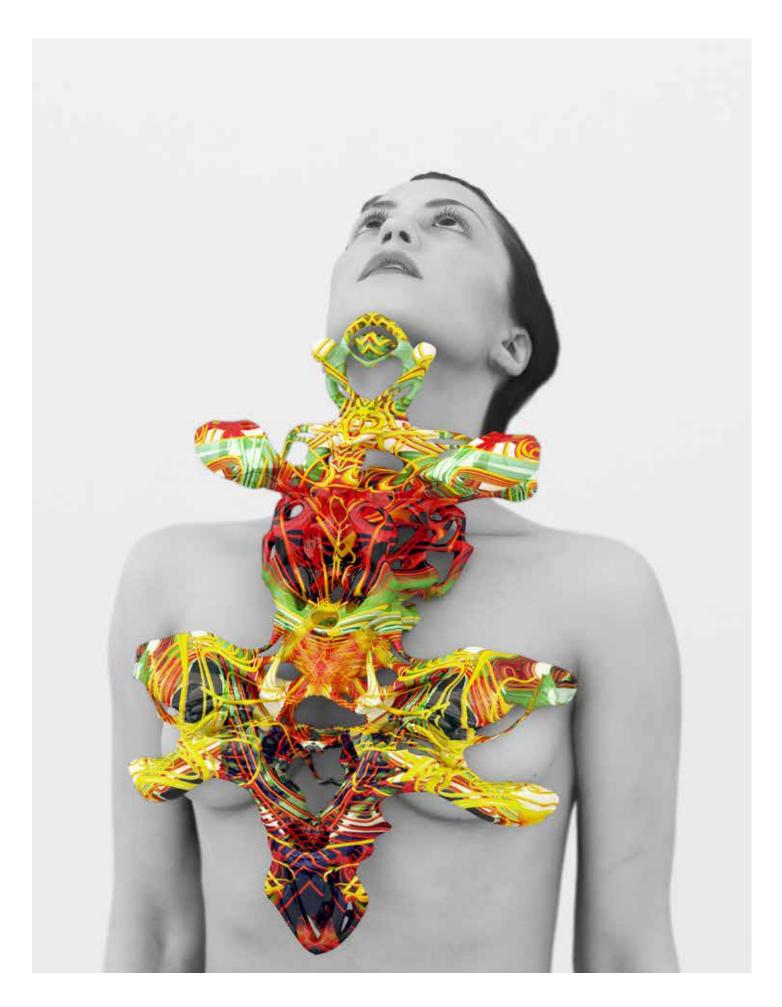








TANALTILSURIA, 2017 print 60 x 41 cm, framed 68 x 49 cm 23.6 x 16 inches, framed 26.8 x 19.3 **inches**



TANATIRIUBIO, 2017
print
60 x 41 cm, framed 68 x 49 cm
23.6 x 16 inches, framed 26.8 x 19.3 inchesinches

TAYTEZUMA

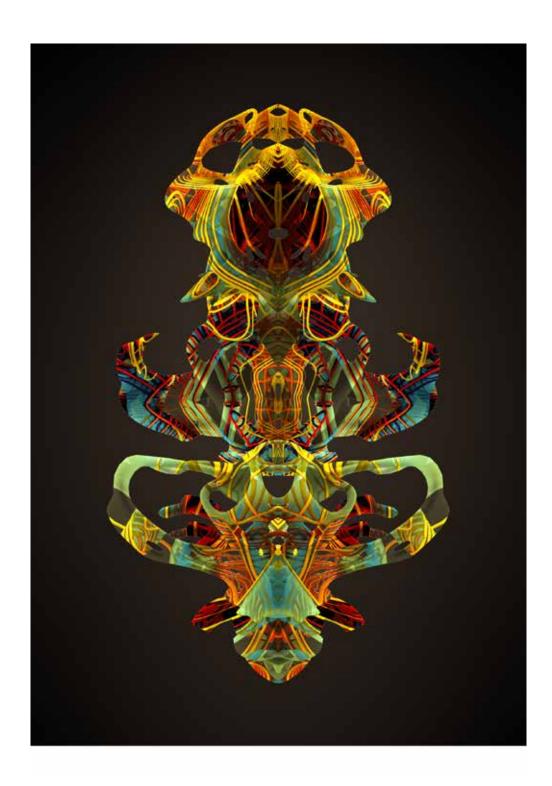
DEATH - Incessantly, life gnaws and tinkers, we float on a sea that is both gift and curse. That is why each mask evokes one of those moments in which we think we recognize fragments of a reality that is there, but also is not there. These masks, in all their existential unequal equality, as forms of discordia concors, therefore also have a strong meditative value that refers to the hybrid being that we are.

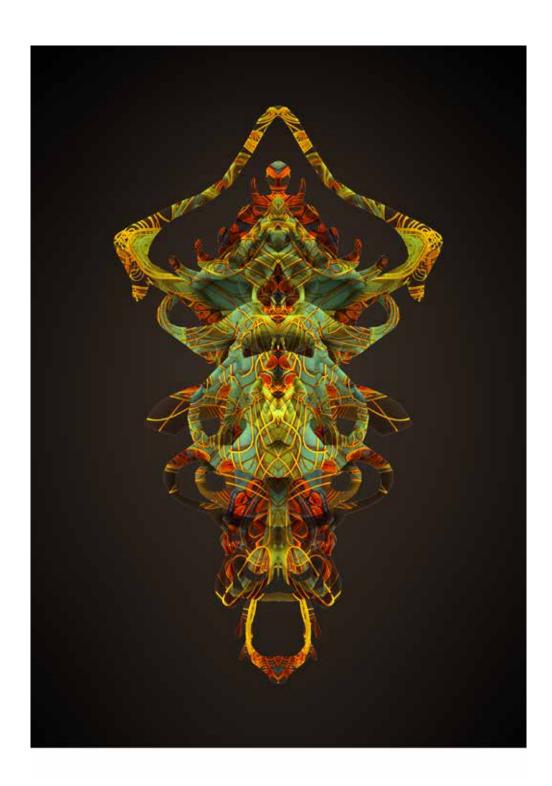


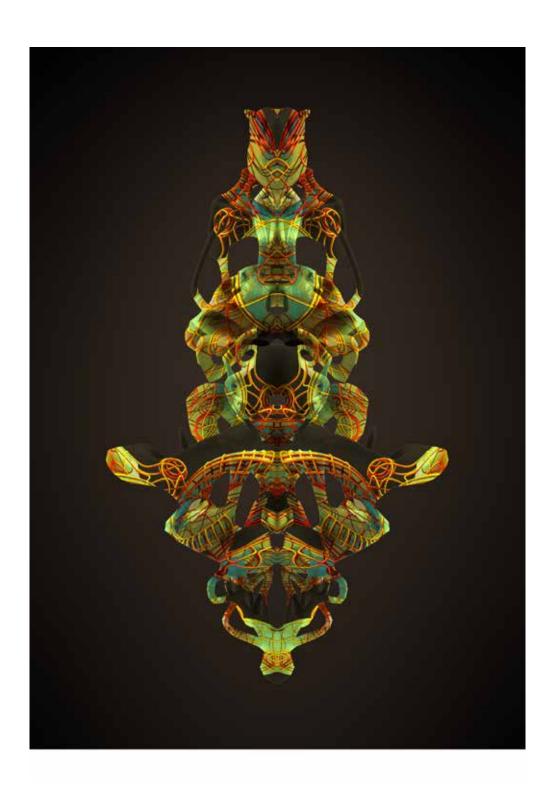
Index Mark Maraton project 2017-2026 - Nick Bryinck











TAYMANDIBO,2017 print 28 x 22 cm, framed 29.6 x 23.6 cm 11 x 8.6 inches, framed 11.6 x 9.3 inches



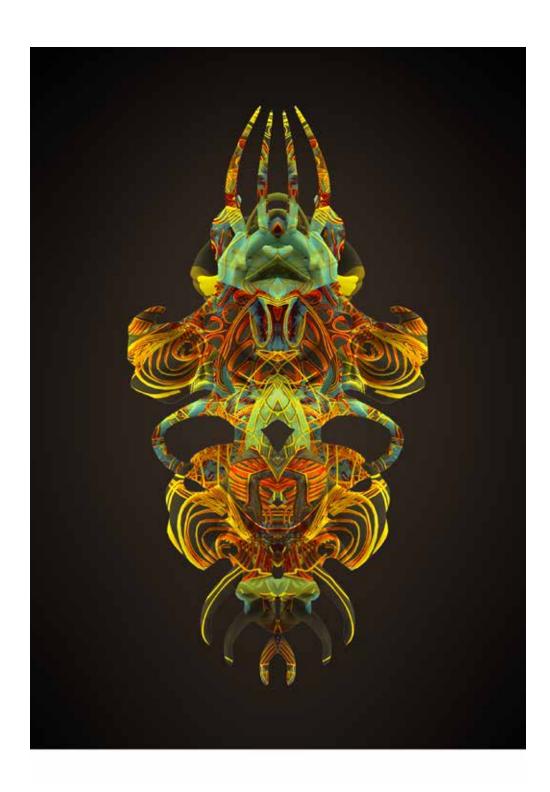












TEZLETOML

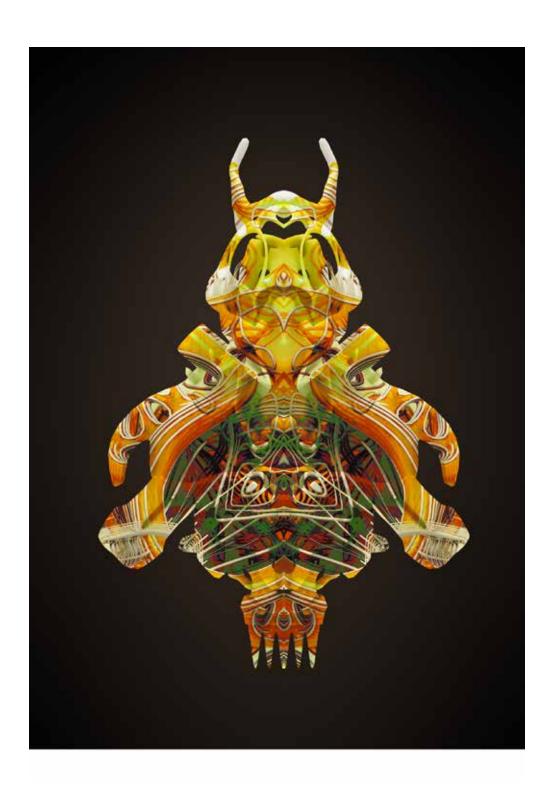
METAMORPHOSIS: Masks as an eternal place of change. Follow the lines and colors of these precarious life forms and you always will be amused by patterns of perfect symmetry, but also of total unpredictability. Where do these lines load, where do they come from? That is why we keep thinking about ourselves in terms of eternal transformation and lock of a fixed definition. These hybrid masks therefore invite us to look behind the mirror of this sublime interplay of lines, what, in the end, involves an appeal to annuals ourselves.



Index Mask Massion project 2017-2026 - Nick Ervind







print 28 x 22 cm, framed 29.6 x 23.6 cm 11 x 8.6 inches, framed 11.6 x 9.3 inches

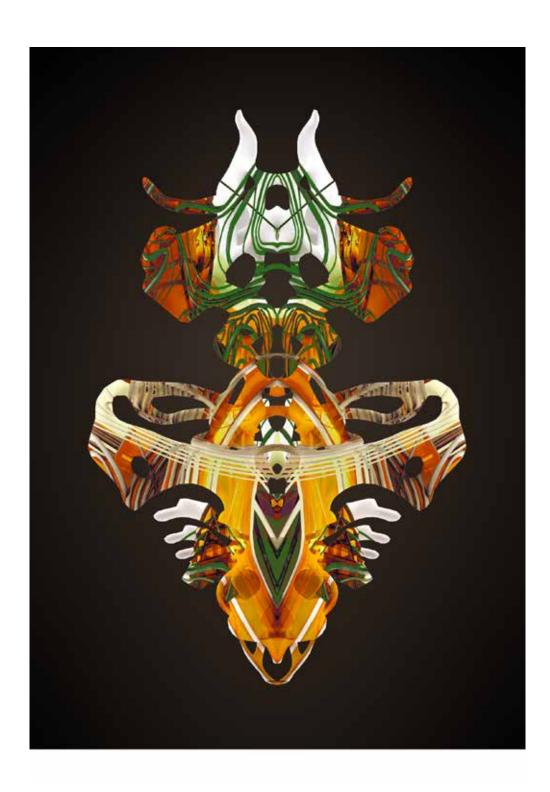


print 28 x 22 cm, framed 29.6 x 23.6 cm 11 x 8.6 inches, framed 11.6 x 9.3 inches











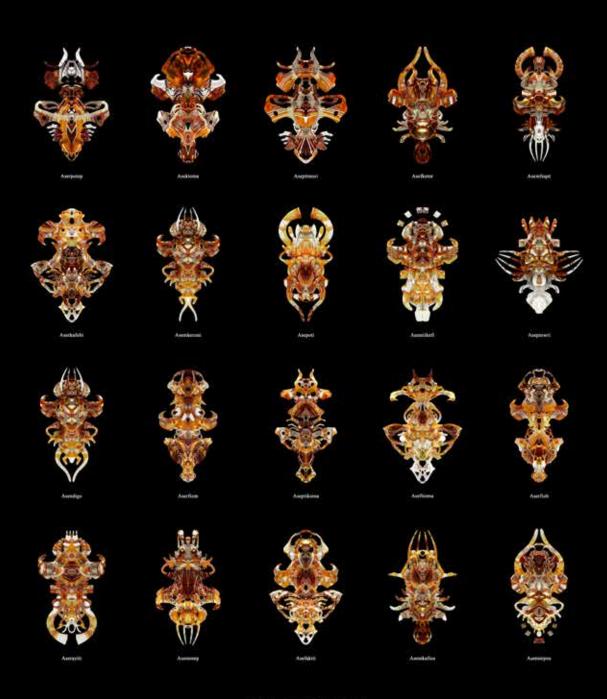




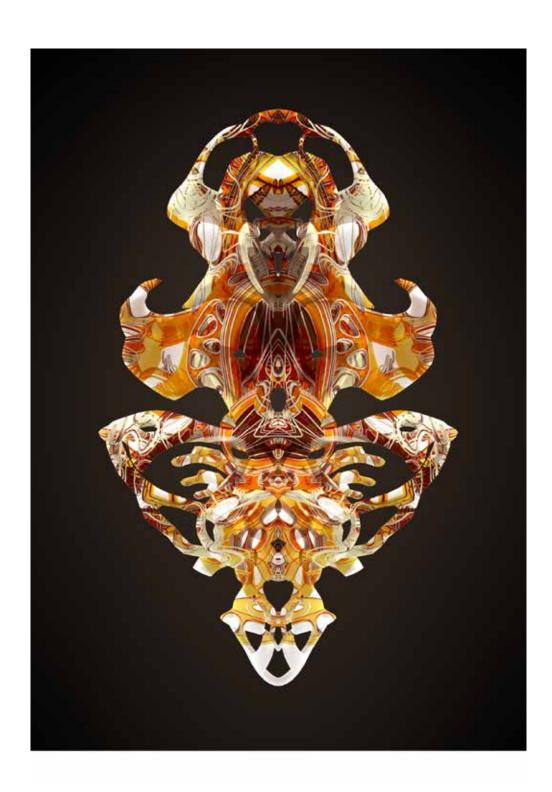


ASEFNIMOS

STATUES OF GODS - People wanted to become god and transcend their human condition. Masks always expressed their eternal longing for immortality, for did they not want to become the magnified gods of the future? Hundreds of versions to anesthetize their human-animal-republish status and to fly from crawling creatures to beaven. Legs became wings, feelest ended up as human senses. Each time a call to sublimate fear into benefy and to translate uncertainty into variously dressed idols.



Index Mass Massion project 2017-2020 - Nick Prints











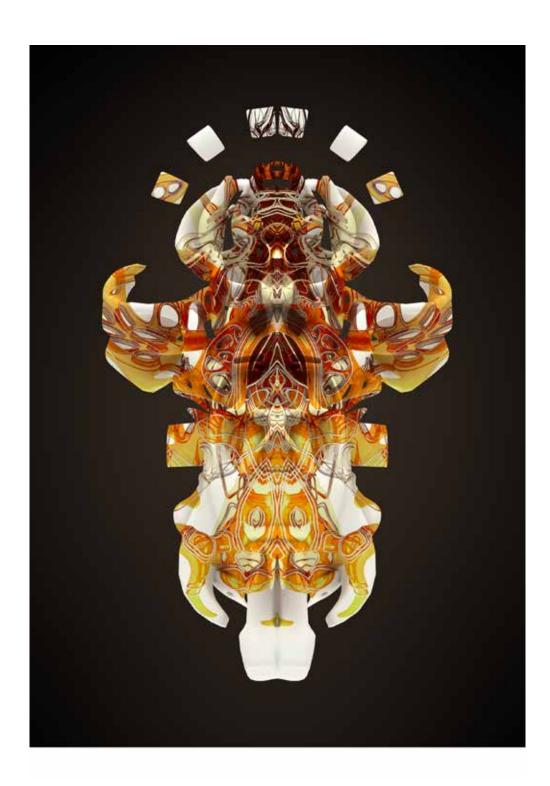










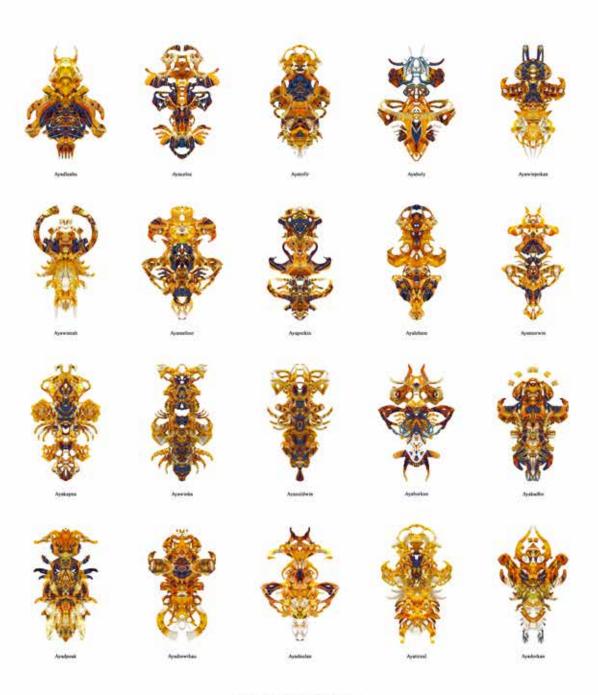




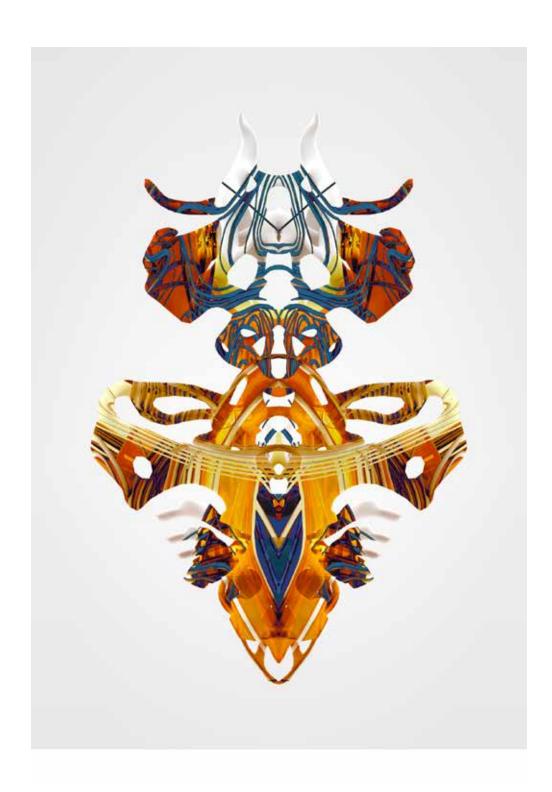
print 28 x 22 cm, framed 29.6 x 23.6 cm 11 x 8.6 inches, framed 11.6 x 9.3 inches

AYAMORFUM

INDETERMINACY - Masks pinned to the wall like builterflies and insects. Hence taxonomically organized ways of thinking.
Only from a large cultural order, our Western order, did we think we could live and interpret meaningfully. Yet, the anthropocene traches that nothing could be further from the truth, Man also carries within him the mask of a counic indeterminacy and an incomprehensible destructiveness.

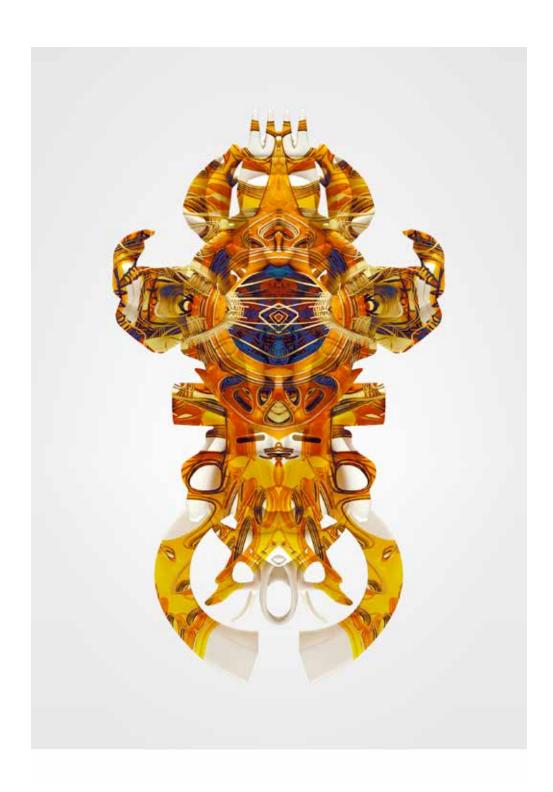


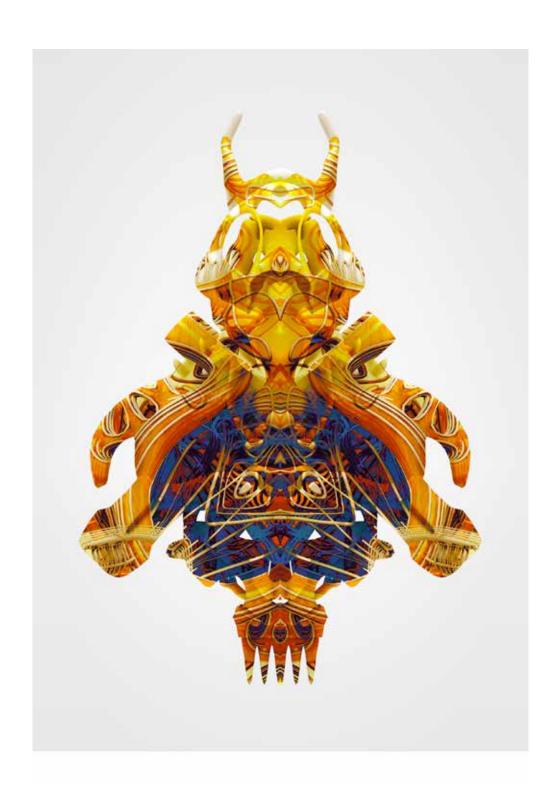
Index Music Museum project 2017-2020 - Nick Strönck



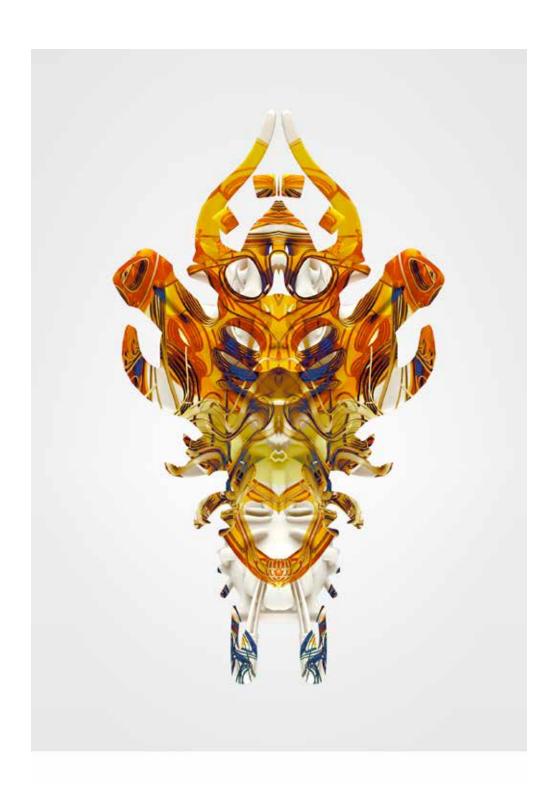




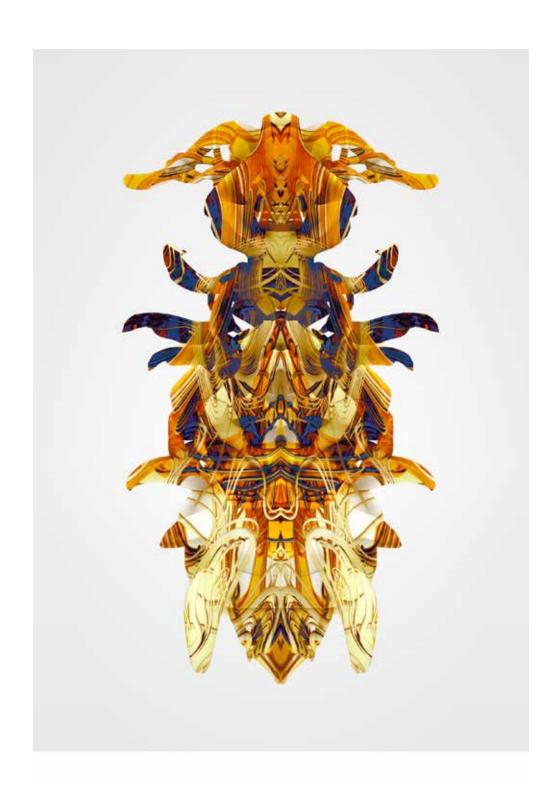








AYADORKAN, 2017 print 28 x 22 cm, framed 29.6 x 23.6 cm 11 x 8.6 inches, framed 11.6 x 9.3 inches



AYADPOAK, 2017 print 28 x 22 cm, framed 29.6 x 23.6 cm 11 x 8.6 inches, framed 11.6 x 9.3 inches

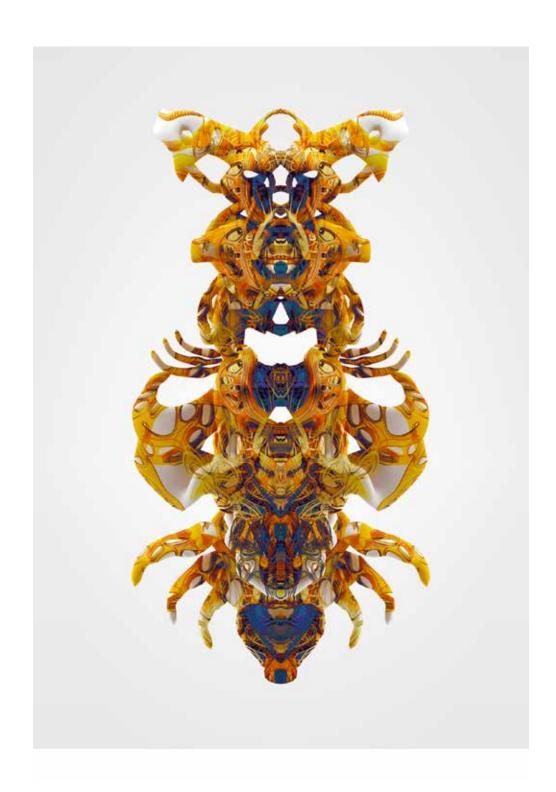




AYAKAPNA, 2017 print 28 x 22 cm, framed 29.6 x 23.6 cm 11 x 8.6 inches, framed 11.6 x 9.3 inches

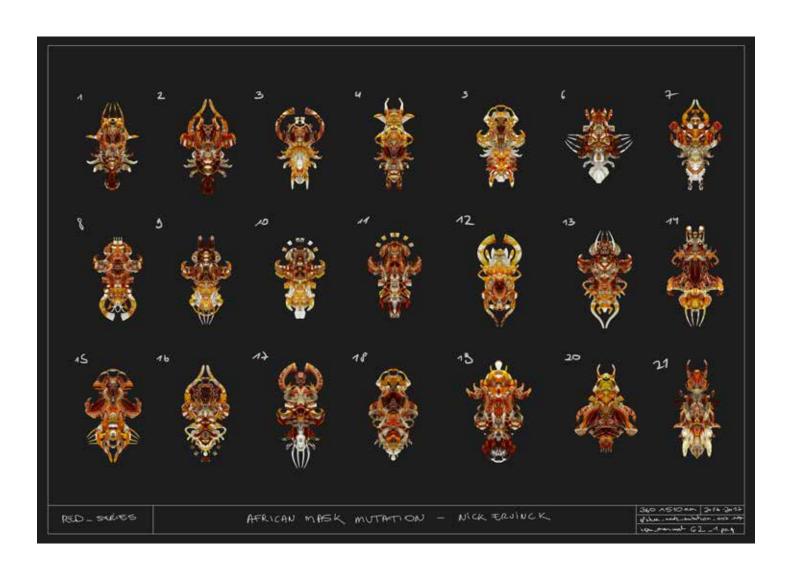








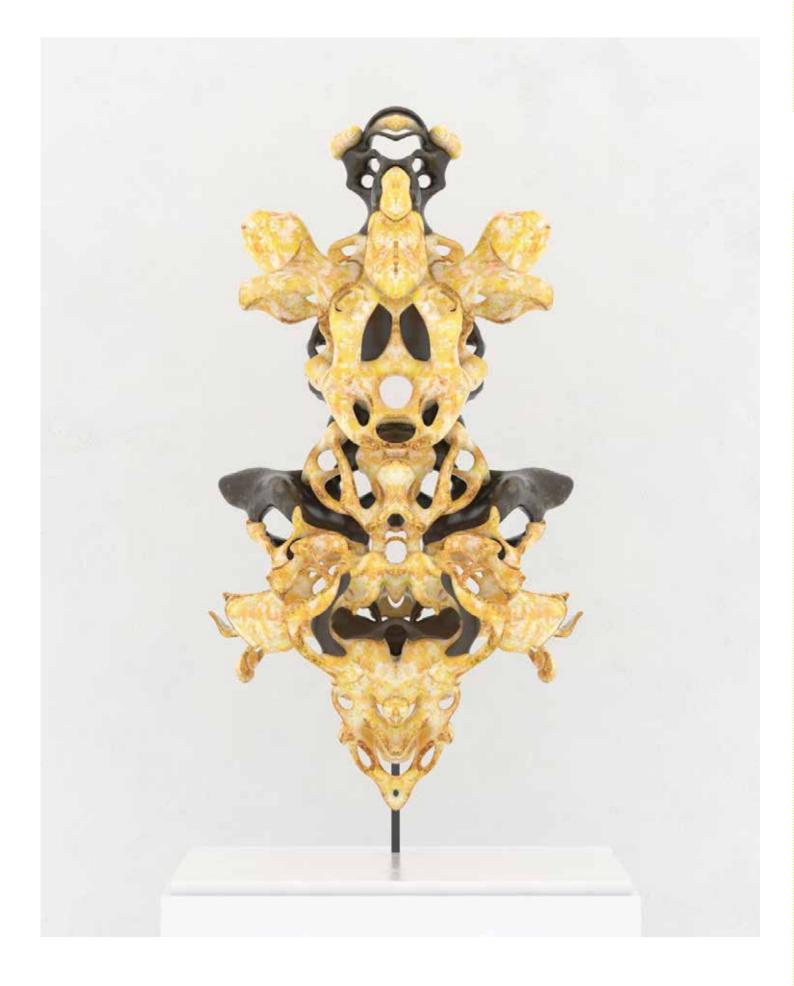




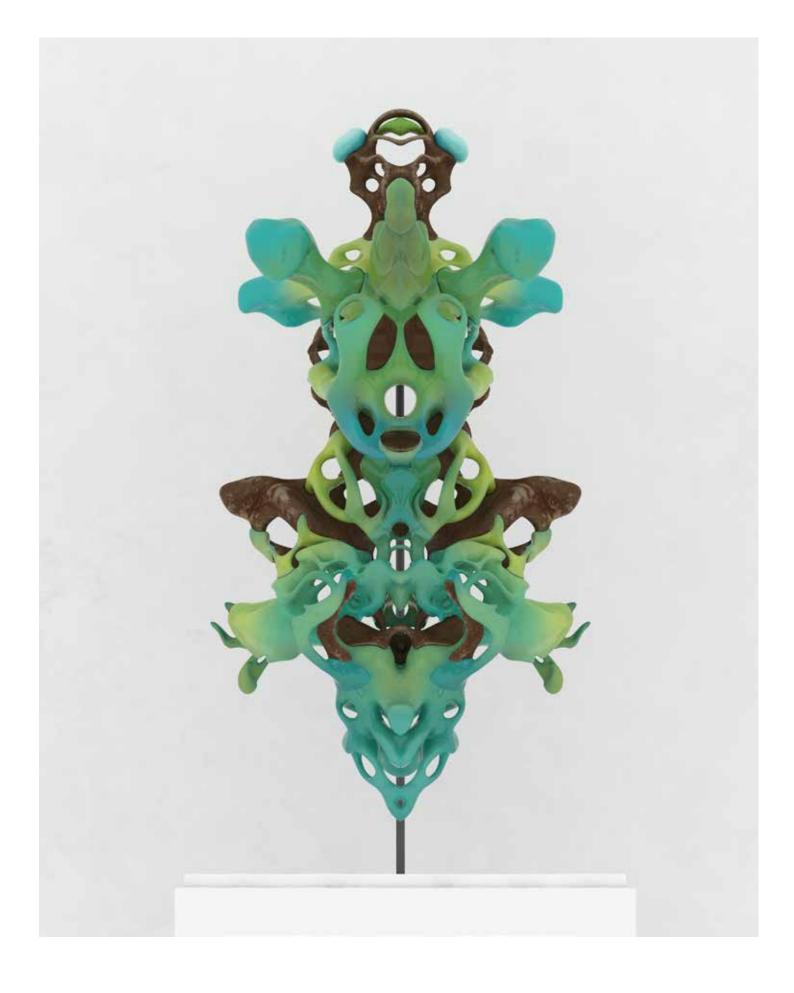




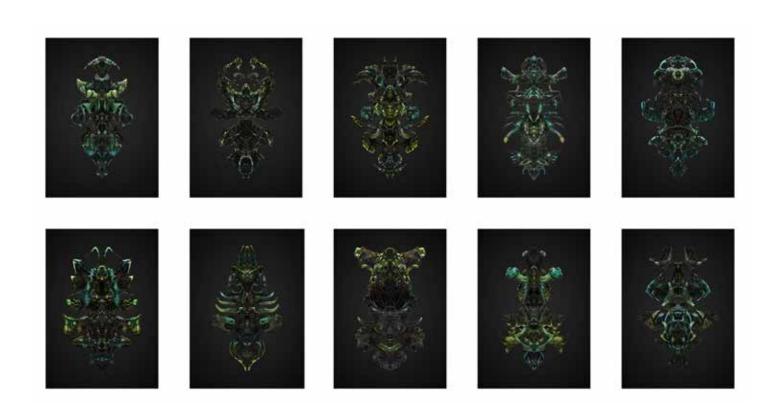
3D print 30 x 12 x 18 cm 11,8 x 4,7 x 7,1 inches



3D print 35 x 15 x 19 cm 13,8 x 5,9 x 7,5 inches



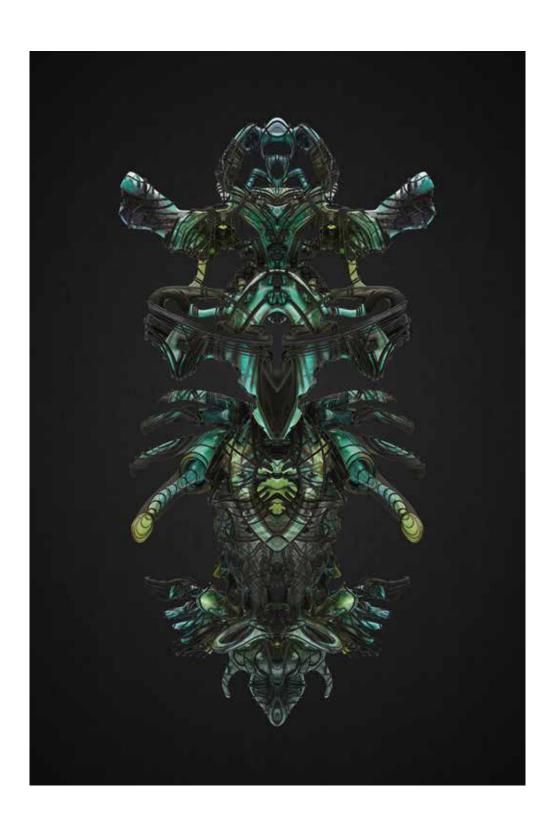
3D print 35 x 15 x 19 cm 13,8 x 5,9 x 7,5 inches











TANARAMPAN, 2020 print 61 x 46 cm, 63 x 49 cm framed 24.02 x 18.11 inch, 24.8 x 19.29 inch framed



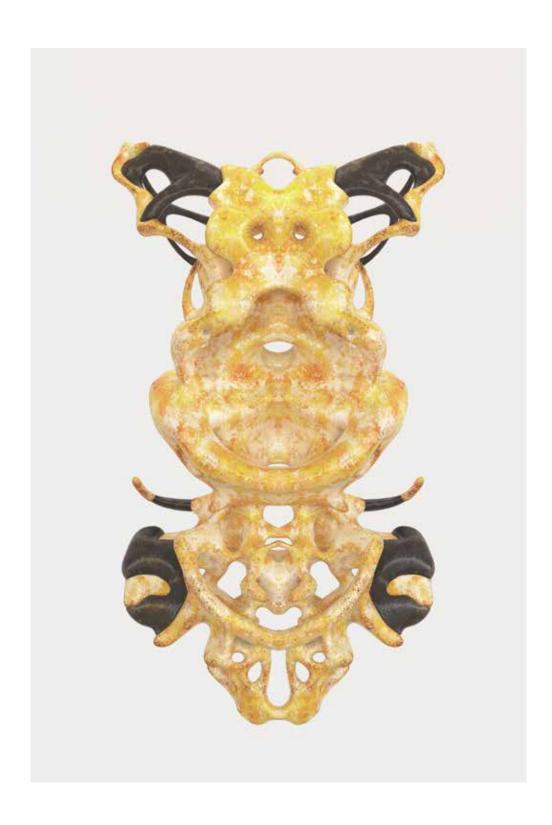


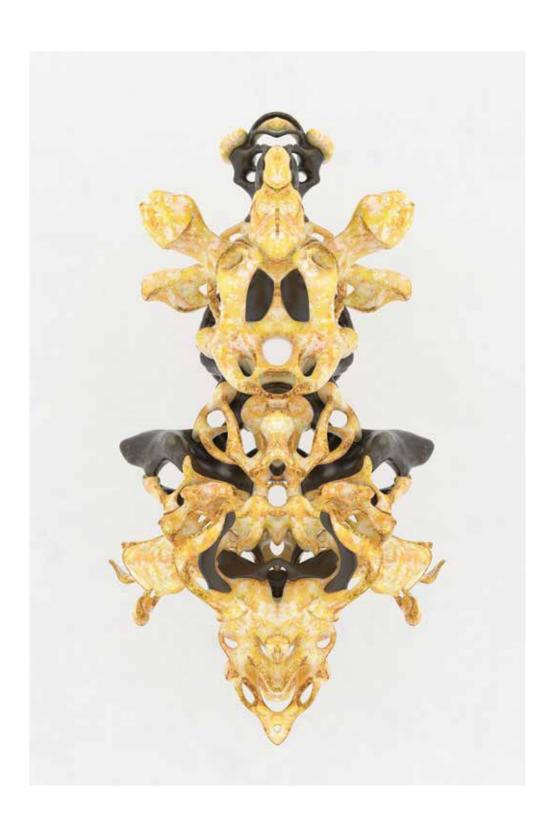


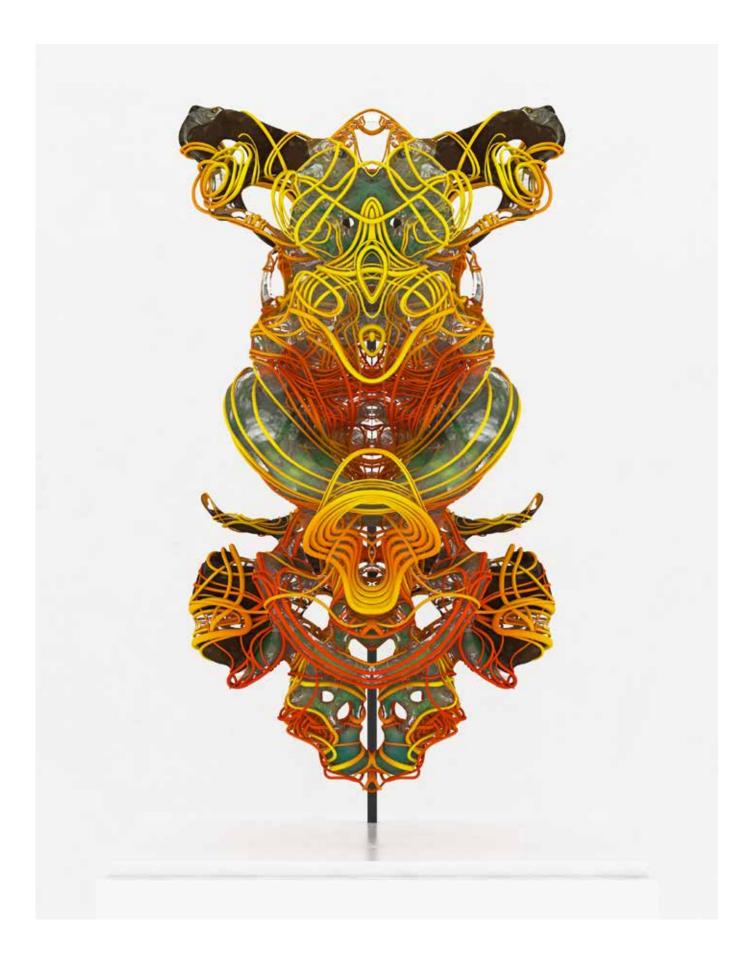






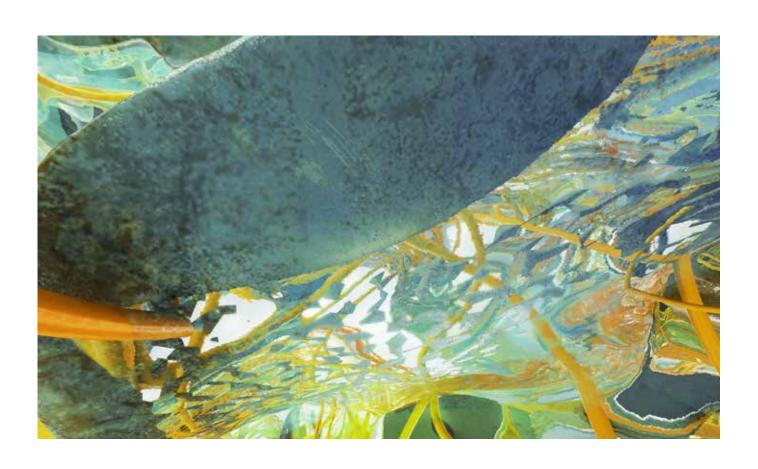










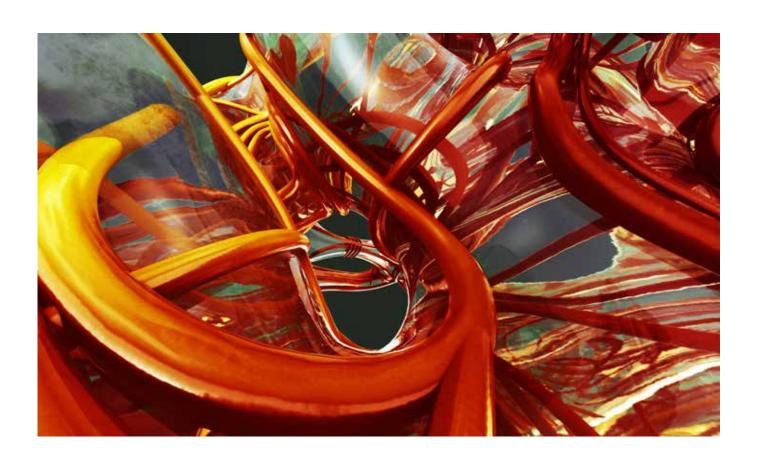




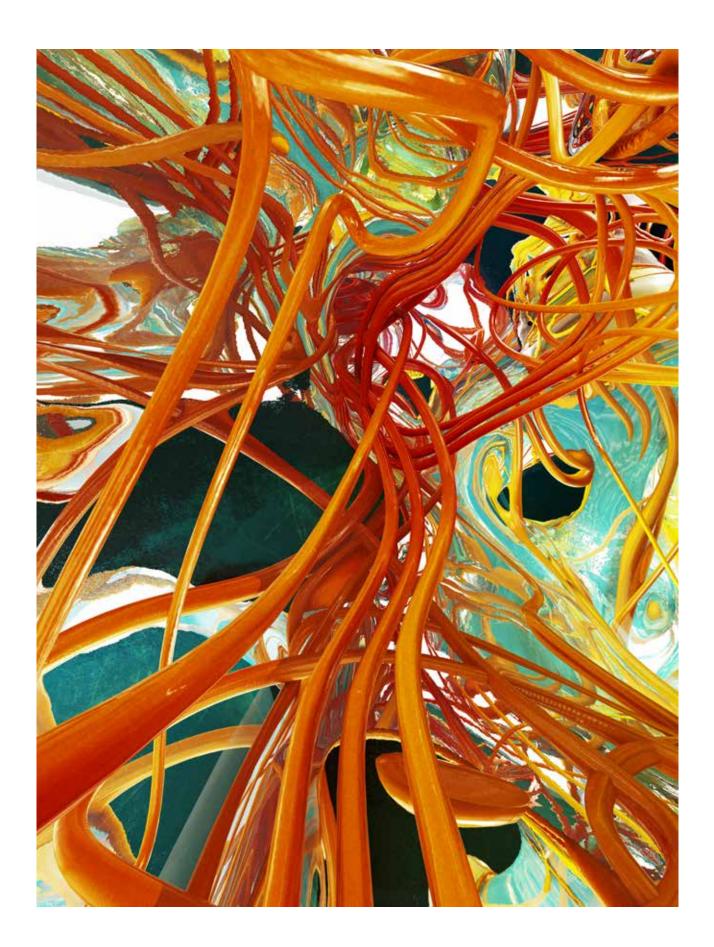






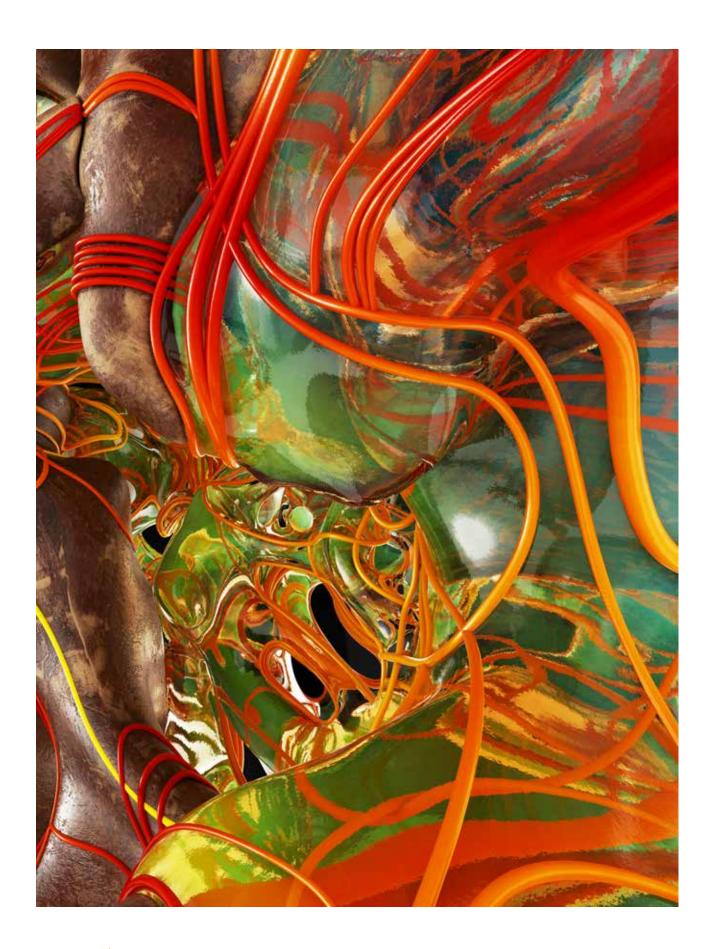






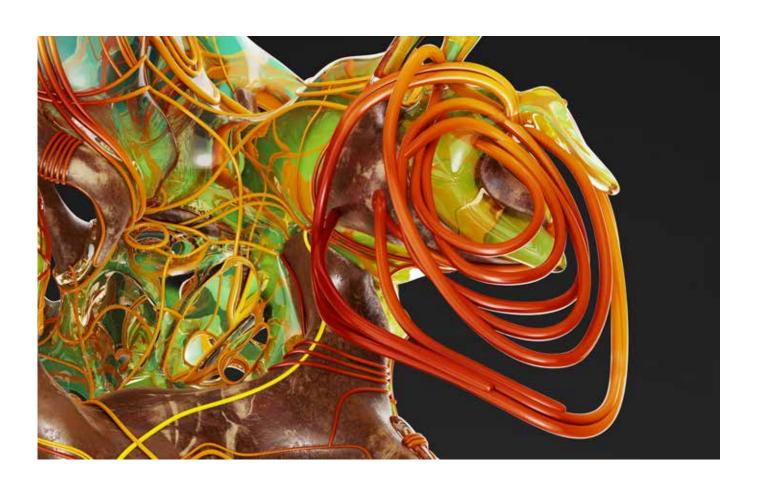
TANABRALUN, 2020-2021 print 200 x 150 cm, framed 206 x 156 cm 78.7 x 59 inches, framed 81.1 x 61.4 inches



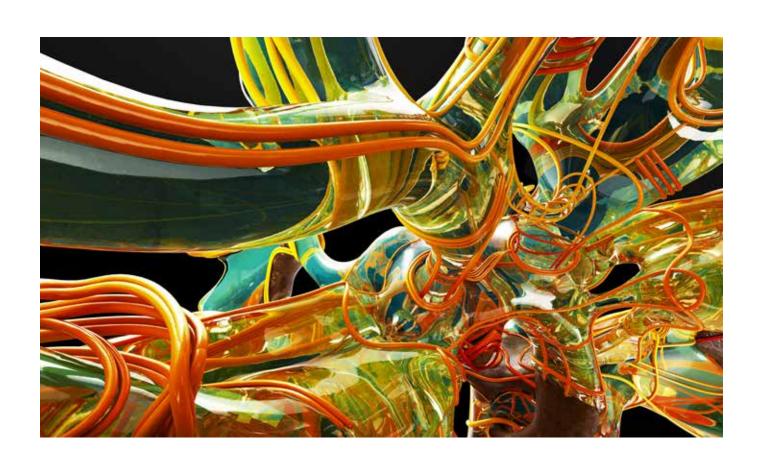


TANABREUM, 2020-2021 print 200 x 150 cm, framed 206 x 156 cm 78.7 x 59 inches, framed 81.1 x 61.4 inches













ROCK MUTATION

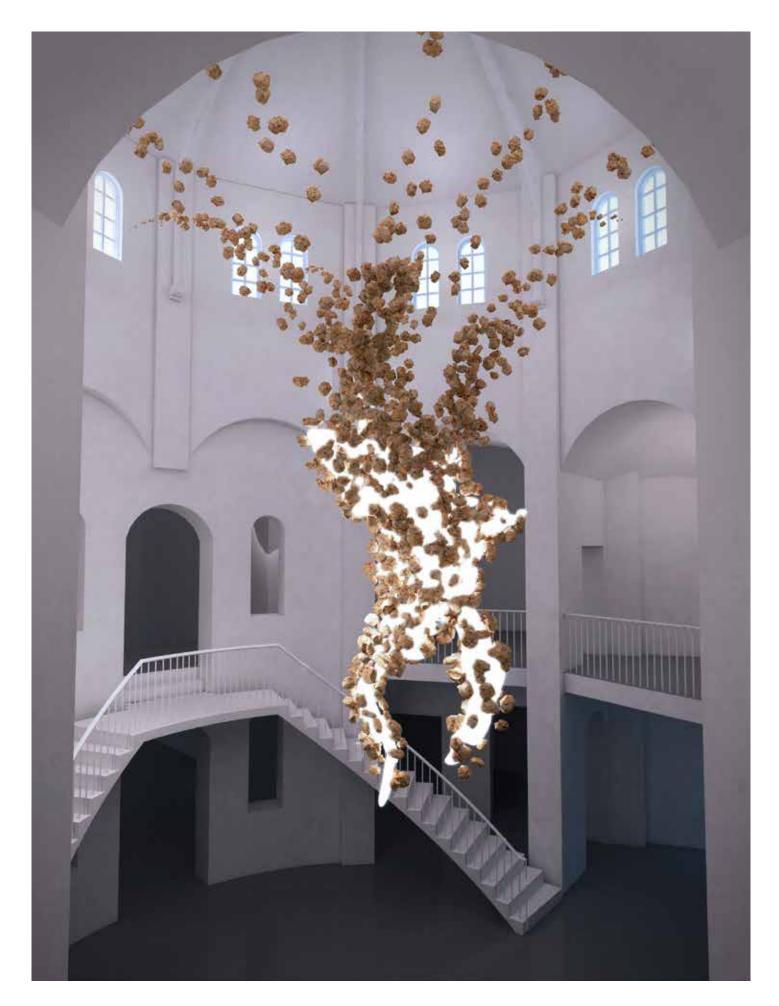


ROCK MUTATION

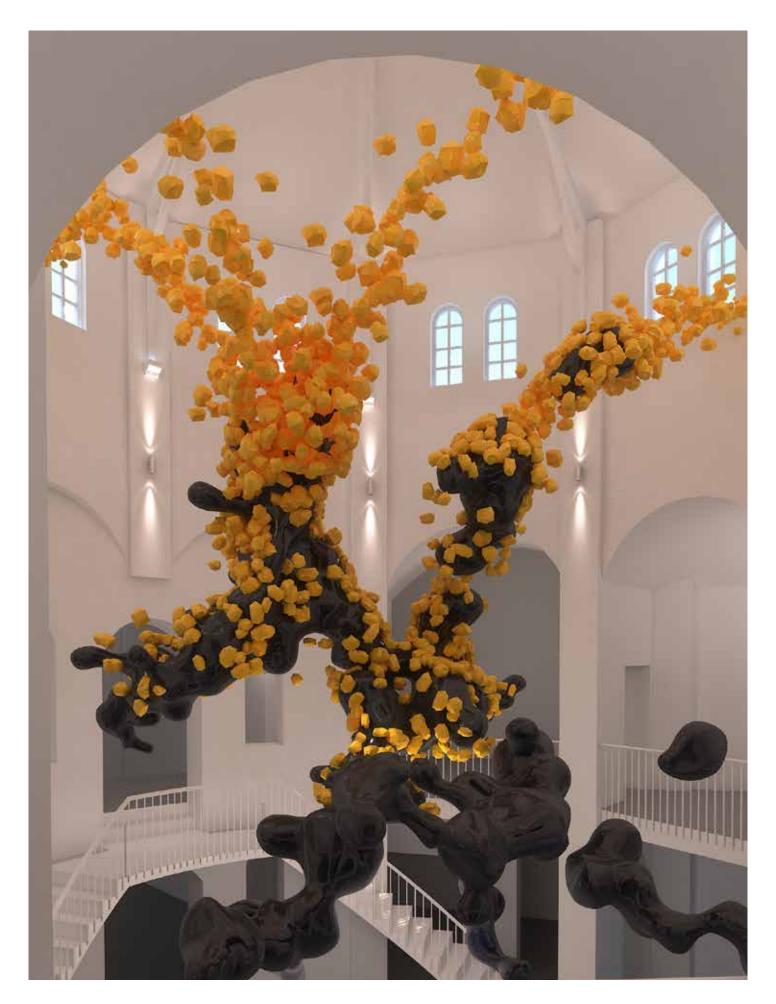
From his interest in nature germinates also Ervinck's strong fascination for geology. His rock mutation series is once again an attempt to tame the elements and shape them to his will. Even though the artist succeeds in literally capturing the natural and robust shapes of the rocks in his art, he is fully aware that this dominion over nature is only partial and temporary.

Nature isn't a real prisoner when she is implemented in a work of art because, on her part, she knows how to captivate the artist's interest. By shaping his works to resemble her organic architecture, he himself becomes the captive of his inspiration. On the other hand, nature's cannot be subdued forever. In the end she will break free again and will come out on top again as the sole victor.

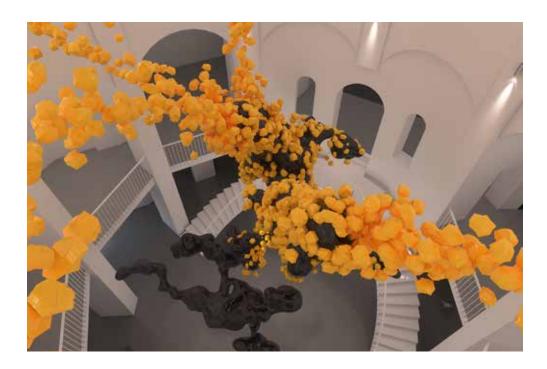
Nick Ervinck breaks the mould as to the artist being the captive of his inspiration. With his rock mutations he does not mimic the stones, boulders and pebbles that can be found in a natural environment. Although he sees them as a starting point, he reconstructs them completely into shapes that have never been seen before. This remodelling of nature ensures that both artist and inspiration remain free from any bounds.



LOKMETZAG, 2011 study



LOKTMETZAG, 2011 study



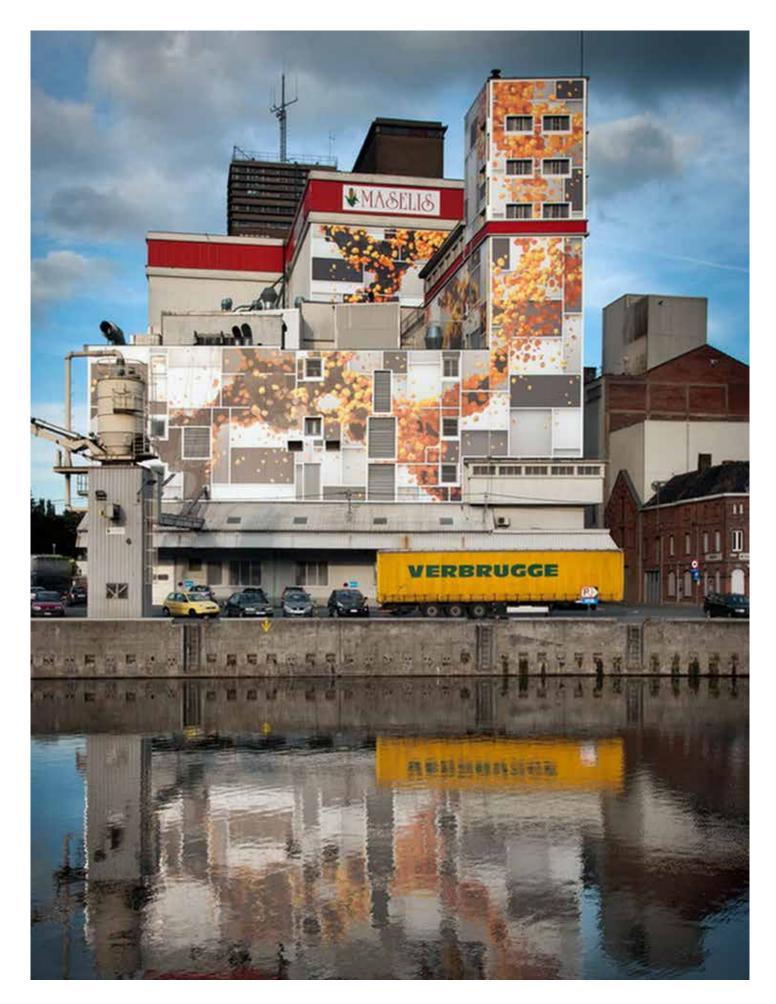




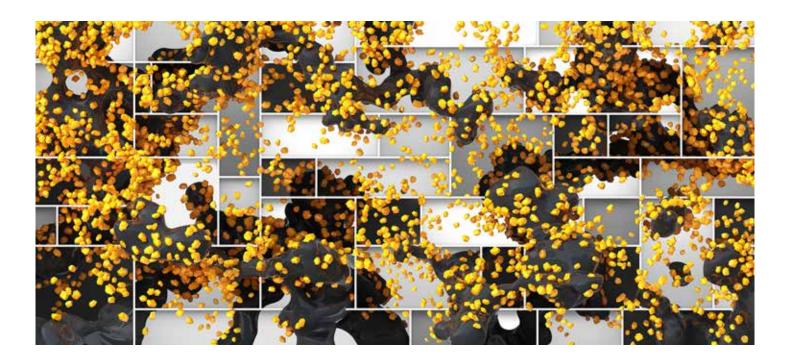
NIARGTZAG

Commissioned by Kanal (an outdoor exhibition praising local industry in Roeselare) the NAIRGTZAG (2012) print is almost 2000m² large and wraps up the complete Maselis grain factory.

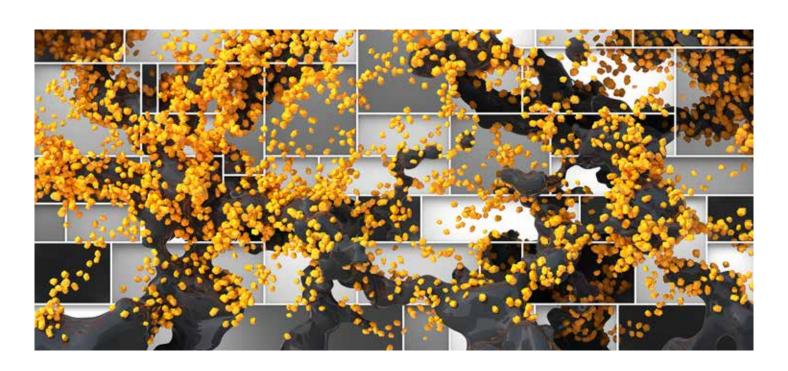
The inspiration for NAIRGTZAG was found in the physical features of the building, as well as in the activities of the factory and the history of the site and its surroundings. By referring to the local history, Ervinck aimed at producing a new history and thus adding layers to the urban landscape. Unlike the works of the artist Christo, Ervinck makes the functions, materials and production process visible on the outside walls. Moreover, making this monumental computer drawing, Ervinck played with the various obstacles of the building, such as grates, drainage pipes... throwing the viewer in confusion whether the visible elements are real or virtual. NAIRGTZAG is a cross-section of the factory as a labyrinth. The squares and grids that determine the building, are now part of the sculpture. Ervinck thus designed an artwork, bringing into question the borders between outside and inside, and between the virtual and the real.



NIARGTZAG, 2012 wallprint 2000 m² 787.4 inches²



NIARGILSUR, 2016 print mounted on plexiglas and covered with plexiglas 90 x 200 cm 35.4×78.7 inches



NIARGOLUX, 2016 print mounted on plexiglas and covered with plexiglas 90 x 200 cm 35.4×78.7 inches



















CORECHNAP, 2016 - 2017 ceramic 25 x 39 x 22 cm 9.8 x 15.4 x 8.7 inches





CORLUPIAN, 2016 - 2018 ceramic 27 x 35 x 32 cm 10.6 x 13.8 x 12.6 inches







CELAOSIRA, 2020 - 2021 Ceramic 17,5 x 14 x 13 cm 6.9 x 5.5 x 5.1 inches











BOBNARAK, 2016 - 2017 ceramic 33 x 27 x 25 cm 13 x 10.6 x 9.8 inches



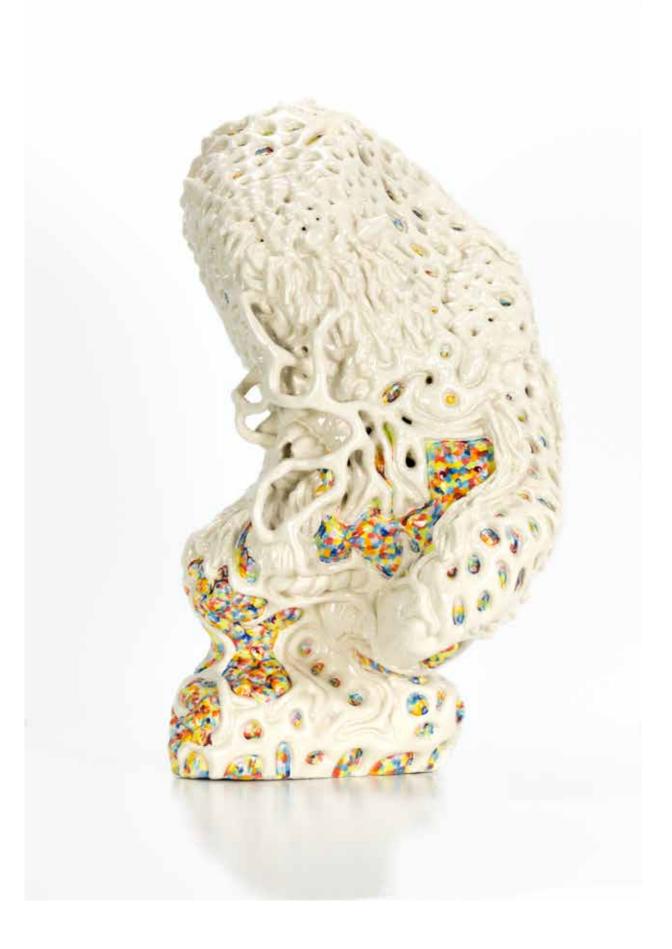






EDGNEM, 2016 ceramic 20 x 25 x 14 cm 7.9 x 9.8 x 5.5 inches





SERTNAP, 2017 ceramic 44 x 24 x 30 cm 17.3 x 9.4 x 11.8 inches



studio view: 2014 Studio Nick Ervinck - Lichtervelde, B

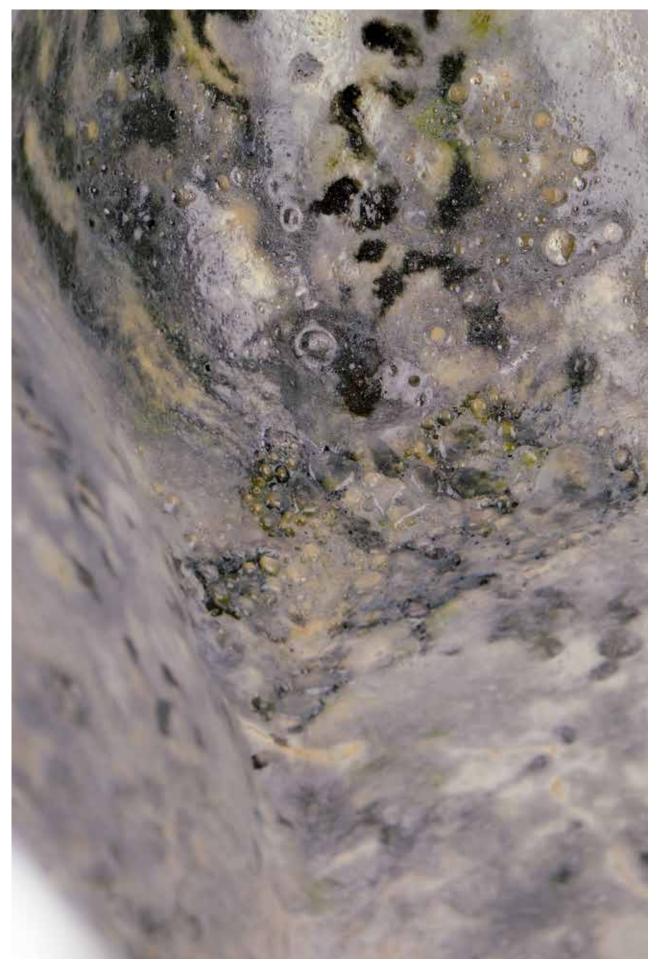








ENOORAYO, 2020 - 2021 Ceramic 64 x 30 x 22 cm 25.2 x 11.8 x 8.7 inches



ENOORAYO, 2020 - 2021 Ceramic 64 x 30 x 22 cm 25.2 x 11.8 x 8.7 inches





ILAKSID, 2012 3D print 50 x 50 x 1.5 cm 19.7 x 19.7 x 0.6 inches



















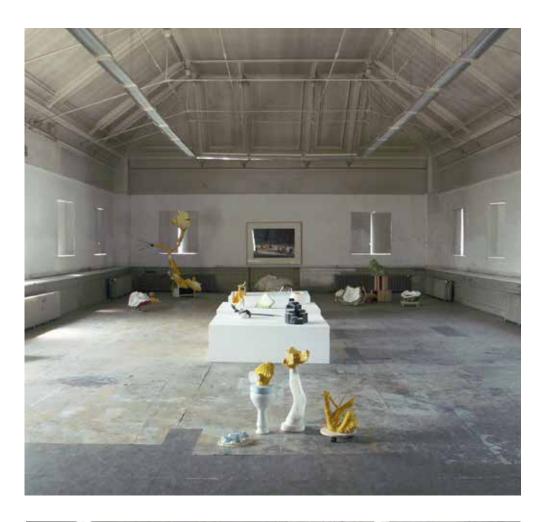








GNIKOLBSTER, 2003 cardboard, chalk, fabric, gauze, plaster, polyurethane, weels and wood 125 x 60 x 200 cm 49.2 x 23.6 x 78.7 inches





exhibition view; 2003 Wel klaar nog lang niet af, afstudeerprojecten Mixed Media, Academie Gent – Gent, BE







GARFINOTAY, 2003 - 2005 cardboard, chalk, gauze, grass fiber, plaster and plastic $47 \times 49 \times 44$ cm $18.5 \times 19.3 \times 17.3$ inches











LEJ-UT, 2003 cardboard and paper 70 x 35 x 30 cm 27.6 x 13.8 x 11.8 inches





IE, 2002 chalk, gauze, plaster, styrofoam and wood 35 x 32 x 23 cm 13.8 x 12.6 x 9.1 inches





















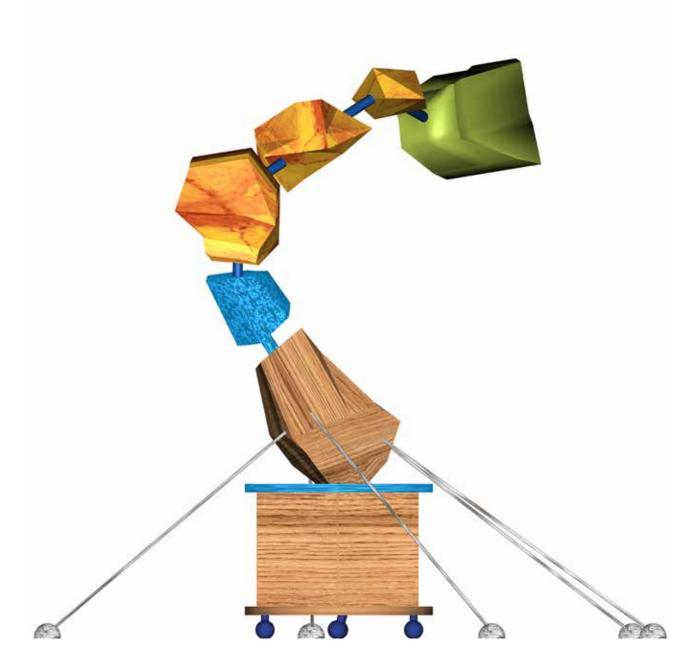


FERABOEL, 2004 chalk, gauze, plaster and styrofoam 23 x 20 x 13 cm 9.1 x 7.9 x 5.1 inches



FOZALIOM, 2004 chalk, gauze, plaster, textile and styrofoam 15 x 22 x 11 cm 5.9 x 8.7 x 4.3 inches











PLANT MUTATION



PLANT MUTATION PROJECT

The idea of mutation and manipulation has always appealed to Nick Ervinck's imagination. In the 'plant mutation' series, he uses 3D experiments to explore ideas of both organic and genetically engineered life forms.

Nick Ervinck created an openness that will attract the viewer to consider his work from different angles. These works have both a poetic and a critical social dimension. On the one hand, the sculptural contradictions, such as inside/outside and rough/smooth, make these works purely poetic. The visual language of these organic sculptures has a surprising impact.

For the design of these excessive and futuristic organic shapes, Nick Ervinck derives inspiration from the 18th century Meissen vases that he saw at the Victoria and Albert Museum in London. These vases are lavishly decorated with plants, animals and creatures that can seem more beautiful than their originals in the natural world. While this Rococostyle porcelain is a testament to great craftsmanship, it also has an absurd side, a combination that Ervinck strongly admires. While Rococo and Baroque are not styles that many people enjoy today, these artistic forms of plant mutation are an ode to the aspirations of that generation of sculptors.

On the other hand, these works question how far we can or should go in manipulating food. Research into crop mutation is not new. Following the Second World War, the so-called "Atoms for Peace" programme was established to look into ways to use nuclear energy for peaceful purposes. In the gardens of national laboratories in Europe and the former Soviet Union, plants were irradiated in such a way that different varieties could be produced. With these disease-resistant mutations scientists hoped to solve the problem of food shortage. It is not known if these genetically manipulated crops effectively meant an improvement to public health, but it did seem that now scientists could play God. Today, teams of researchers continue to look for ways to optimize our crops and food security. Ervinck is fascinated by the idea of an engineered world. The virtual world gives him a







radical tool to control and manipulate things. But there's a downside: the combining of genetic material and the mixing of natural organs with robotics raises ethical issues that are not easy to resolve. What about the rapidly evolving potential of 3D printing? Will we soon be able to print organs and living organisms at will?

The three "strawberry sculptures" AELBWARTS, NABEKIESAV and NABEKIEARTS are the result of an exchange between Nick Ervinck and Dr A.P.M. Ton den Nijs, a scientist at the Plant Breeding Department of Wageningen University. This department holds a patent for the cultivation of a genetically manipulated variety of strawberry. Using the plant's own DNA, the researchers developed a new strawberry variety that is resistant to fruit rot. It requires fewer pesticides and has a longer shelf life than a natural strawberry.

With NABEKIESAV, this hybridization process is carried to the extreme. The leaves of the strawberry plant gradually change colour. A utopian, almost surreal strawberry seems to grow from the vase and be held together by a skeleton. The vase seems about to spring into life. Viewed from the side, the support does not seem to be static but to have movement, as though it were the legs of a woman in a skirt. Ervinck sets out to create the illusion that his sculptures may suddenly come to life.

The influence of ikebana, the Japanese art of flower arranging, is also very evident. In this traditional art form, the vase, stems and leaves are as much a part of the composition as the flowers. The focus is more on the shape and the lines than on the colours or the flowers themselves. Each arrangement must also include stems that symbolize heaven, earth and humanity.

With these plant mutation sculptures, Nick Ervinck investigates how he can use today's techniques to transcend or continue the craftsmanship of the past. Both his ceramic sculptures as well as the 3D-printed works are the result of meticulous craftsmanship. Ervinck explores how to create dynamic, complex and detailed organic structures, pushing the boundaries of what we call 'realistic'. His work reinvents classical sculpture through a cross-fertilization between innovation and tradition and does so in a purely contemporary context.





detail **NEBKATROBS**, 2017 3D print, plexi and wood 15 x 17 x 92 cm 5,9 x 6,7 x 36,2 inches

detail **NEBLOAK**, 2017 3D print, plexi and wood 15 x 17 x 34 cm 5,9 x 6,7 x 13,4 inches





















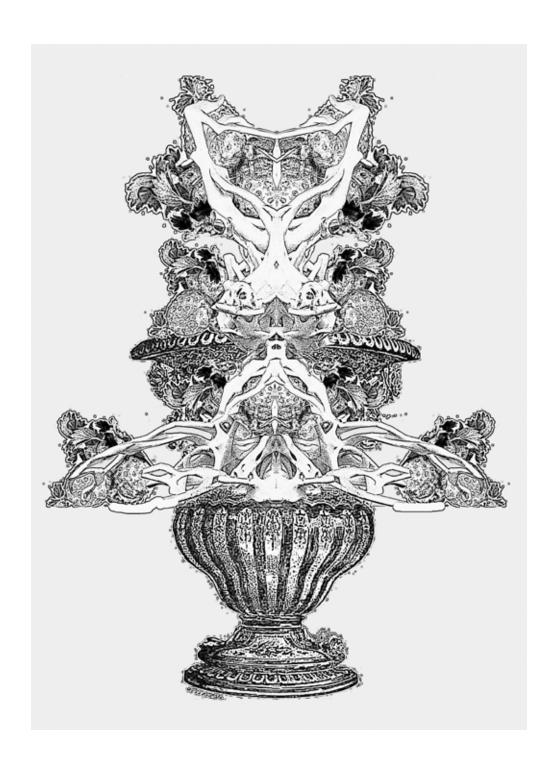














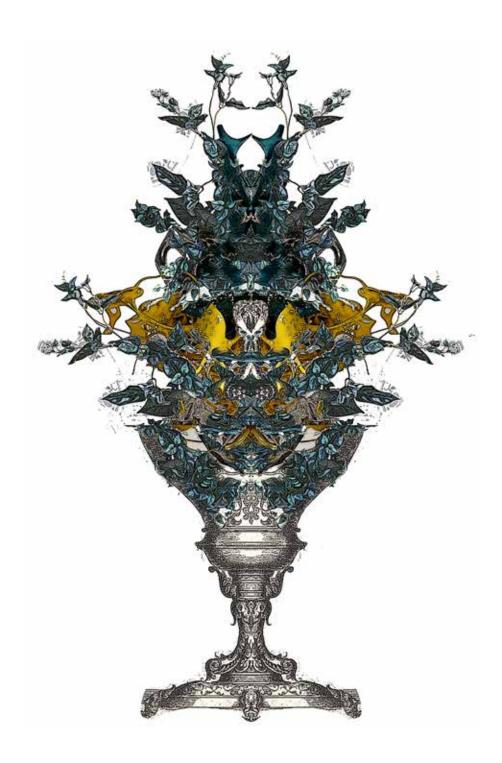


SEVALIS

SEVALIS is derived from vegetable structures and coated with a glossy varnish which in turn refers to the virtual genesis of this form. This sculpture seems rooted in the vase. At the same time its 'branches' lead the eye of the beholder upwards with a dynamic force. This complex form has an organic look but cannot be pinned down to this.

An important source of inspiration for this work was a visit to the Victoria and Albert Museum in London. There, Ervinck saw a display of 18th century Meissen vases that were illustrated with an allegorical depiction of the four seasons. These flamboyant vases are lavishly decorated with plants, animals and creatures that can seem more beautiful than their originals in the natural world. While this porcelain is a testament to great craftsmanship, it also has an absurd side: a combination that Ervinck strongly admires. While Rococo and Baroque are not styles that many people enjoy today, these artistic forms of plant mutation are an ode to the aspirations of that generation of sculptors.









NABEKIESAV, 2013 - 2014 3D print 58 x 29 x 52 cm 22.8 x 11.4 x 20.5 inches



studio view: 2013 Studio Nick Ervinck - Lichtervelde, BE



DIULOCOR, 2013 - 2016 3D print 63 x 25 x 37 cm 24.8 x 9.8 x 14.6 inches

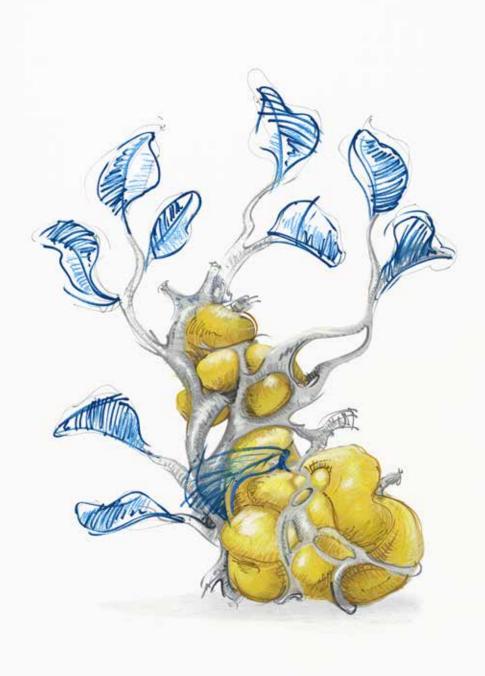


DIULOCOR, 2013 - 2016 3D print 63 x 25 x 37 cm 24.8 x 9.8 x 14.6 inches



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Service Value of Control



Exercise Englished









NABIEKIARTS, 2013 - 2020 marker, pastel pencil, print 110 x 142 cm, framed 122.6 x 154.6 cm 43.3 x 55.9 inches, framed 48.2 x 60.8 inches



NABIEKIARTS, 2013 - 2020 marker, pastel pencil, print 110 x 142 cm, framed 122.6 x 154.6 cm 43.3 x 55.9 inches, framed 48.2 x 60.8 inches











studio view: 2014 Studio Nick Ervinck - Lichtervelde, BE



AELBWARTS

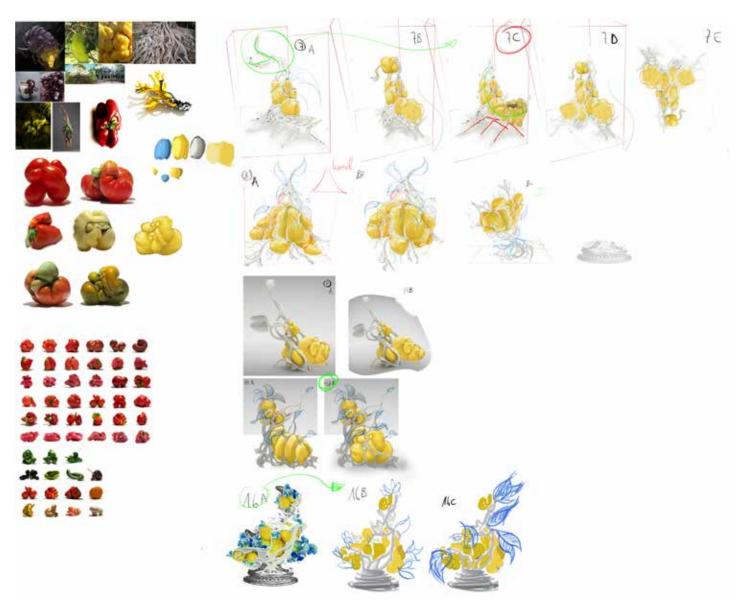
AELBWARTS is the modern version of the tradtional still life with fruit. In the seventeenth century, strawberries stood for humbleness because they grow low at the ground. This futuristic example stands miles away from humbleness.

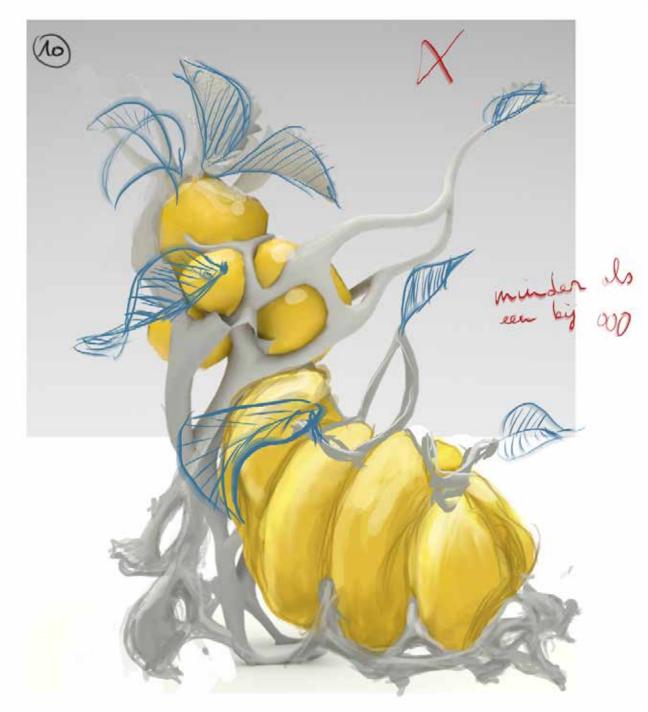
Proud it reaches for the sky combining the elegance of the leafs with the heavy blob form of the strawberry. This sculpture questions the status of the organic in the 21th century. Fruit and plants are being manipulated to better meet our standards or just to experiment. At universities people are envestiganting full time on the strawberry.

Thanks to the 3D printer we are even able to print our own designed food. It intrigues me as an artist that we can manipulate and personalize food as if it were our little personal artworks. I am fascinated by the future and the possibility that children might create their toys out of a mix of artificial, biological and robotic elements while their parents prepare their meal with yellow strawberries. I tried to capture a moment of flux. The movement doesn't look purely organic though, the strawberry seems to mutate from the natural leaves to the artificial skeleton. These kind of skeletons I used before in sculptures as SNIBURTAD and ELBEETAD.

Instead of being the internal support structure (endoskeleton), the skeleton is situated outside of the body tissue (exoskeleton). AELBWARTS combines three different textures. The strawberry refers to the blob architecture, introduced by the architect Greg Lynn in 1995. These blob forms, which look organic and mobile, are the result of a computer-based designing process. This architectural movement pleas for a removal of linear, rigid structures and aims at creating expanding, bulging and growing shapes. The strawberry seems to slowly collapse under his own weight. The roots that seems to come out of the fruit are inspired by whimsical structures of rocks manipulated by water and the sculptures of Henry Moore. The skeleton seems to hold the sculpture together en push the strawberry in it's place. The leafs are a traditional element in classic sculpture and architecture.

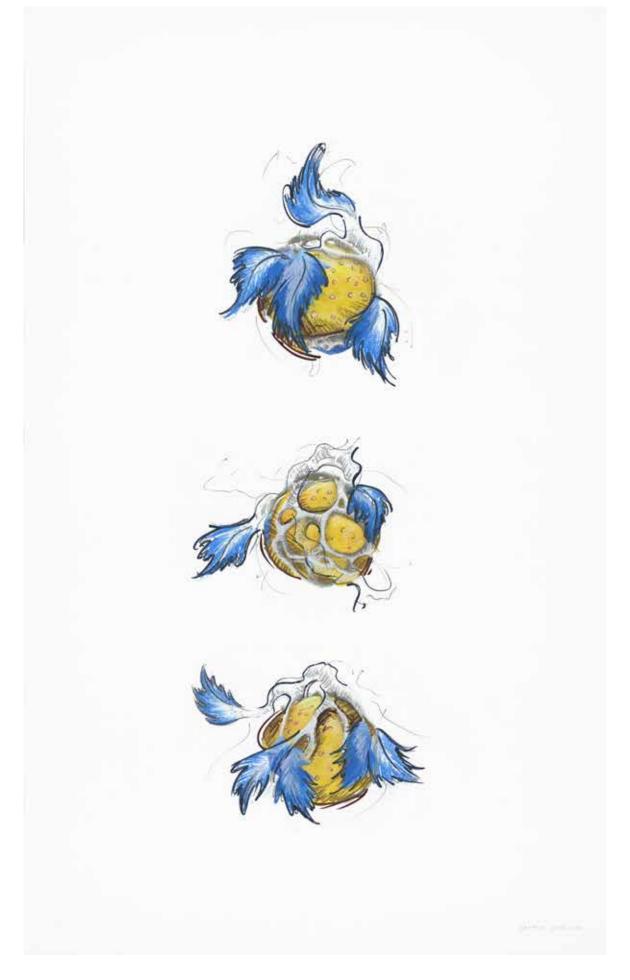
Most sculptures created with digital technologies seem to emphasize the artificial part of the sculpture. I'm more interested in this tension between the digital and the real. Even as a 3D print AELBWARTS is in the first place a sculpture. The form couldn't be created without 3D printing but the painting process was done completely by hand.







marker, pastel pencil, print 60 x 80 cm, framed 73 x 93 cm 23.6 x 31.5 inches, framed 28.7 x 36.6 inches



AELBOJAL, 2013 - 2020 marker, pastel pencil, print 100 x 70 cm, framed 110 x 80 cm 39.4 x 27.6 inches, framed 43.3 x 31.5 inches







marker, pastel pencil, print 60 x 45 cm, framed 73 x 58 cm 23.6 x 17.7 inches, framed 28.7 x 22.8 inches



AELBIEBOJATIL, 2017 - 2021 marker, pastel pencil, print 80 x 60 cm, framed 93 x 73 cm 31.5 x 23.6 inches, framed 36.6 x 28.7 inches



AELBWARTS, 2013 - 2021 marker, pastel pencil, print 54 x 41 cm, framed 67 x 54 cm 21.3 x 16 inches, framed 26.4 x 21.3 inches



AELBWIESARTS, 2017 - 2021 marker, pastel pencil, print 54 x 41 cm, framed 67 x 54 cm 21.3 x 16 inches, framed 26.4 x 21.3 inches













PETOEMBA, 2016 - 2018 ceramic 40 x 40 x 40 cm 15.7 x 15.7 x 15.7 inches



PLETORAK, 2017 ceramic 17 x 23 x 13 cm 6.7 x 9.1 x 5.1 inches

















AKRINAP, 2017 - 2018 ceramic 19 x 23 x 23 cm 7.5 x 9.1 x 9.1 inches







AKRINOPS, 2017 ceramic 25 x 23 x 25 cm 9.8 x 9.1 x 9.8 inches



AKRINOPS, 2017 ceramic 19 x 17 x 24 cm 7.5 x 6.7 x 9.4 inches





PLEZULNA, 2017 ceramic 23 x 23 x 26 cm 9.1 x 9.1 x 10.2 inches





YEREWLUS, 2019 ceramic 16 x 24 x 26 cm 6.3 x 9.4 x 10.2 inches



IEBLOCER, 2019 ceramic 20 x 28 x 22 cm 7.9 x 11 x 8.7 inches





PLEZURIOS, 2022-2023 ceramic 31,5 x 29,3 x 27 cm 12.4 x 11.5 x 10.6 inches



PLEZURAOS, 2022-2023 ceramic 45 x 45 x 34,5 cm 17.7 x 17.7 x 13.6 inches



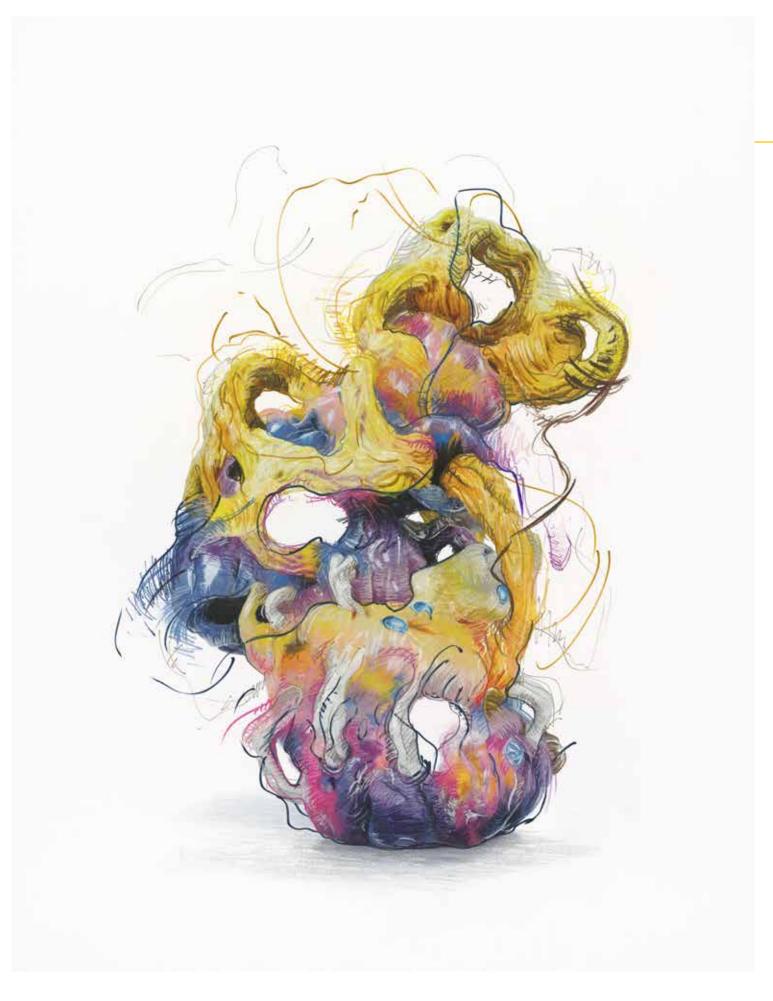


CROBOSLAES, 2022-2023 ceramic 45,5 x 29 x 28,5 cm 18 x 11.4 x 11.2 inches



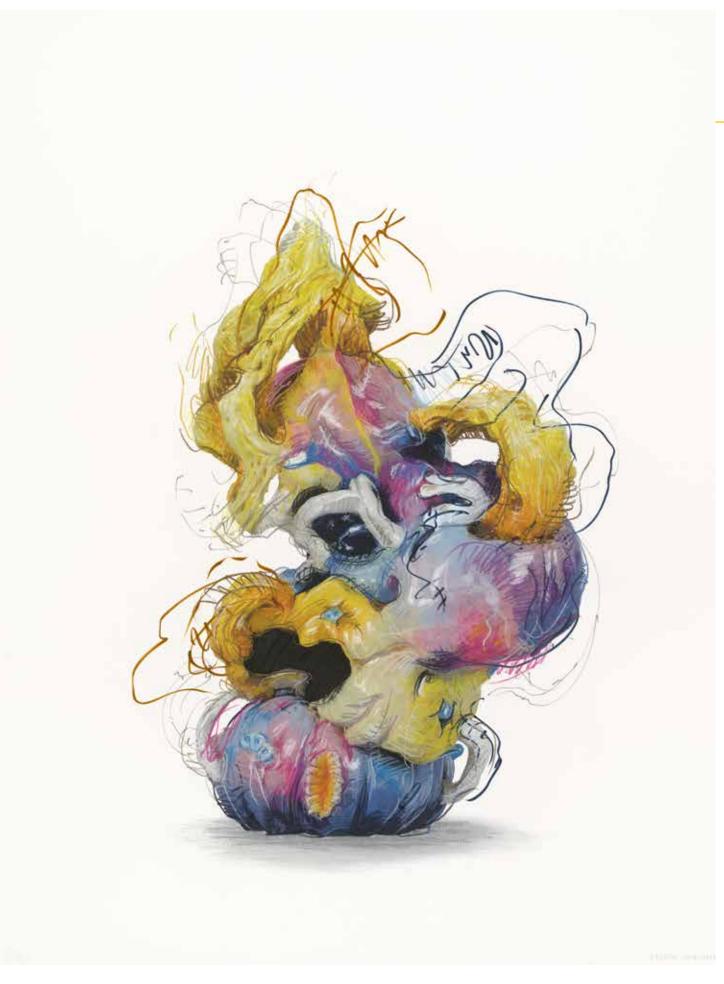
CROBOSLIAS, 2022-2023 ceramic 38 x 23 x 20,5 cm 15 x 9 x 8 inches







AKRITANET, 2015 - 2020 marker, pastel pencil, print 120 x 90 cm, framed 140,6 x 110,6 cm 47.2 x 35.4 inches, framed 55.4 x 43.5 inches



AKRITANOTA, 2015 - 2020 marker, pastel pencil, print 120 x 90 cm, framed 140,6 x 110,6 cm 47.2 x 35.4 inches, framed 55.4 x 43.5 inches



AKRITANOTI, 2015 - 2020 marker, pastel pencil, print 120 x 90 cm, framed 140.6 x 110.6 cm 47.2 x 35.4 inches, framed 55.4 x 43.5 inches





AKRITANURIA, 2015 - 2020 marker, pastel pencil, print 120 x 90 cm, framed 140,6 x 110,6 cm 47.2 x 35.4 inches, framed 55.4 x 43.5 inches



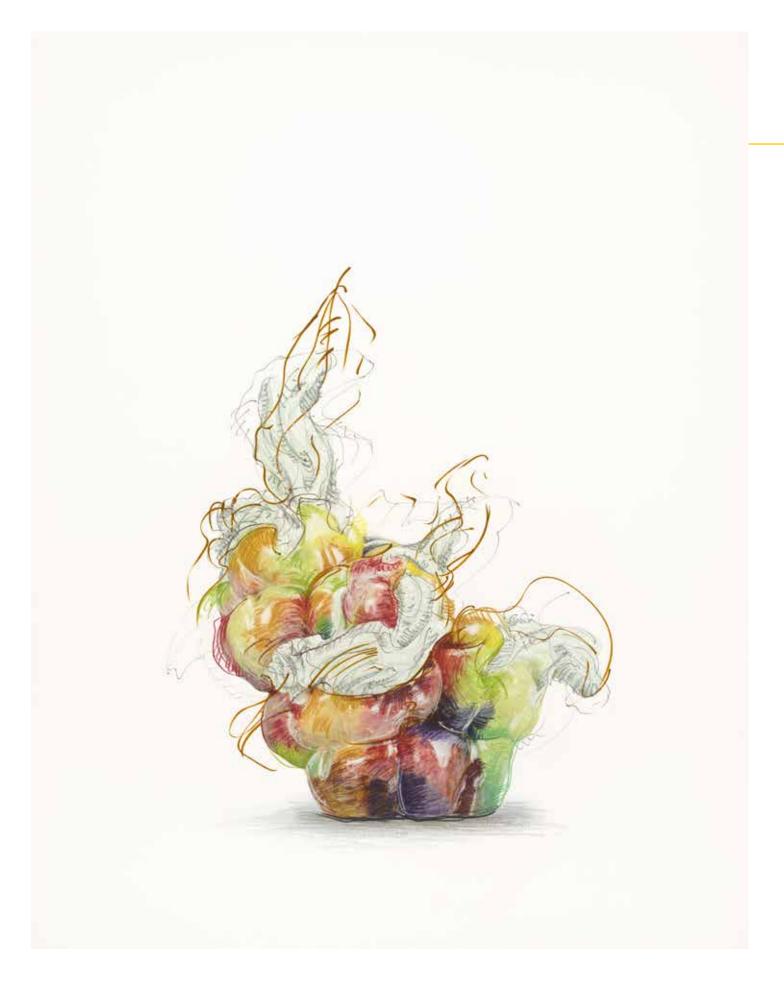
AKRITANUTA, 2015 - 2020marker, pastel pencil, print
120 x 90 cm, framed 140,6 x 110,6 cm
47.2 x 35.4 inches, framed 55.4 x 43.5 inches



AKRITANUTIRIA, 2015 - 2020marker, pastel pencil, print
120 x 90 cm, framed 140,6 x 110,6 cm
47.2 x 35.4 inches, framed 55.4 x 43.5 inches







AKRITERATA, 2015 - 2020marker, pastel pencil, print
120 x 90 cm, framed 140,6 x 110,6 cm
47.2 x 35.4 inches, framed 55.4 x 43.5 inches



AKRITERATA, 2015 - 2020marker, pastel pencil, print
120 x 90 cm, framed 140,6 x 110,6 cm
47.2 x 35.4 inches, framed 55.4 x 43.5 inches



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AKRIMUTEON, 2015 - 2021 marker, pastel pencil, print 80 x 60 cm, framed 93 x 73 cm 31.5 x 23.6 inches, framed 36.6 x 28.7 inches



AKRITAMOTA, 2017 - 2021 marker, pastel pencil, print 60 x 80 cm, framed 73 x 93 cm 23.6 x 31.5 inches, framed 28.7 x 36.6 inches



AKRINAOP, 2013 - 2021 marker, pastel pencil, print 60 x 80 cm, framed 73 x 93 cm 23.6 x 31.5 inches, framed 28.7 x 36.6 inches



AKRIMUTOIOS, 2017 - 2021 marker, pastel pencil, print 80 x 60 cm, framed 93 x 73 cm 31.5 x 23.6 inches, framed 36.6 x 28.7 inches





Ensurer tal?



PLECHTURNO, 2015 - 2021 marker, pastel pencil, print 60 x 80 cm, framed 73 x 93 cm 23.6 x 31.5 inches, framed 28.7 x 36.6 inches



















EMOBCOR

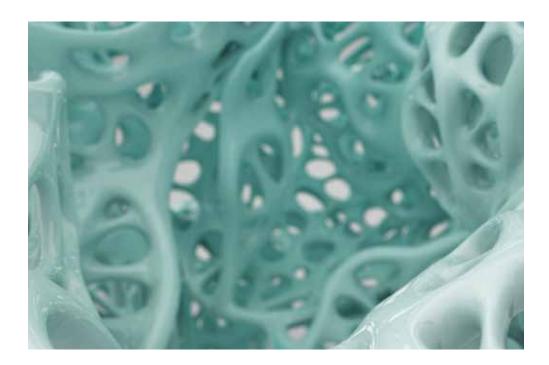
With EMOBCOR and VIGAV, Ervinck's fascination with the mutation and manipulation of natural elements comes to the fore. The sculptures are composed of various bones. Just like Henry Moore, who found inspiration for his work in natural objects such as chicken bones and shells, Ervinck works with elements from nature.

He then has at his disposal a virtual world of almost limitless compositional possibility. For EMOBCOR, he created a body with an unnatural, eerie core: a skeleton composed of alien bones. One can discern a head but this bone also resembles a scorpion with its tail held high. Deformed human eyeballs and hip bones also make an appearance in the sculpture, for which Ervinck relied on anatomical sketches.

Ervinck continually seeks new ways to breathe life into sculpture using the resources of his own era. Where his previous sculptures were mainly yellow in colour and had a fairly uniform visual language, here the artist is more interested in the interaction and dialogue between different visual languages and identities. The interplay between the contrasting elements is also emphasised by the three colours.

In EMOBCOR, we can see a Grand Canyon-like rock formation with a bone emerging from it, as though a fossil. It appears to be a strange sort of chicken sitting in its nest surrounded by ivy with tentacles growing out of it. These tentacles are an expression of Ervinck's fascination with viruses and other small organisms. The detailed foliage refers to kitsch mantelpiece ornaments and the porcelain designs of 18th century Meissen vases.





EZORNIL, EZORNILA and EZORNILI

Nick Ervinck designed a sculpture that is inspired by blooming flowers, like the structure of a rose. Because of the many cut-outs in the organic structure, the design seems to have no volume.

Although the material is solid, it nevertheless seems delicate. The shape of the design keeps changing, keeps evolving, keeps fascinating. Through 3D printing Nick Ervinck is able to capture this movement in a still image.

As always, the artist tries to create an openness that will attract the viewer to consider his work from different angles. The sculptural contradictions, such as inside/outside and rough/smooth, make this work purely poetic. The gradient also contributes to this poetic design language. EZORNIL could be described as a poem manifested in physical form.

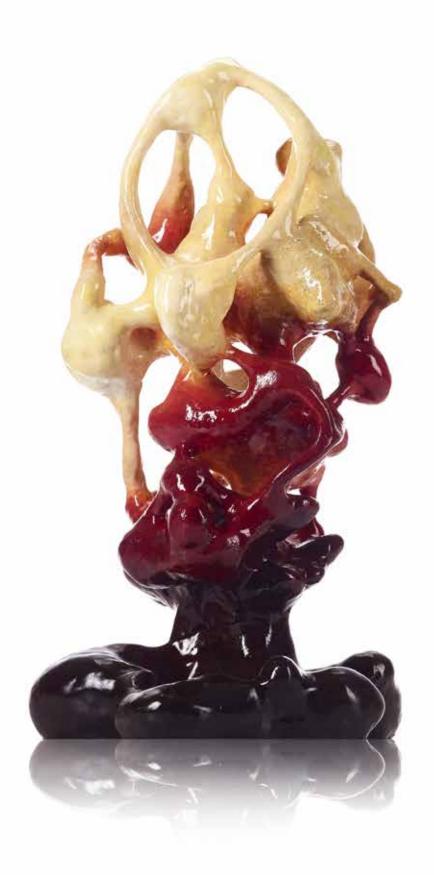


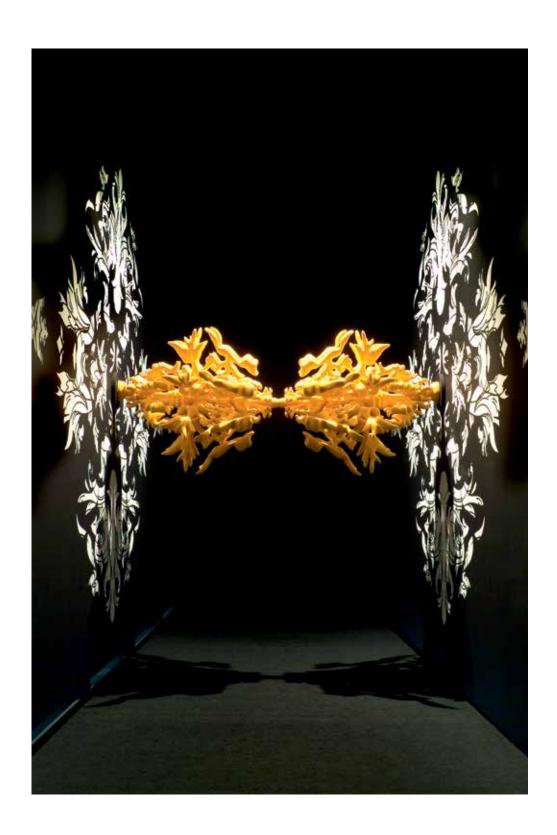


EZORNILA, 2013 - 2014 3D print 20 x 26 x 25 cm 7.9 x 10.2 x 9.8 inches

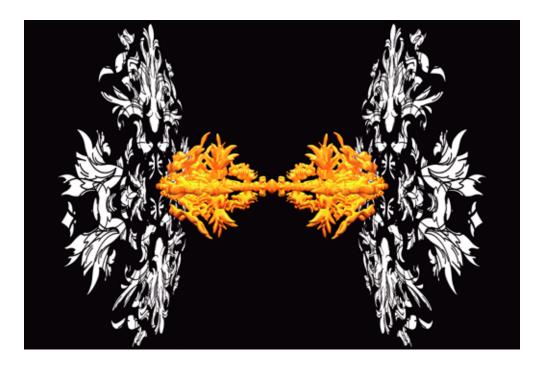








EITOZOR, 2009 iron, paint, polyester, polyurethane and wood 550 x 1970 x 315 cm 216.5 x 775.6 x 124 inches



EITOZOR

EITOZOR is based on a 19th century baroque wallpaper, which has been digitally converted into a wall drawing.

After that, the drawing was interpreted as a spatial sculpture. EITOZOR balances between the real and the virtual, between future and history, between design and sculpture, and between handwork and computer design. The observer has the impression that he walks in a virtual world, as Nick Ervinck not only digitally designed this piece, but transformed the exhibition space into a digital black box as well. The room is made black and reminds of the black background used in 3D-software programs. With EITOZOR, Nick Ervinck found a language to translate his fictional world into a material object which seems to float in space. This work is thus a perfect and seamless synthesis of the virtual and physical aspects of contemporary sculpture.

















YAROPRA

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

This sculpture fully leans against contemporary design and architecture. Similar to Peter Cook's Plug-in City (1964), YAROPRA is a construction kit with standardized construction elements, which can take on different shapes. YAROPRA looks like an arbitrary shape, but is in fact the result of structured ranging of all components of the network. Moreover, YAROPRA is a metaphor for the invisible network or connections between people. That is why this artwork understands the social dimension both in a functional and a conceptual way. With YAROPRA, Nick Ervinck thus combines a flexible structure, a social functionality with an explicit aesthetic design.



YAROTUBER

YAROTUBER is the result of Ervinck's wish to reproduce corals or complex networks by human hand.

The corals in his oeuvre refer to various complex networks and prefabrications. According to Nick Ervinck, corals are also a kind of blobs, because they can grow endlessly in every direction (which, by the way, is something they have in common with his image archive) and because their complex shapes can only be imitated perfectly with the help of digital technology.

A few years ago, during a stay in Berlin, Ervinck realized that the city is permeated by conduit pipes, which form a huge, invisible coral structure. That gave him the idea of building his coral sculptures out of standardized PVC pipe segments from the DIY shop. This is not a final work, but a nearly life-sized model. The aim is to eventually make this in metal. Ervinck's sculptures often emerge from the observation of reality. As he translates virtual images in tangible objects, for YAROTUBER, he breathes life in industrial materials and creates an organic form out of them. YAROTUBER thus is an organic blob-version of a clean, almost virtual coral.











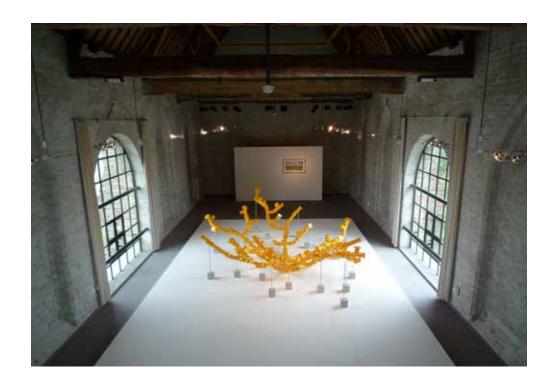
YAROTOBS, 2006 print 80 x 120 cm, framed 84 x 144 cm 31.5 x 47.2 inches, framed 33.1 x 56.7 inches



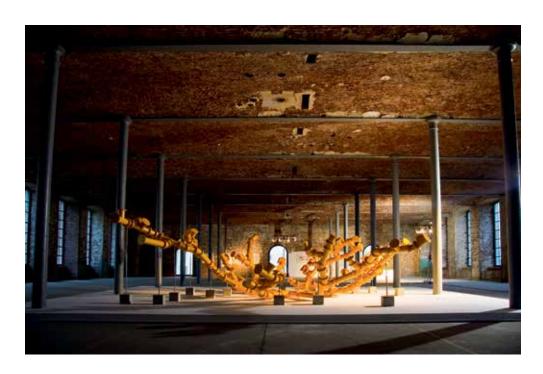
YAROTOBS_S1, 2006 - 2007 polyester and polyurethane 27 x 65 x 45 cm 10.6 x 26,4 x 17.7 inches



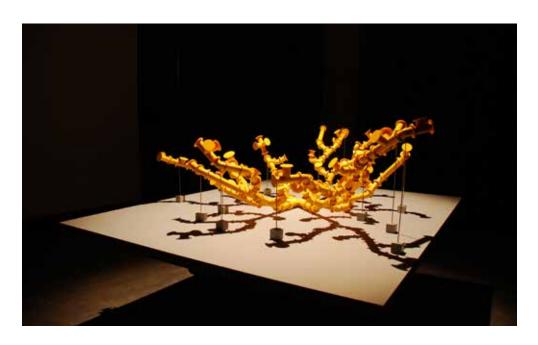








YAROTUBE, 2007 concrete, iron and pvc 170 x 700 x 800 cm 47.2 x 61.4 x 39.4 inches

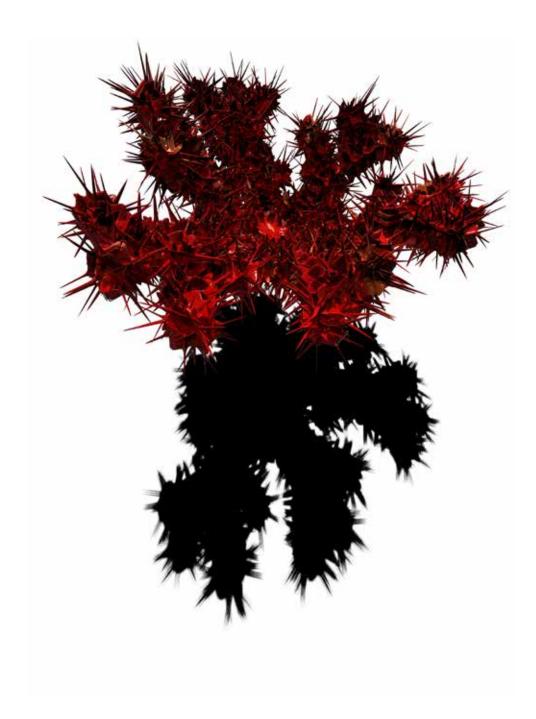


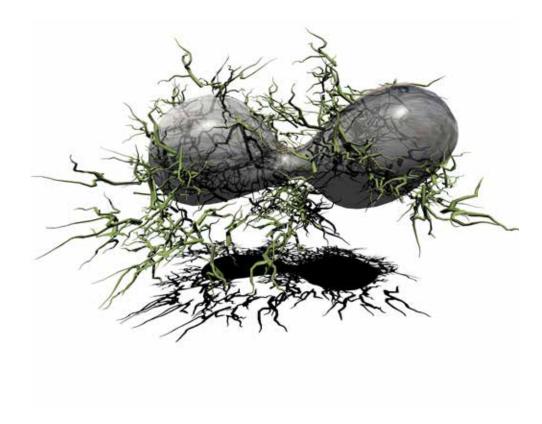
YAROTUBE_M, 2007 iron, pvc and wood 65 x 215 x 180 cm 25.6 x 84.6 x 70.9 inches



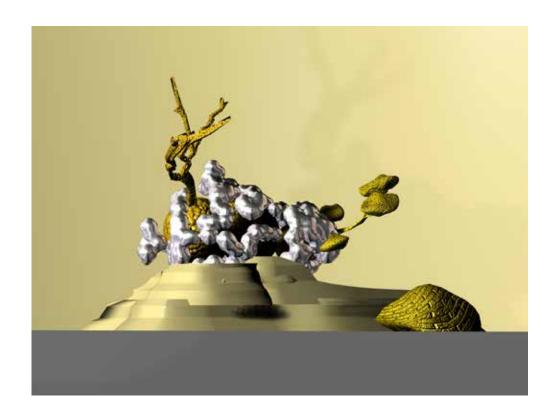


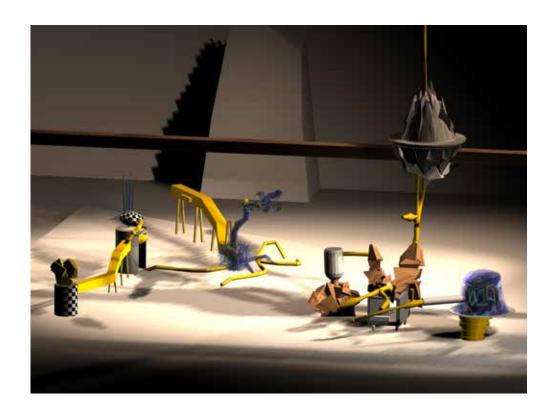










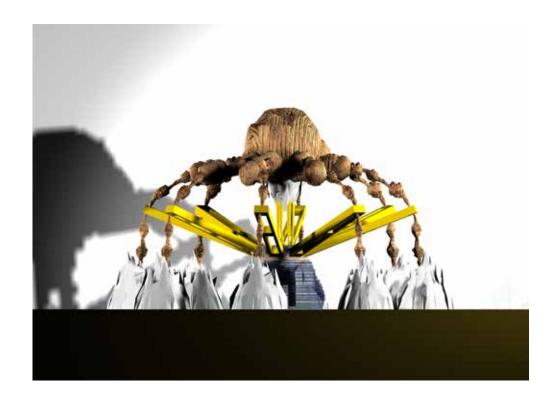


GNI_D_GH_149_apr2003, 2003 print M 85 x 116 cm, framed 109 x 140 cm 33.5 x 45.7 inches, framed 42.9 x 55.1 inches

print S $60\ x\ 80\ cm,$ framed $84\ x\ 104\ cm$ $23.6\ x\ 31.5$ inches, framed $33.1\ x\ 40.9$ inches



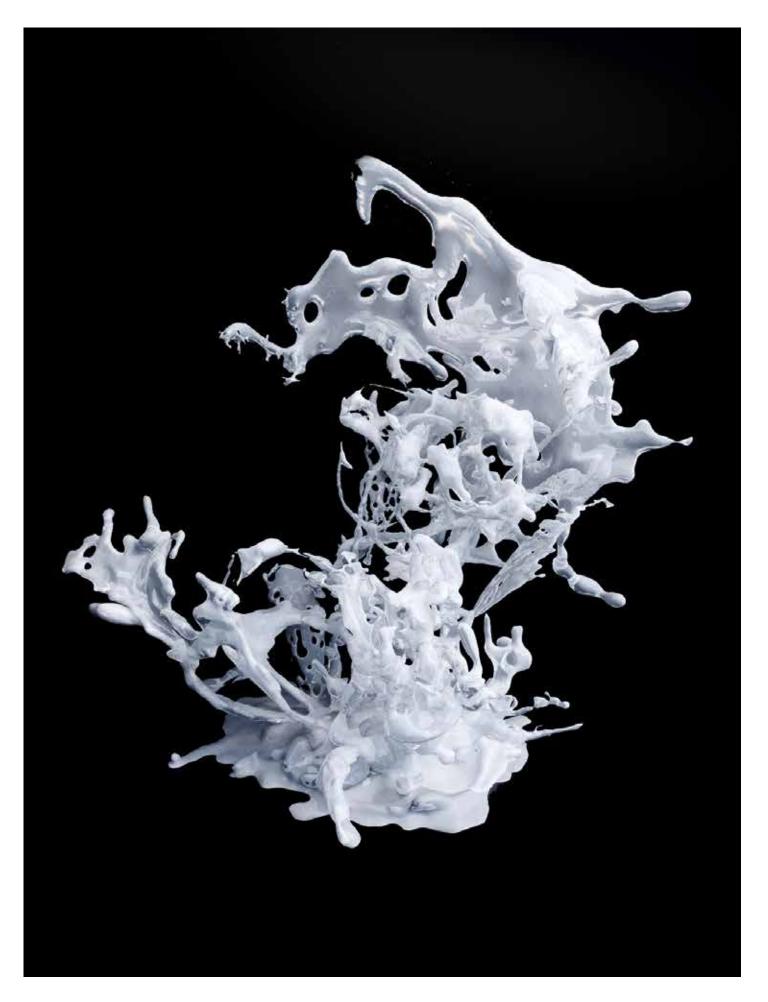








WATER MUTATION





WATER MUTATION

Water can take on terrifying forms: the destruction of floods and tsunamis is a force to be reckoned with. Just livke these great hazards, Nick Ervinck's water mutations have something monstrous, hybrid shapes in which one can recognize various elements. The work is not clearly defined but points in different directions. The imagery used is clearly inspired by macro photographic images of splashing water, and thus sculpturally interprets the encounter between nature and technology.

OLNETOP integrates perfectly within the coastal landscape, because it represents the seawater pounding with a constant force against the breakwaters. Nick Ervinck tries to catch this sublime violence lurking behind a serene surface.

OBEBUC is the result of a basic question for the sculptor: how to create an organic shape out of the raw material, out of the cube? By its combining of two opposite pairs – such as boll/cube, open/closed, outside/inside, sculpture/pedestal, horizontal/vertical – OBEBUC is a metaphor for contemporary sculpture, which is defined by the current dialogue on blobs and boxes.

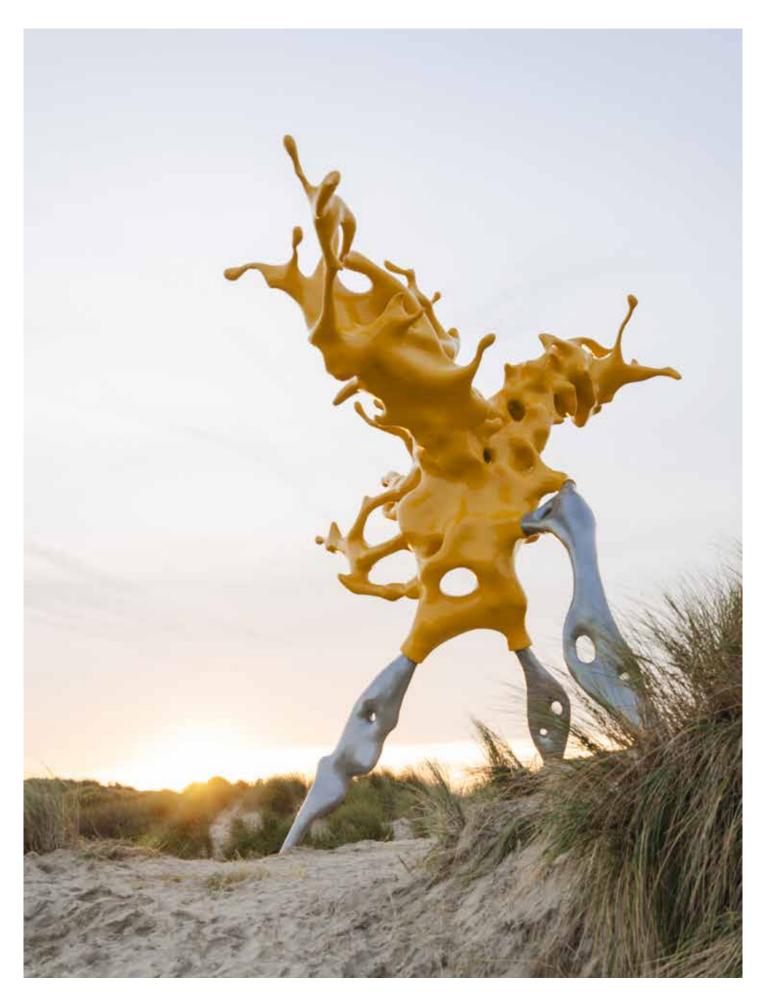
Nick Ervinck doesn't look for monumentality or rigidity, but rather tries to pry loose the shape out of the base. In order to do so, he searches for differentiation in the chosen material or treatment, such as: smooth/rough, thin/thick, natural/industrial. The result is not a duel between opposites, but rather a symbiosis between two equals.



OLNETOP

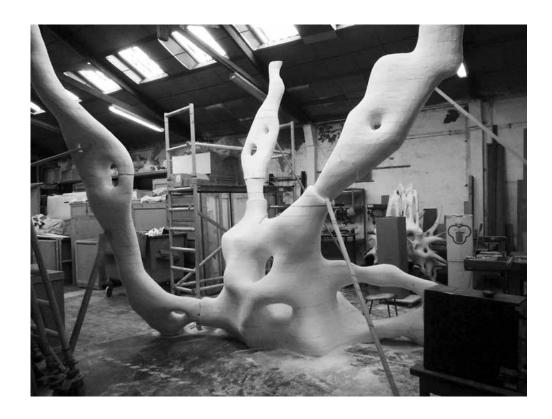
OLNETOP has something monstrous, a hybrid shape in which one can recognize various elements. The work is not clearly defined but points in different directions. The imagery used is clearly inspired by macro photographic images of splashing water, and thus sculpturally interprets the encounter between nature and technology.

OLNETOP integrates perfectly within the coastal landscape, because it represents the seawater pounding with a constant force against the breakwaters. Nick Ervinck tries to catch this sublime violence lurking behind a serene surface. How natural erosion processes generate irregular, complex structures (f.i. the erosion of rocks by seawater) has always fascinated the artist, as it was the inspiration for works such as NIEBLOY (2010) and IKRAUSIM (2009). Though inspired by natural dynamics, this sculpture is generated by the power of the virtual. Not liberated from the material by a process of depletion and carving, the virtual form itself rather becomes a generative principle. Although OLNETOP is designed fully digital, it is nevertheless tangible because of its manual execution in polyester. After all, Ervinck is very interested in how new technologies can revitalise traditional sculpture, and explore the limits of the possible.



OLNETOP, 2010 - 2012 iron, polyester and polyurethane 820 x 705 x 615 cm 322.8 x 277.6 x 244.1 inches

exhibition view: 2014 Beaufort 04, - Bredene, BE





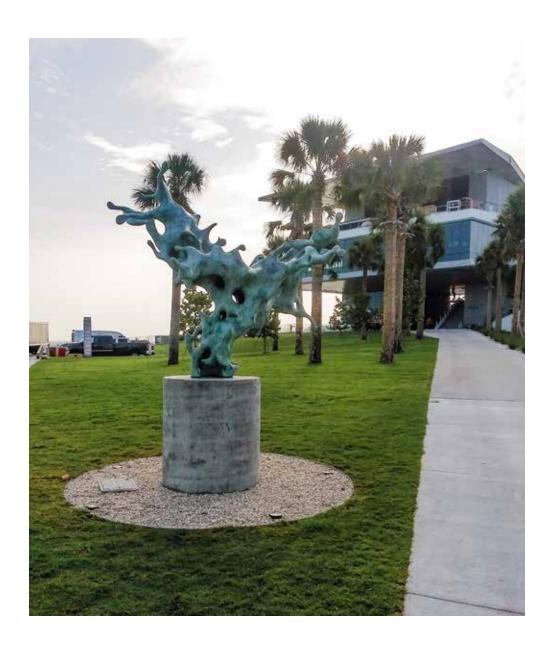




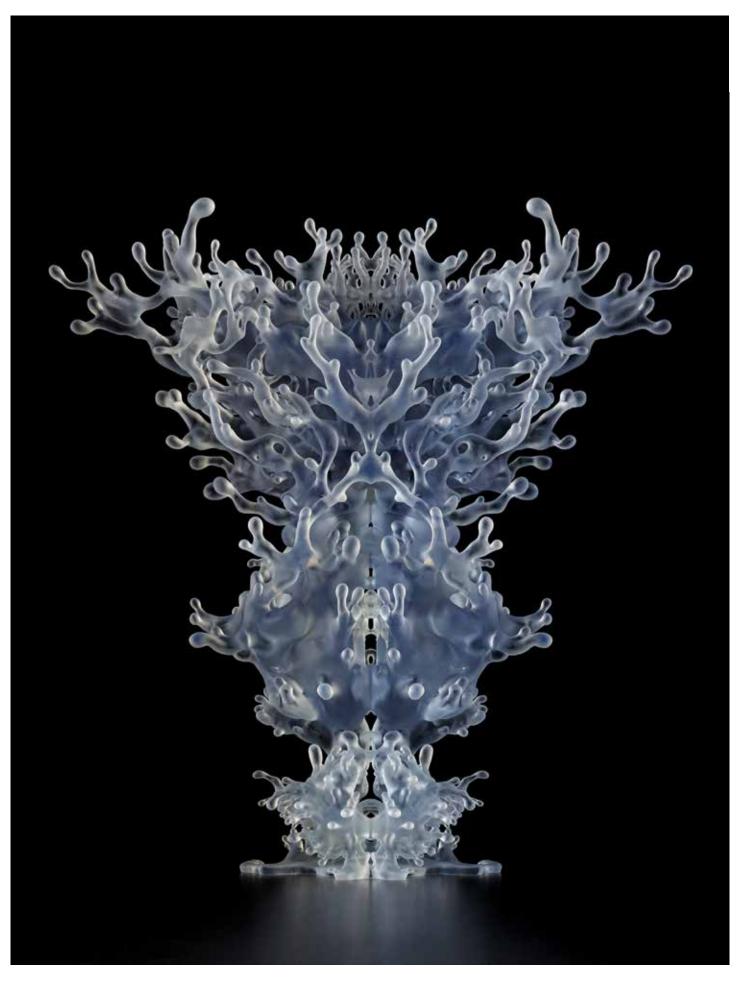




OLNETAP, 2018 study







MYRSTAW, 2014 3D print (Veroclear) 42 x 40 x 20 cm 16.5 x 15.7 x 7.9 inches



MYRSTAW, 2014 3D print (Veroclear) 42 x 40 x 20 cm 16.5 x 15.7 x 7.9 inches



OBEBUC

OBEBUC is the result of a basic question for the sculptor: how to create an organic shape out of the raw material, out of the cube? By its combining of two opposite pairs – such as sphere/cube, open/closed, outside/inside, sculpture/pedestal, horizontal/vertical – OBEBUC is a metaphor for contemporary sculpture, which is defined by the current dialogue on blobs and boxes.

The imagery used is clearly inspired by macro photographic images of splashing water, and thus sculpturally interprets the encounter between nature and technology. As in OLNETOP, Nick Ervinck tries to catch the sublime violence lurking behind a serene surface. How natural erosion processes generate irregular, complex structures (f.i. the erosion of rocks by seawater) has always fascinated the artist, as it was the inspiration for works such as NIEBLOY (2010) and IKRAUSIM (2009).

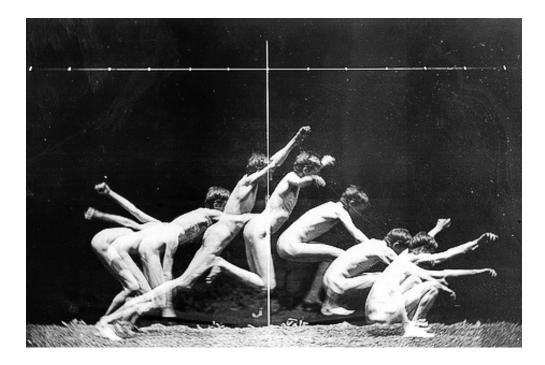
Nick Ervinck doesn't look for monumentality or rigidity, but rather tries to pry loose the shape out of the base. In order to do so, he also searches for differentiation in the chosen material or treatment, such as: smooth/rough, thin/thick, natural/industrial. The result is not a duel between opposites, but rather a symbiosis between two equals.







MOTION MUTATION



NOITEM

As a Rorschach-stain, these works have no single-point perspective and can be interpreted in different ways. Both soft as a cobweb and cold as human bones, these images make us shiver. For this series the artist doesn't use his trademark colour yellow but pushes the boundaries with a very poetic and mysterious result. Desperately we try to search for forms we recognize but these creations don't seem to fit in any category.

Floating in an infinite space, the series is like a shadow of the past. You can compare it in a way to 'nachbilder' or 'afterimages': optical illusions many of us see for the short moment after we looked directly into bright light sources or reflections. It captures those insignificant illusions which we don't pay much attention to and therefore seem to forget very easily. That's why we seem to be haunted by these strange yet familiar forms, captured in time. By presenting these works as lightboxes, the artist tries to emphasize the nimbleness of these creations.

At the same time the series is also an homage to Eadweard James Muybridge (1830-1904), one of the first photographers who captured movement and showed the images afterwards with a 'zoopraxiscope' (the first movie projector). Followed by Harald Edgerton (1903-1990) who was able to capture even quicker dynamics, like the explosion of a balloon, with his stroboscopic instruments.

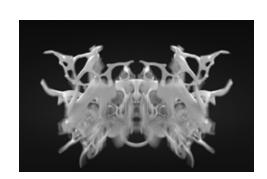


Muybridge's and Edgerton's experiments were an inspiration for so many artists in the 20th century; the generation that really began to experiment with the fourth dimension (time). For example Marcel Duchamp's 'Nude descending a staircase' (1911), Giacomo Balla's 'Dynamism of a dog on a leash' (1912) and Gerhard Richters 'Ema'. Though movement was always an inspiration to artists, the new photographic technologies stimulated them to capture moments in time simultaneously. It is clear that technology dramatically changed people's perception of time and movement in the late 20th century.

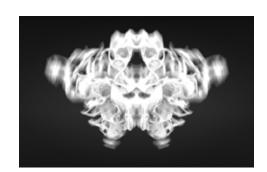
Inspired by this evolution, sculptors in the beginning of the 20th century, began to create 'dynamic' sculptures and 'mobiles', like Umberto Boccioni's 'Unique forms of continuity in space' (1913) and Picasso's 'Light Drawings' (1949). With his mobiles in the Thirties – abstract floating constructions that reacted on the wind and human interaction - Alexander Calder, not only brought movement in his sculptures, he also took a stand for 'the experience' and almost childish games as important aspects in the creation of art works. It seemed as sculptures were the perfect medium to capture movement, emotion and time.

Ervinck's series fits into these experiments, searching for a free and moving form. It is not just an interpretation though, with the help of 3D software, he tries to renew the art historic tradition. Like photographers who experiment with those new invention in the beginning of the 20th century, Ervinck pushes the boundaries with 3D software with endless possibilities on view.







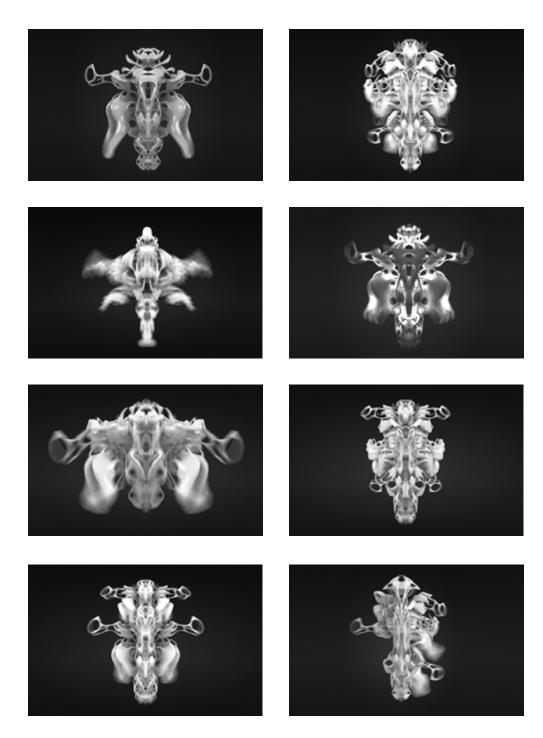














NOITALS

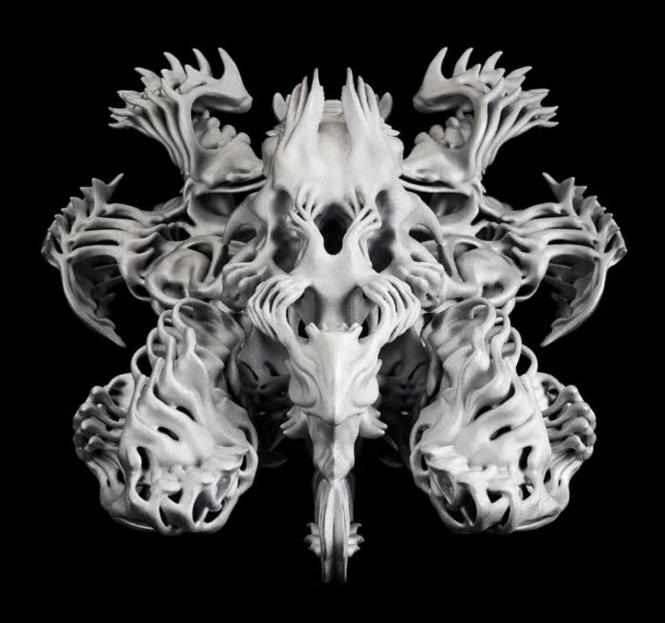
The 3D printed sculpture NOITALS is reminiscent of the skeleton of an eerie prehistoric animal, and just like the Rorschach inkblots, different onlookers will perceive different things in its geometry.

It links back to the past by presenting an homage to Eadweard J. Muybridge, the inventor of the Zoopraxiscope and photography pioneer, as it aims to create movement and dynamism in a static object.

Nick Ervinck explores the boundaries between the physical and the imaginary, the traditional and the modern, architecture and sculpture. Constantly pushing the frontiers on what is spatially possible, he is a pioneer in the use of 3D Printing in art.

The originality of his sculptures is largely due to the balancing act Ervinck manages to perform between classic art and modern technology. While learning about art as a student, he became fascinated with computers and digital design. Yet, he still retains that dimension of craftsmanship as he finishes each printed part by hand and incorporates traditional elements of sculpture such as a pedestal.

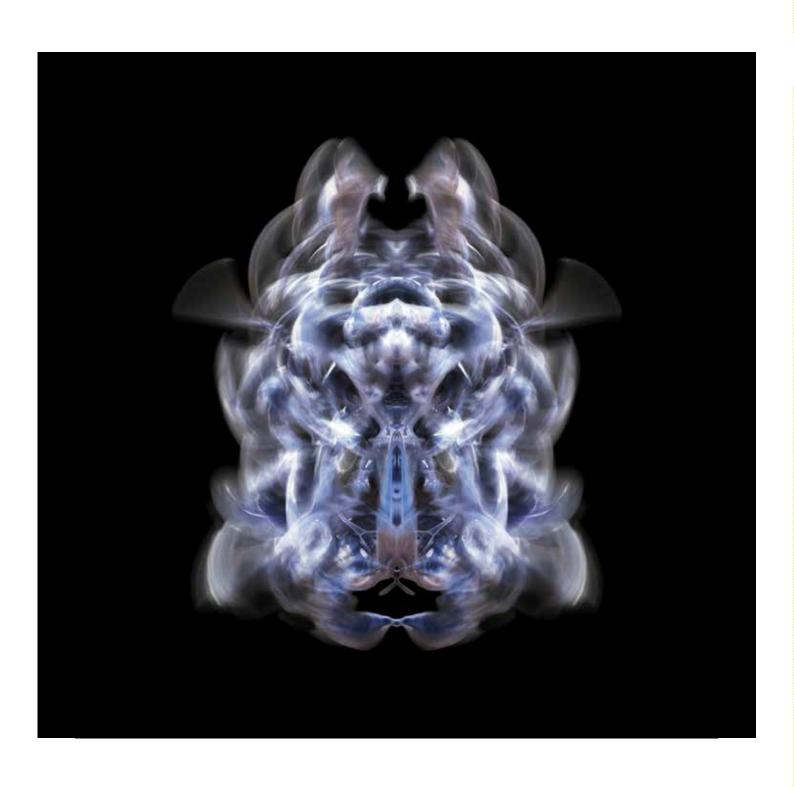






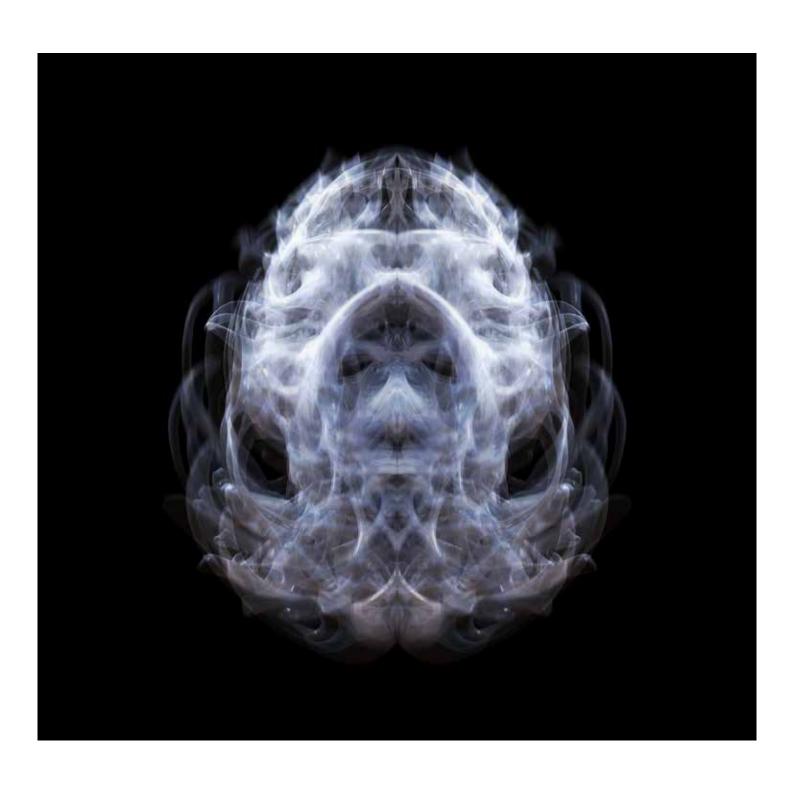


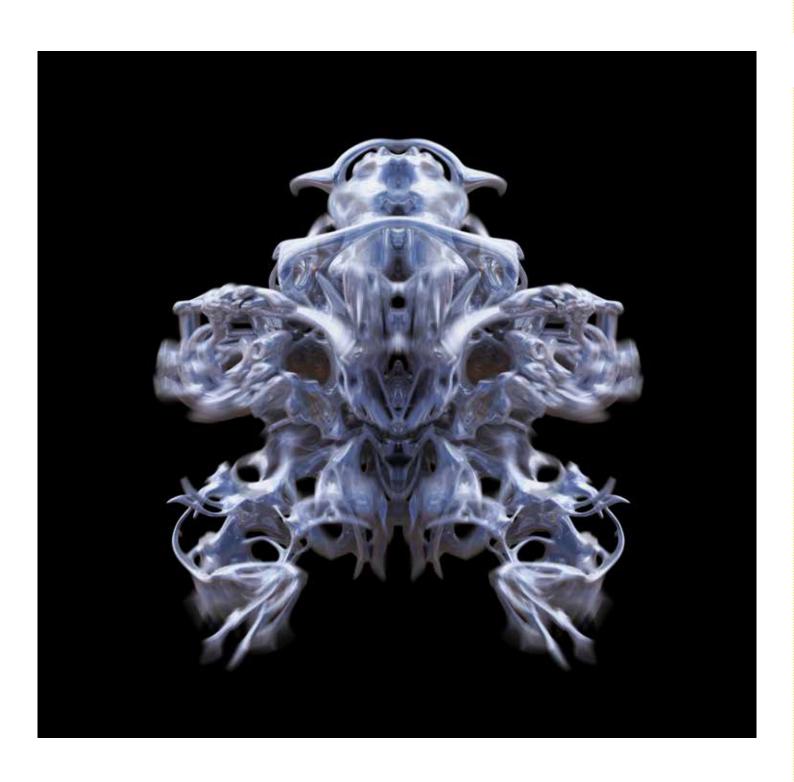


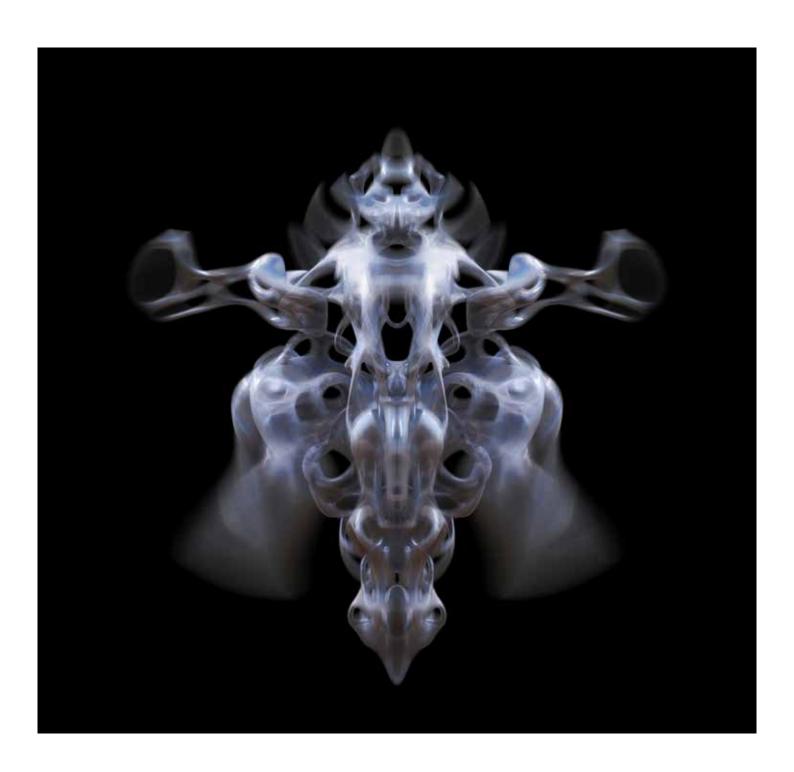


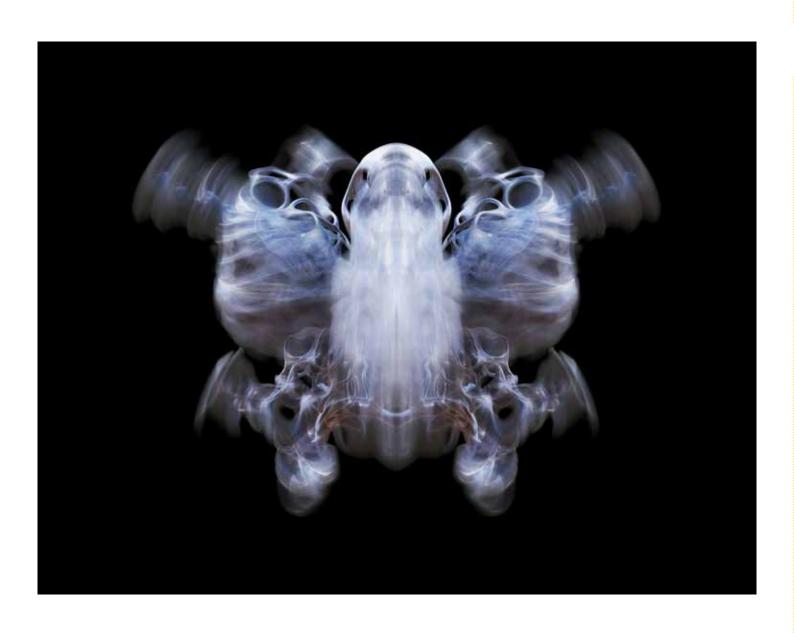












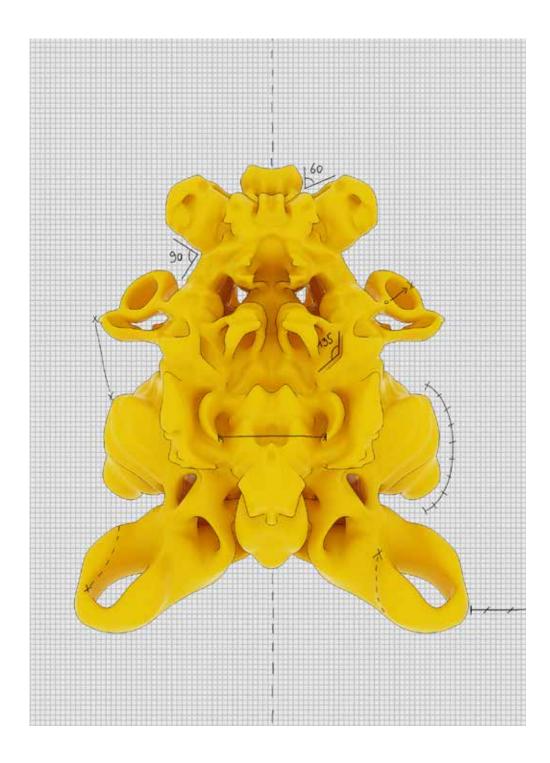


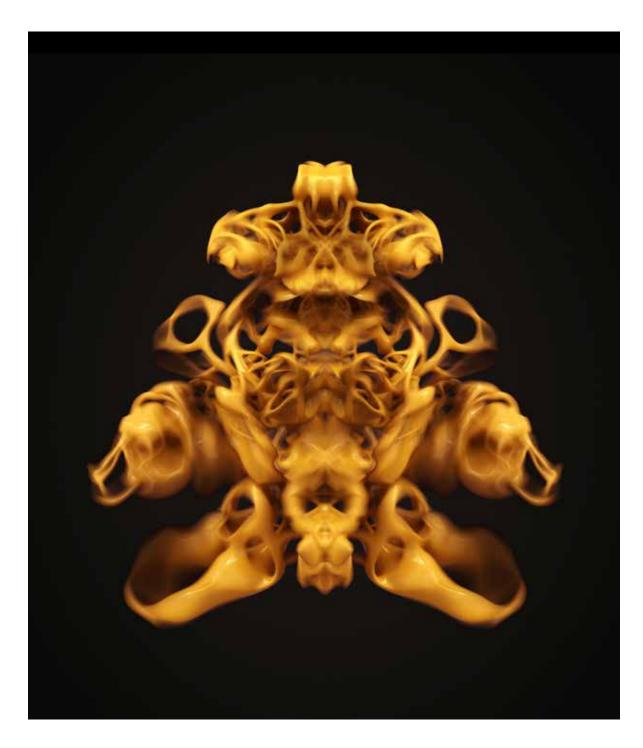








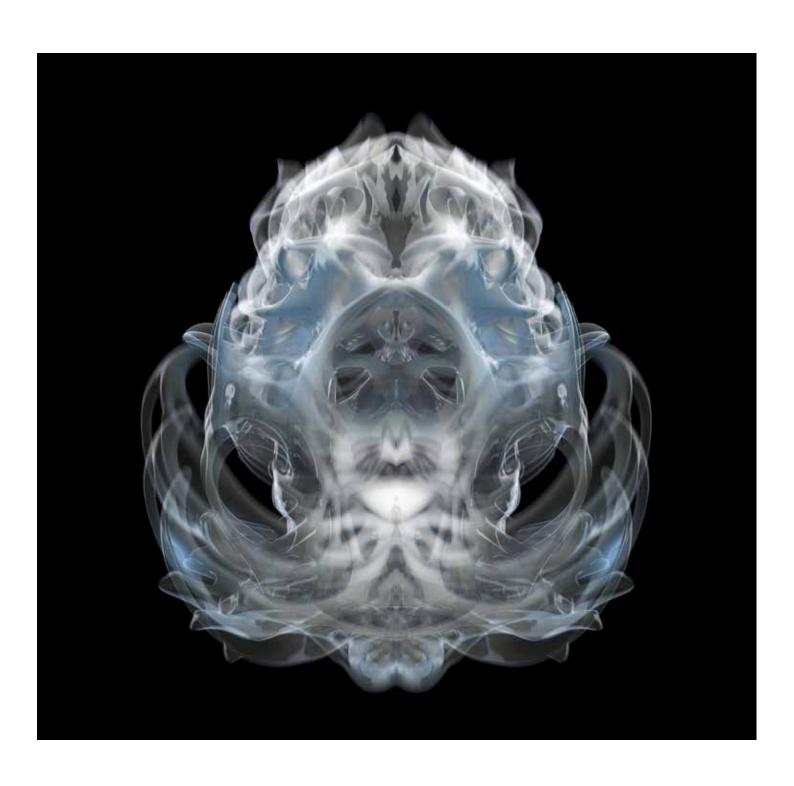






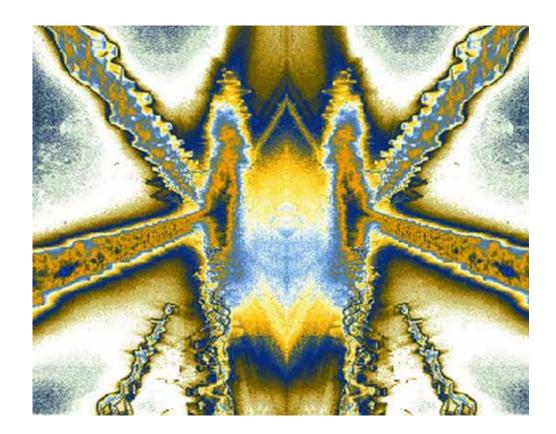


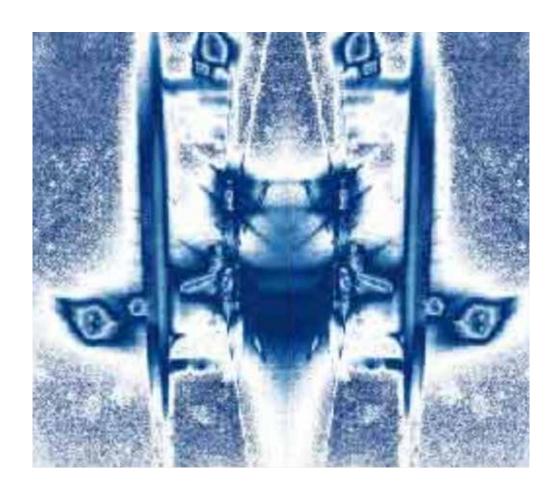














HUMAN MUTATION



HUMAN MUTATION PROJECT

By combining fragmentary elements from the past with anatomical parts and a futuristic imagery, a series of fascinating cyborg-sculptures came into being. Nick Ervinck incorporates past, present and future in these sculptures. At the same time, these works can be placed in an ancient sculptural tradition because of the similarities with the classical portrait bust. With their majestic pose and piercing gaze, they tower over the visitor as if they were heroic god statues from the future.

Hundreds of hours of manual computer-aided drawing was needed to achieve these impressive sculptures. Through the use of the latest computer software and 3D printing techniques, Nick Ervinck is able to design and execute the complex works. The visual language catches the eye of the visitor, as if their gaze seems to get lost in the structures and shapes. Because of the visual appealing design, the works can be viewed from different angles and perspectives.

With LAPIRSUB and DIAPERICK, an interesting sculptural story is created because of the oppositions organic – mechanical, rust – shiny, rough – smooth. LAPIRSUB consists of a mutated, mechanical skeleton that is held together by rusty, steel veins, which are protected by a shiny yellow armour. The contrast between the rust-coloured metal and the and the shiny appearance of the harness adds an extra dimension to the work. The hair of the sculpture is also designed in the same metal-like structure, while the visual references to hair styles from different cultures such as dreadlocks are also easily recognizable.

The sculpture DIAPERICK also entails a similar dialogue between the futuristic, glossy armour and the metal parts, as if the mutated skin of the cyborg is perforated by various metal thorns. This refers to the evolution that our own skin has gone through. While the first people on earth still had fur coats, we now wear clothes to protect us and keep us warm. The technology of the future may allow us to develop a multifunctional skin, that provides extra strength and more protection from harsh weather conditions.

These surreal images entail a certain mythical power by referring to knights, science fiction and manga figures. While designing these sculptures, Nick Ervinck was inspired by robots, aliens, monsters and mysterious creatures that were created by artists like H. R. Giger, creatures that play the leading role in many science fiction movies in the struggle for dominion over the earth. On the other hand, the geometric yet monumental visual language refers to the traditional helmets, jewellery and images from ancient cultures, such as the masks and sculptures from the Inca and Mayan culture.



AGRIEBORZ, a perfectly symmetrical cyborg figure, was largely inspired by conversations between Nick Ervinck and Dr Pierre Delaere, a professor whose affiliation with Leuven University as a head and neck surgeon primarily concerns conducting research into larynx reconstruction. This dialogue resulted in a hybrid visual language situated somewhere between the organic and the mechanistic. Although the role of the artist can almost seem like the opposite of that of a scientist, each can challenge the other and when this occurs, reality is fought with the powerful weapons of the possible.

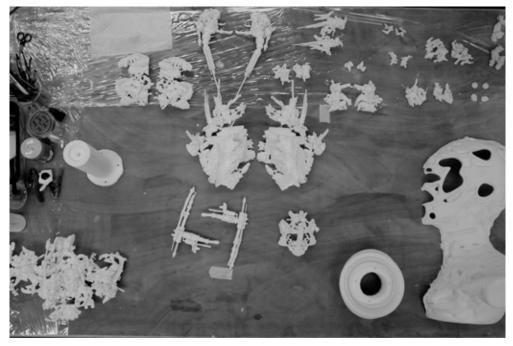
Ervinck used drawings from medical text books as the basis for the actual execution of AGRIEBORZ. From a chaos of veins, nerves and muscles emerges a bizarre larynx that seems as though it may be in the midst of a scream. Since this organic tissue can never be a functioning body it doesn't seem to fully exist and remains floating in the virtual world. Arrested in its process of becoming, AGRIEBORZ consists of two identities that turn on each other, that embrace and repel but never coalesce. The work reads as a balancing act between yin and yang, between good and evil. The artist once heard someone say that nature is evil. This thought stayed with him. Blood will flow, life is a force that will always find a way and we are all survivors by instinct. This is also symbolised in AGRIEBORZ.

Next to the poetic design language, there is also a critical social dimension inherent in these sculptures. With artificial intelligence now being ubiquitous, these series of works reflect on the growing integration of technology in our society – and in our bodies. This evolution offers endless possibilities and solutions for the future. Revolutionary technologies and artificial intelligence could potentially solve important problems in our society, such as climate change, poverty or even mortality. At the same time, this search for a modified 'super human' cannot remain without consequences.

Furthermore, these works also reflect on the history of sculpture. With these works, the idea of the classic portrait bust is being transformed. Nick Ervinck explores how he can transcend or continue the traditional craftsmanship of the past. By using the latest innovations in 3D printing, he is able to create almost any type of intricate geometry or ornament. Since these sculptures can only be spatially realized through 3D modelling and printing, they form a direct challenge to classical sculpture. On the other hand, his 3D prints are also the result of meticulous craftsmanship. Parts that are 3D printed are painted by hand, a process that requires patience and precision. Ervinck's work reinvents classical sculpture through a cross-fertilisation between innovation and tradition and does so in a purely contemporary context.









NESURAK

By combining fragmentary elements from the past with a futuristic imagery, a fascinating cyborg-sculpture came into being. Nick Ervinck incorporates past, present and future in this sculpture. At the same time, the work can be placed in an ancient sculptural tradition because of the similarities with the classical portrait bust.

With its majestic posture, impressive armour and piercing gaze, NESURAK towers over the visitor as a heroic god statue from the future. The surreal image entails a certain mythical power by referring to knights, science fiction and manga figures. While designing the sculpture, Nick Ervinck was inspired by robots, aliens, monsters and mysterious creatures that were created by artists like H. R. Giger, creatures that play the leading role in many science fiction movies in the struggle for dominion over the earth. On the other hand, the geometric yet monumental visual language refers to the traditional helmets, jewellery and images from ancient cultures, such as the masks and sculptures from the Inca and Mayan culture. Multiple fragmentary pieces and hundreds of hours of manual computer-aided drawing were needed to achieve this impressive sculpture. Through the use of the latest computer software and 3D printing techniques, Nick Ervinck is able to design and execute the complex work. The visual language catches the eye of the visitors, as if their gaze seems to get lost in the structures and shapes. Because of the visual appealing design, the works can be viewed from different angles and perspectives.









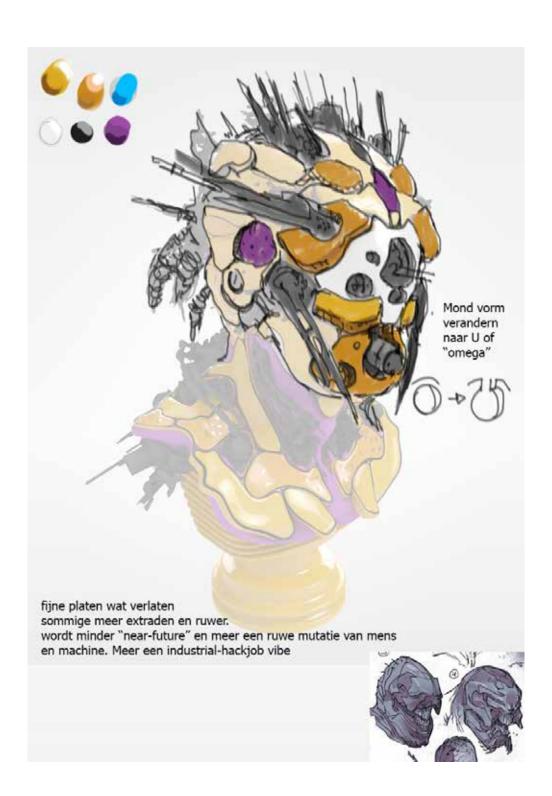














DIAPERICK, 2016 - 2021 marker, pastel pencil, print 75 x 60 cm, framed 88 x 73 cm 29.5 x 23.6 inches, framed 34.6 x 28.7 inches



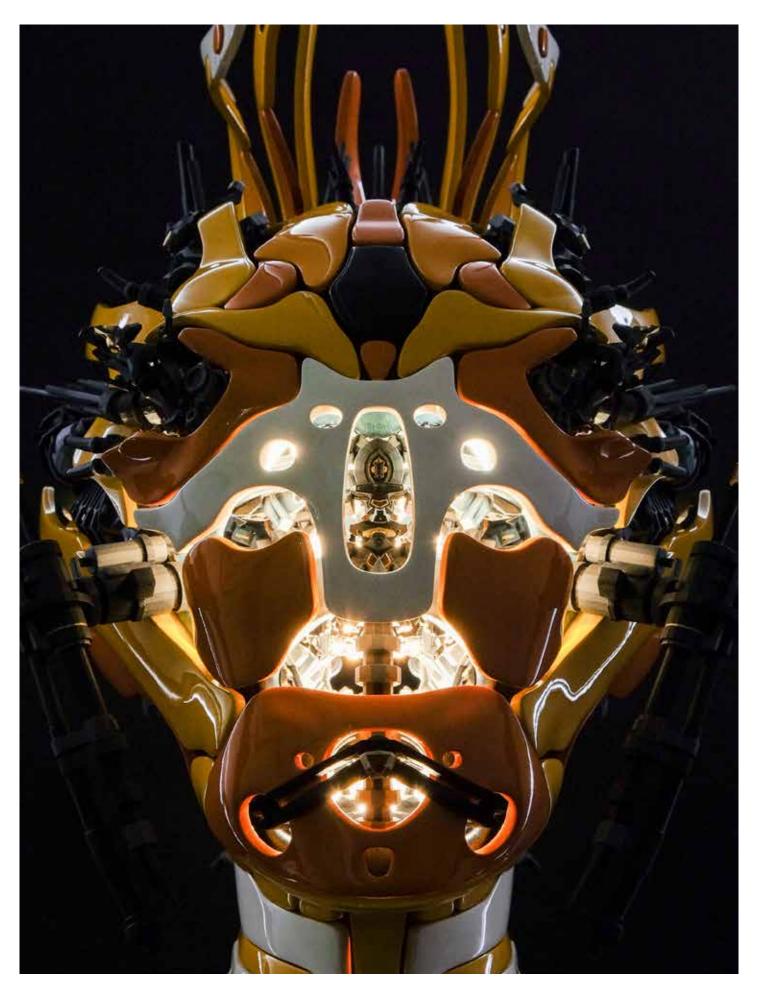
LAPIRSUB, 2016 - 2021 marker, pastel pencil, print 75 x 60 cm, framed 88 x 73 cm 29.5 x 23.6 inches, framed 34.6 x 28.7 inches



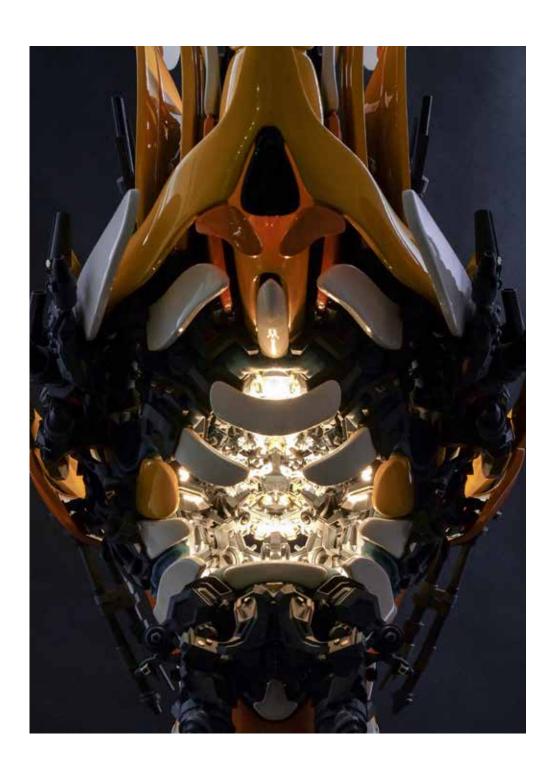
NESURAK, 2016 - 2017 3D print 104 x 49 x 54 cm 40.9 x 19.3 x 21.3 inches



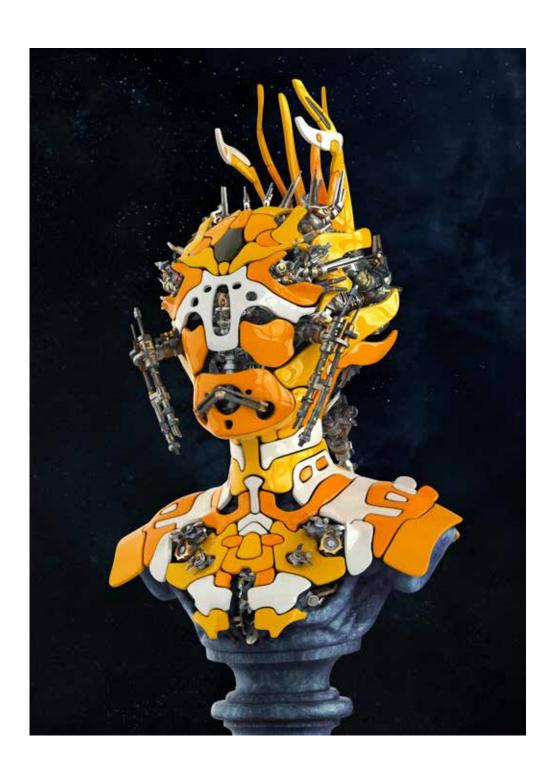
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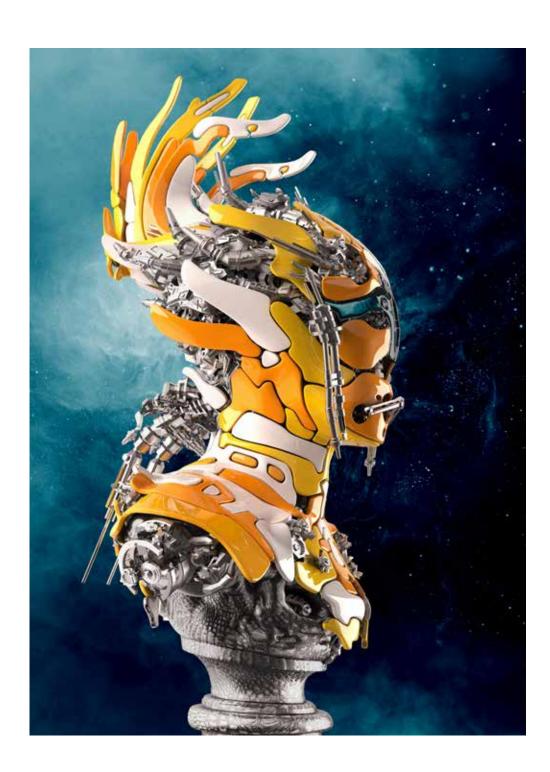
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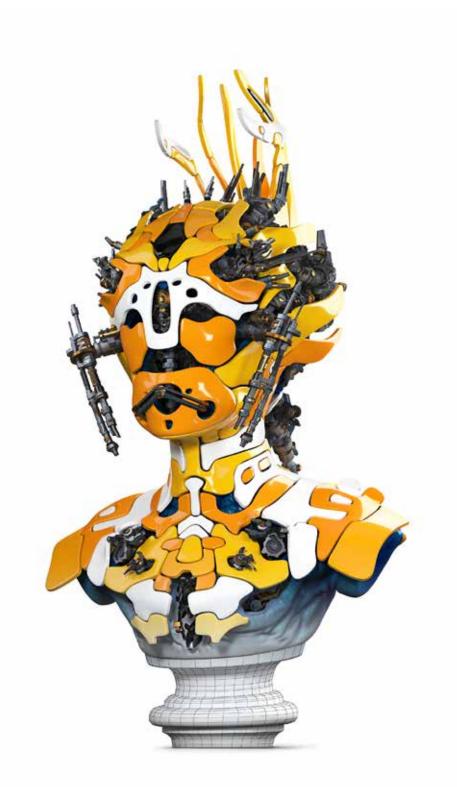




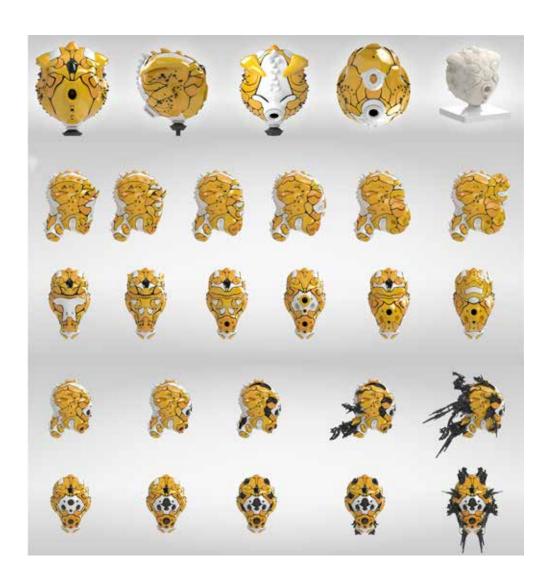




NESUARCHIOK, 2016 study

















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LAPIRSUB, 2015 print 51 x 36 cm, framed 69 x 54 cm 20.1 x 14.2 inches, framed 27.2 x 21.3 inches

















- 1, Gentex Helmet
 2, A bust
 3, Plato
 4, Cyborg
 5, Christina portrait
 6, A bust
 7, A collar
 8, Wolverine

























detail **LAPIRSUB,** 2015 - 2016 print 155 x 120 cm, framed 161 x 126 cm 61 x 47.2 inches, framed 63.4 x 49.6 inches





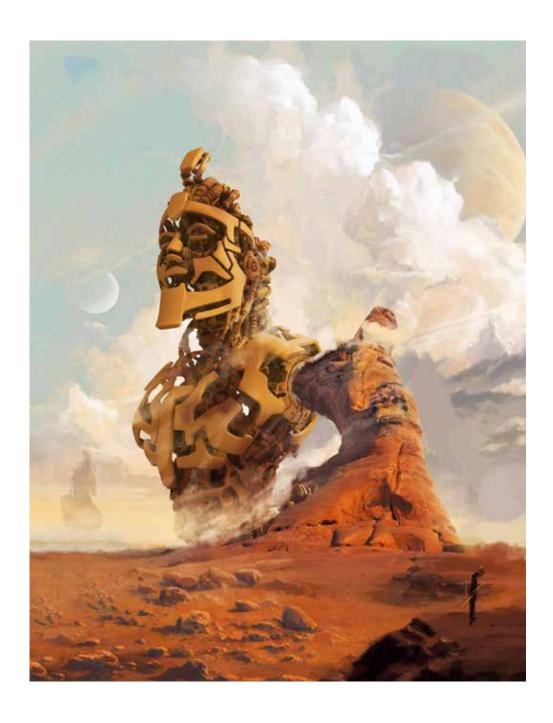




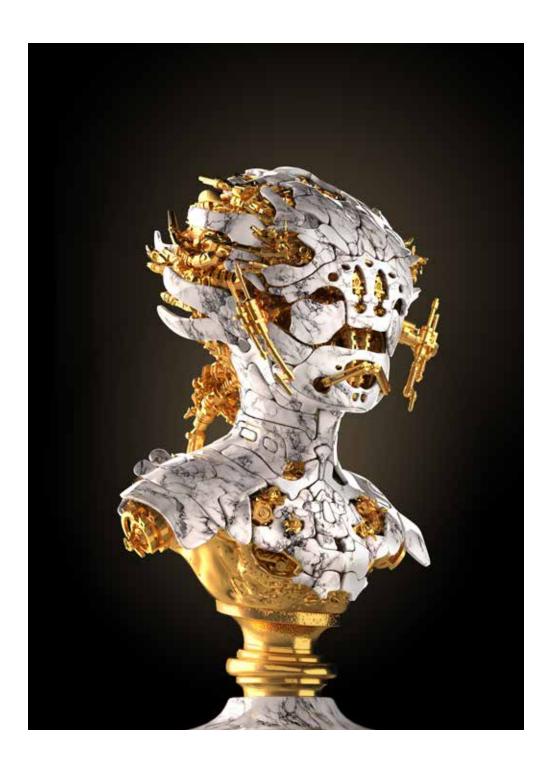
detail **LAPIRSUB**, 2016 wall print 510 x 408 cm 200.8 x 160.6 inches

location: Universiteit Antwerpen, BE





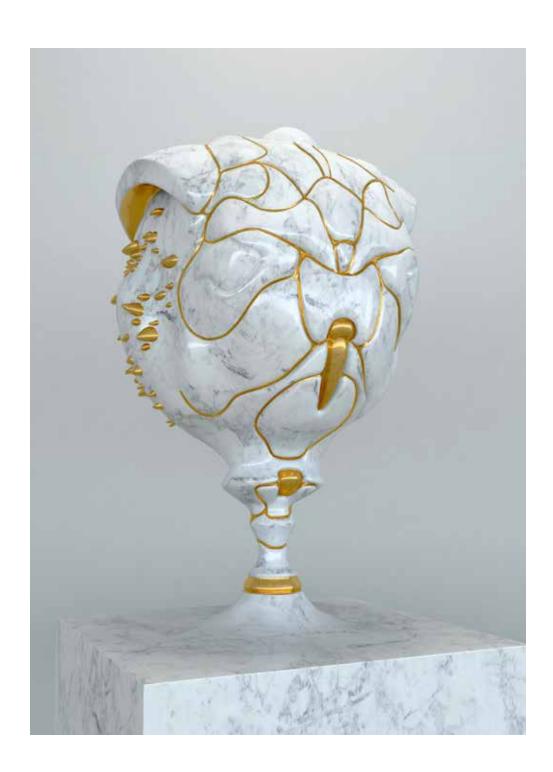


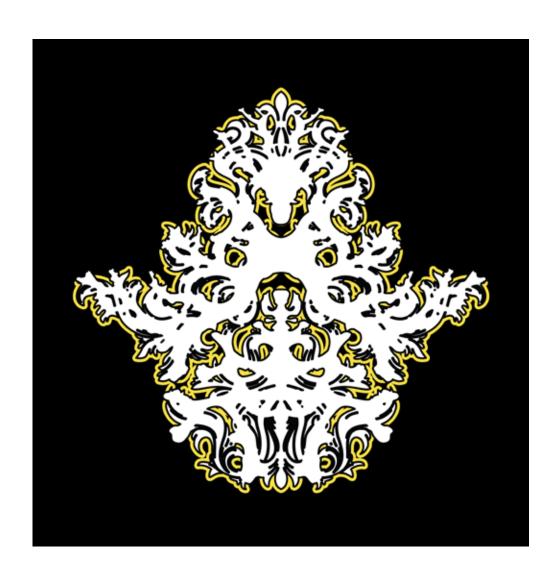












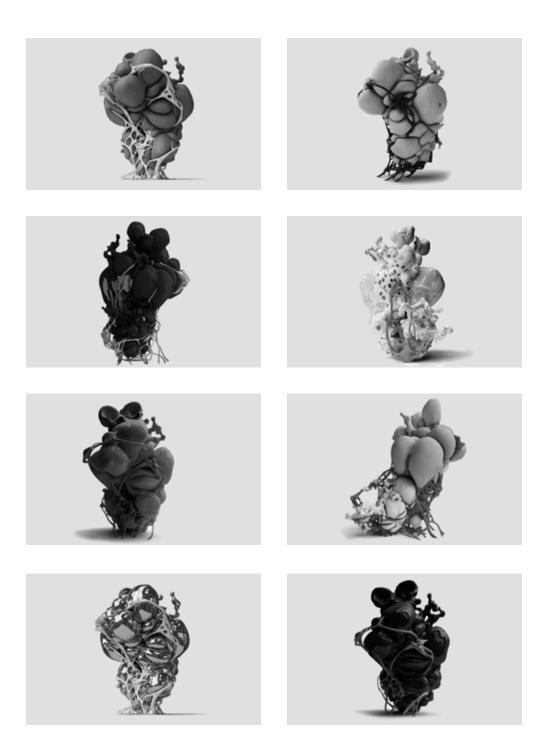


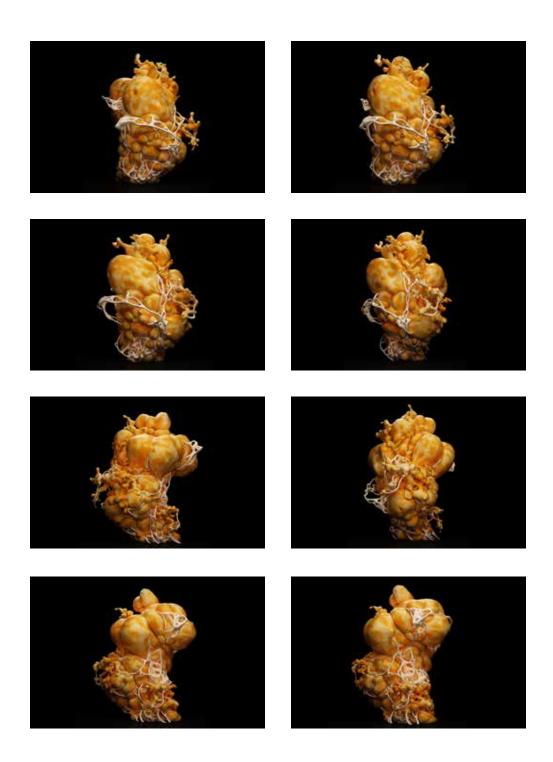


SNIBURTAD, ELNAYTAB, ELBEETAD

■ The works exists both as a 3D print and an HD 3D animation video. Inspired by the voluptuousness of the so-called 'Rubens woman', this work tries to create a dialogue between old and new.

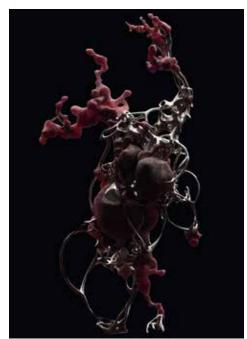
It shows us how new technologies can be used to renew or reinvent the art historical tradition. In this piece, there is an apparent tension between the round forms and the fragile structure surrounding it. Instead of being the internal support structure (endoskeleton), the skeleton is situated outside of the body tissue (exoskeleton). This only amplifies the effect of a bulging formlessness that seems to extend itself in space.





SNIBURTAD, 2011 videostills (HD 3D animation)







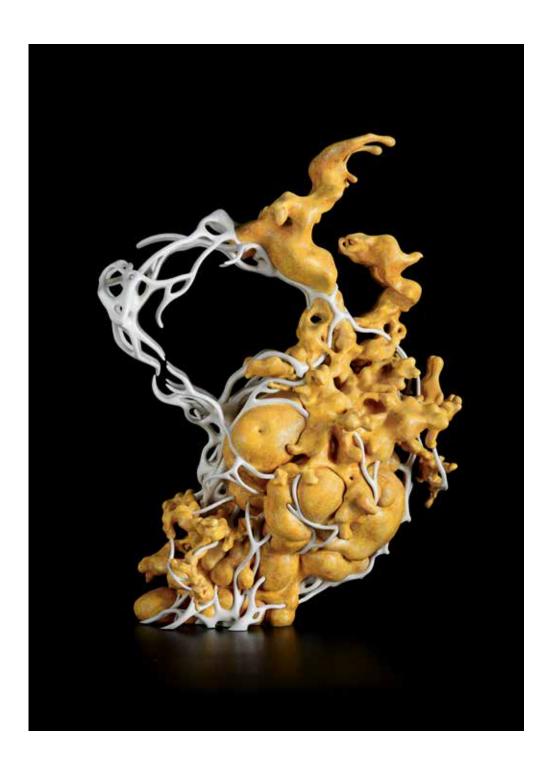














EKSLERE, 2014 - 2017 ceramic 26 x 30 x 37 cm 10.2 x 11.8 x 14.6 inches









MAOBTID, 2016 - 2018 ceramic 29 x 20 x 32 cm 11.4 x 7.9 x 12.6 inches



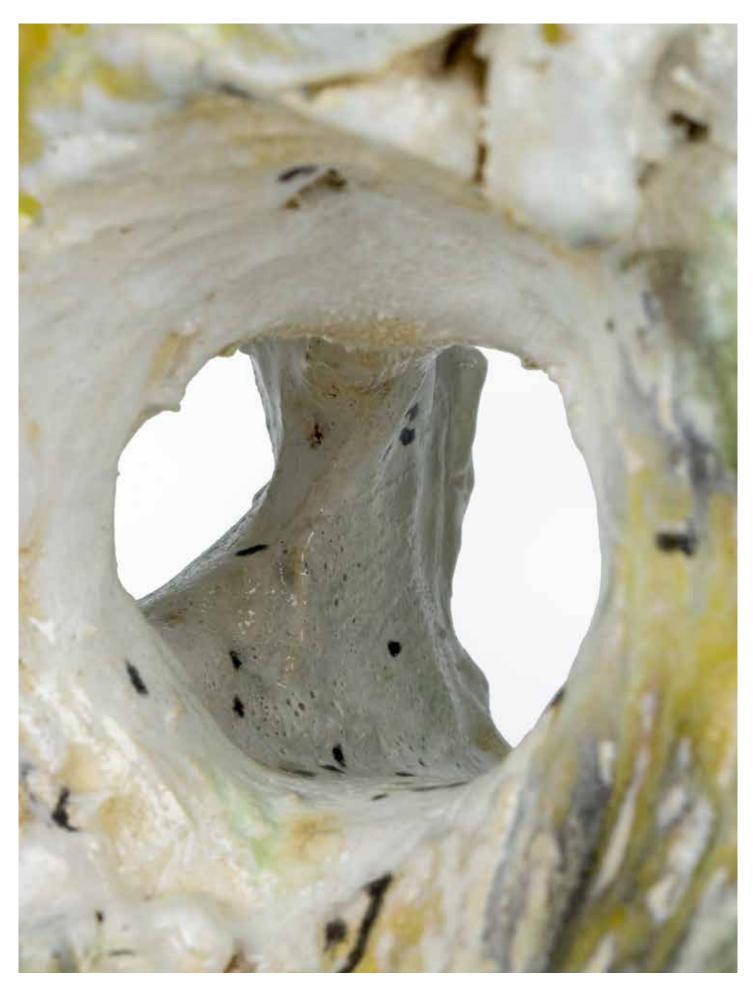


ENOOREMAOS, 2020 - 2021 Ceramic 26,5 x 21,5 x 20 cm 10.4 x 8.5 x 7.9 inches





ENOORIOLU, 2021 ceramic 44,5 x 34 x 22,5 cm 17.5 x 13.4 x 8.9 inches



ENOORIOLU, 2021 ceramic 44,5 x 34 x 22,5 cm 17.5 x 13.4 x 8.9 inches



EDHOLP

EDHOLP looks like a relic, a precious treasure that could be presented in a cabinet of curiosities. The visual connnection with a skull remains but the lower part seems to be 'deformed'. We don't recognize it as something human. Is it a remnant of the past, an alien skull, a result of an experiment or a mutant? The image becomes ingraspable, hovering in a virtual, potential or science-fictional world.

For EDHOLP Ervinck studied the old anatomy books and the consistency of bones, much like Henry Moore examined the chicken bones he found in his garden. The sculpture questions what we experience as authentic and legitimate. This is something Nick Ervinck tries to evoke with all his artworks. He tries to wake up a part of us that would really like to see all the vital images from our tradition ordered, compartmentalized and so culturally tamed. He likes to present other possible worlds which we simply label hybrid, demonic or grotesque. We, in the 21th century, are living at a time of transition, we are looking to establish a new context of ourselves somewhere between a thorough biological knowledge and the virtual world of the future that avails itself of all the latest technological gizmos. The borders between the virtual and the real are narrowing. Ervinck is fascinated by the endless possibilities of 3D printing and genetic mutation. We are already capable of creating replicas of human bones on the basis of 3D-models from CAT-scans. Bioprinting, a new technology used to print organs, will be further developed and commercialized. EDHOLP, also a 3D print, confronts us with these new realities.

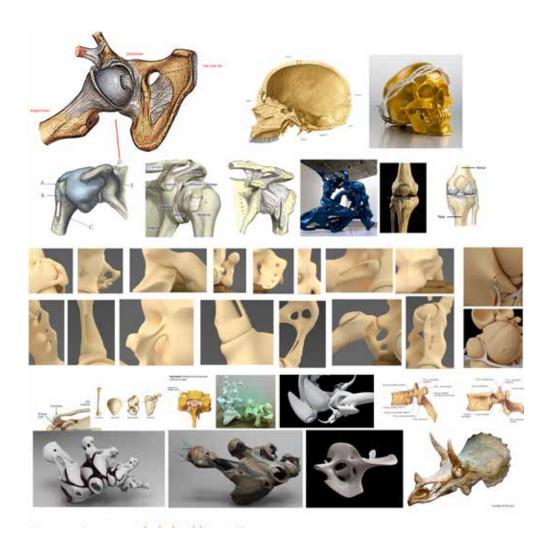


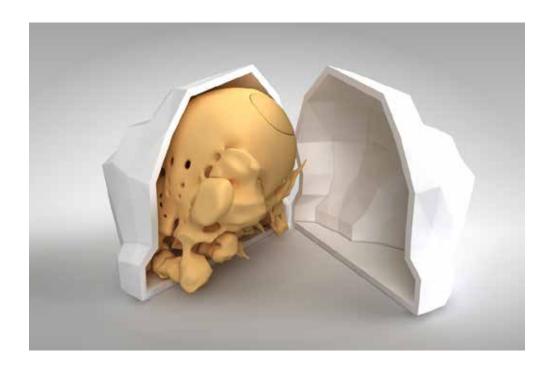
EDHOLP, 2013 3D print 20 x 23 x 17 cm 7.9 x 9.1 x 6.7 inches



AGRIEBLOR, 2009 - 2019 marker, pastel pencil, print 60 x 75 cm, framed 67.5 x 88.5 cm 23.6 x 29.5 inches, framed 26.6 x 34.8 inches







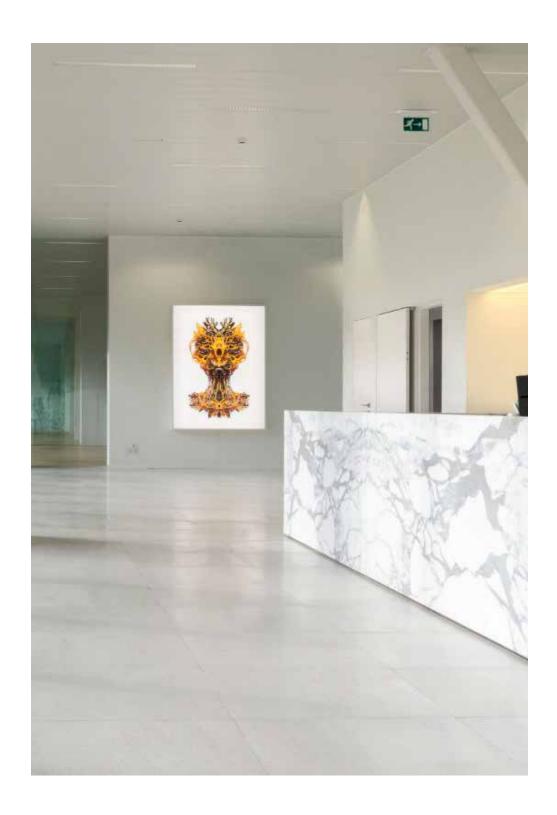


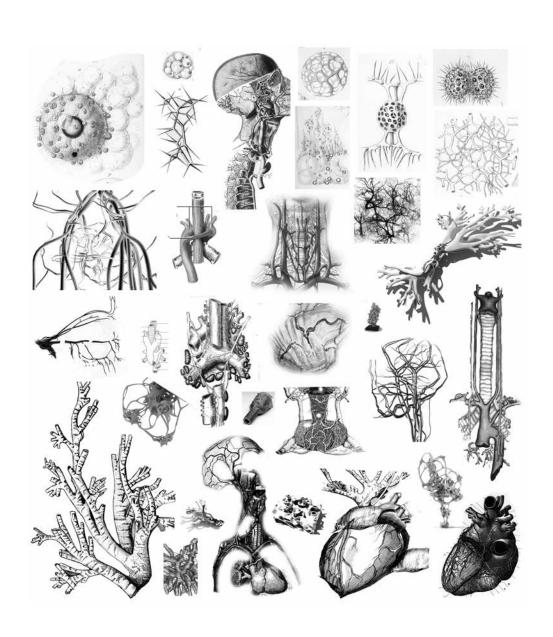


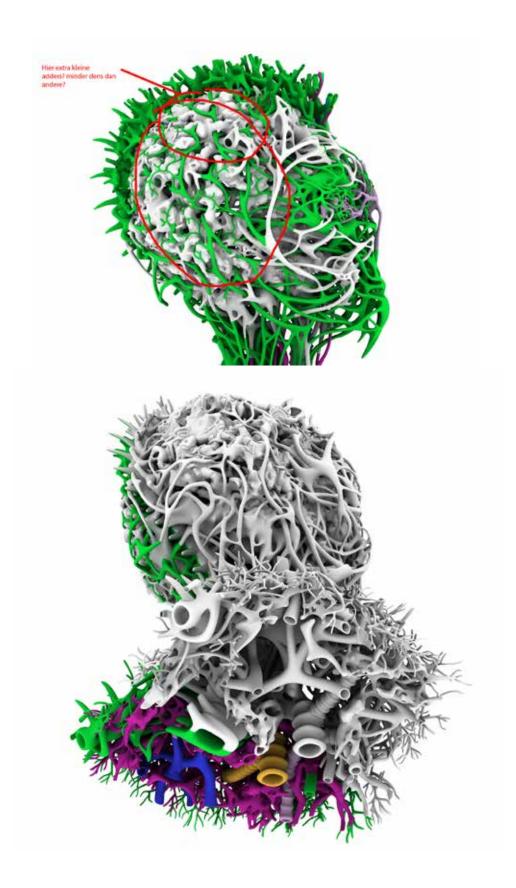
AGRIEBORZ

For AGRIEBORZ, Nick Ervinck used imagery of human organs that he found in medical manuals as construction materials to create an organic form, a larynx (or voice box) 'gone wild'. Though imaginary, AGRIEBORZ seems to retain some familiarity due to its visual connection to human organs, muscles, nerves, etc. Any coherent organization or structure, however, is lacking. The image becomes ungraspable, hovering in a virtual, potential or science-fictional world.

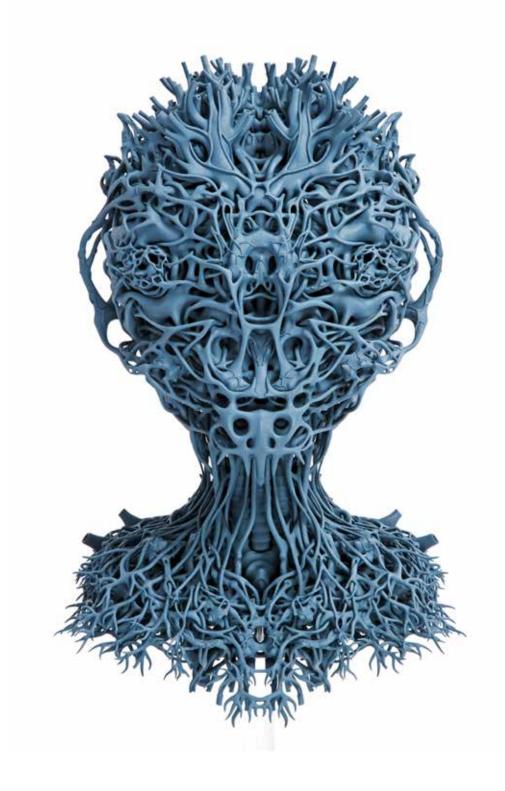
AGRIEBORZ was first shown as a part of the show 'Parallellepipida – between art & science' in Museum M, Leuven (B) on a scale of 7 x 8 meters. Although 2D, it has sculptural qualities through its monumental size that incorporates the architecture it is shown in. After that, Ervinck realised AGRIEBORZ as a 3D print. AGRIEBORZ was largely inspired by the conversations Nick Ervinck had with two professors at KU Leuven: Pierre Delaere, a professor researching the larynx, and Koen van Laere, whose research is situated in neurology and nuclear medicine. This cross-fertilization inspired the image of a perfectly symmetrical cyborg figure. A sculpture like AGRIEBORZ not only points to the growing tendency of integrating technology in the human body, it also plays with the intriguing possibility to use living tissue as technological material. Today we are capable of creating replicas of human bones on the basis of 3D-models from CAT-scans. Bio printing, a new technology used to print organs, will be further developed and commercialized. Working in a close parallel to science, Ervinck is able to develop new realities that can in turn inspire scientists.













AGRIEBORZ, 2009 - 2010 lightbox 200 x 150 x 17 cm 59.1 x 78.7 x 6.7 inches

print 51 x 36 cm, framed 69 x 54 cm 20.1 x 14.2 inches, framed 27.2 x 21.3 inches

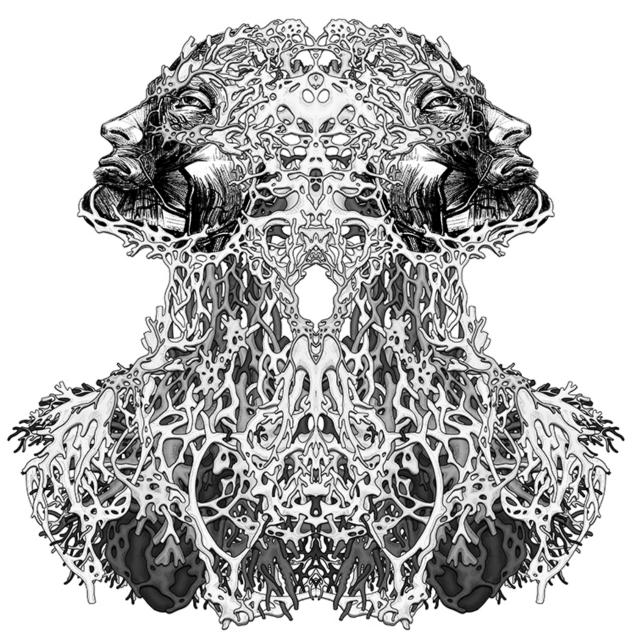


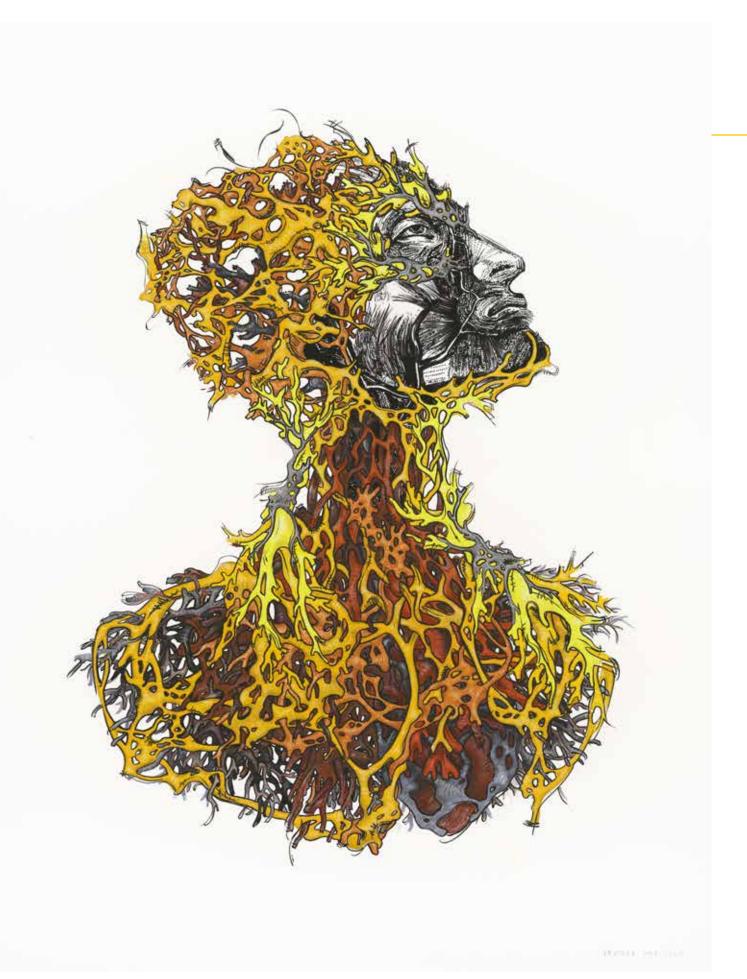












AGRIENANUH, 2009 - 2020 marker, pastel pencil, print 138 x 110 cm, 158,2 x 130,3 cm framed 54,3 x 43,3 inches, 62,3 x 51,3 inches framed





POIVESTOR, 2021 - 20223D print
13 x 22 x 16,5 cm
5.1 x 8.7 x 6.5 inches



TRACHEOLB

The heart is a vital organ, as it makes the difference between life and death. The shape and the rhythm of the pulsing and contracting heart is what inspired Nick Ervinck to create TRACHEOLB.

This sculpture evolved out of various interpretations on the organic shape of the heart. By mirroring and transforming certain elements, the artist made an abstract mutation with reminiscences to the real heart. Stemming from this vital structure are silver tentacles. TRACHEOLB is not at all a bloody organ, but instead it is a pulsing, lively coloured substance, which stretches out its tentacles to embrace the world. As the yellow shape symbolises life and energy, the metallic, cool tentacles refer to the role of technology in health care today. TRACHEOLB thus indicates the fading of boundaries between biology and technology as well as the expressive and artistic potential of this cross-fertilisation.





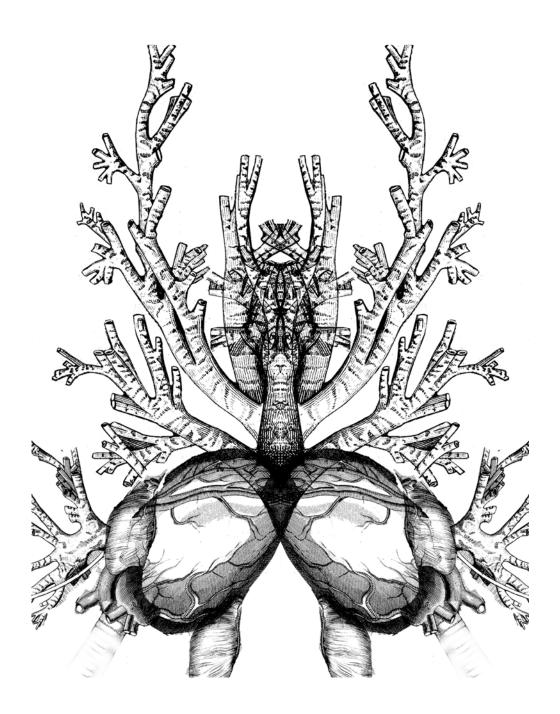
AGRIEBORTY

■ This series exists of multiple 2D drawings, each inspired by images from medical manuals (human and animal anatomy, organs, muscles, bones, ...), ethnic masks and elements from science fiction (wolverine, aliens,...).

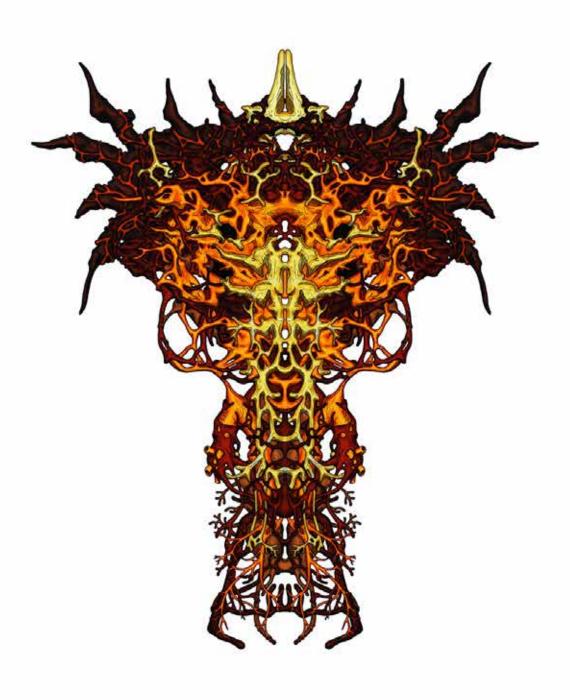
Drawing on techniques from American comic strips of the 90's, Nick Ervinck creates a peculiar spatial feeling on a 2D surface: flatness is raised to a new level. The images embrace elements from high and low culture. Inca-masks are combined with elements derived from science-fiction and computer games.

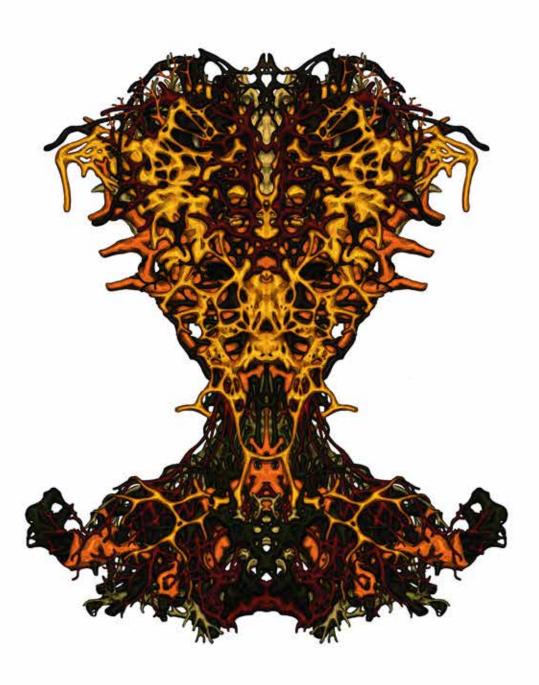
As predators, these creatures hover somewhere between the organic and the mechanical. That way, Ervinck's works show a longing for the scientific feasibility of the human body. References can be made to the 19th century 'automaton' and the later on 'android robots' and 'cyborgs'. Possibly, this development will result in the complete merger of human and technology and consequently the disappearing of the human body. Just like AGRIEBORZ, this series of drawing thus not only points to a growing tendency of integrating technology in the human body. It also uses the intriguing possibility to use living tissue as technological material. Bio printing, a new technology used to print organs, will be further developed and commercialized. The importance of Ervinck's work lies in the fact that he uses these technological developments in an early stage and develops a typical and highly recognizable imagery. Working in a close parallel to science, he is able to develop new realities that can in turn inspire scientists.

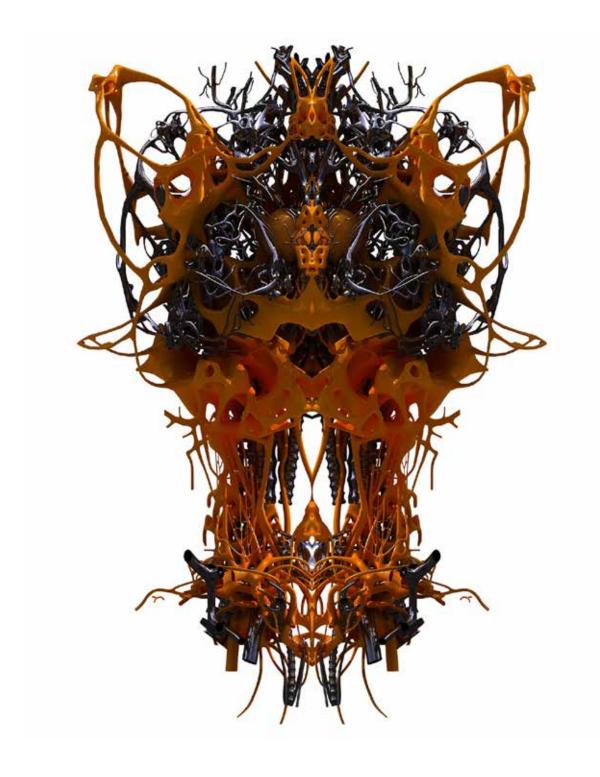


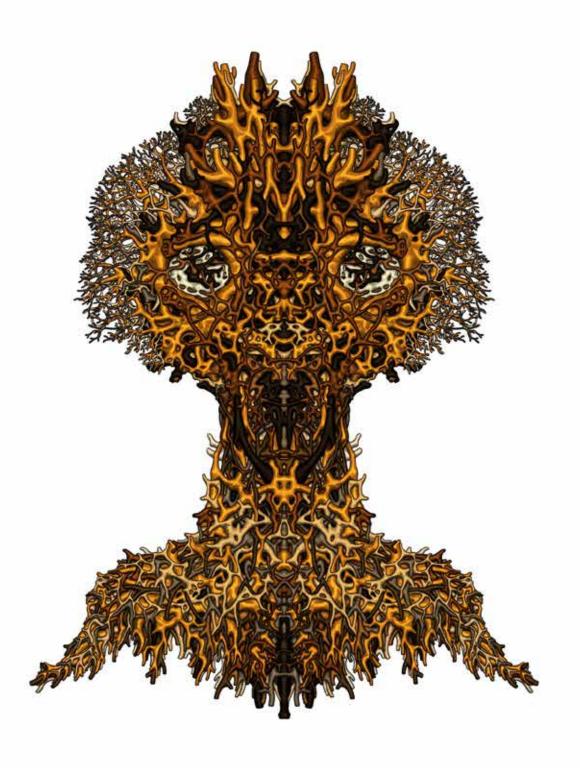


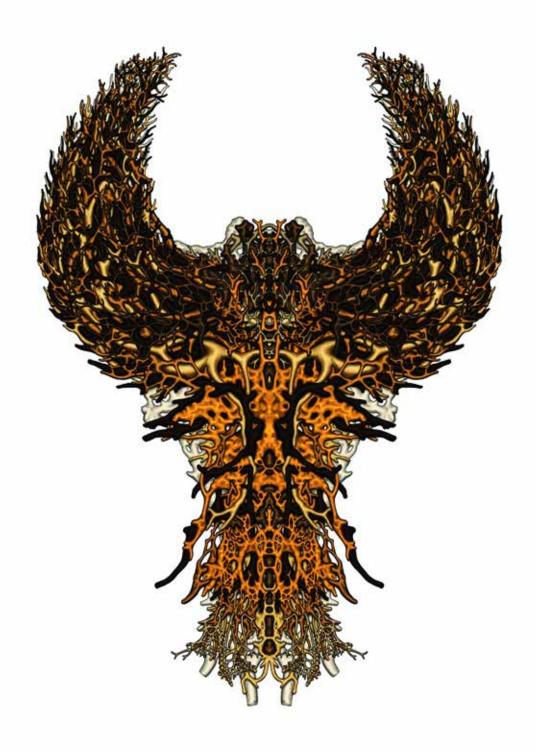


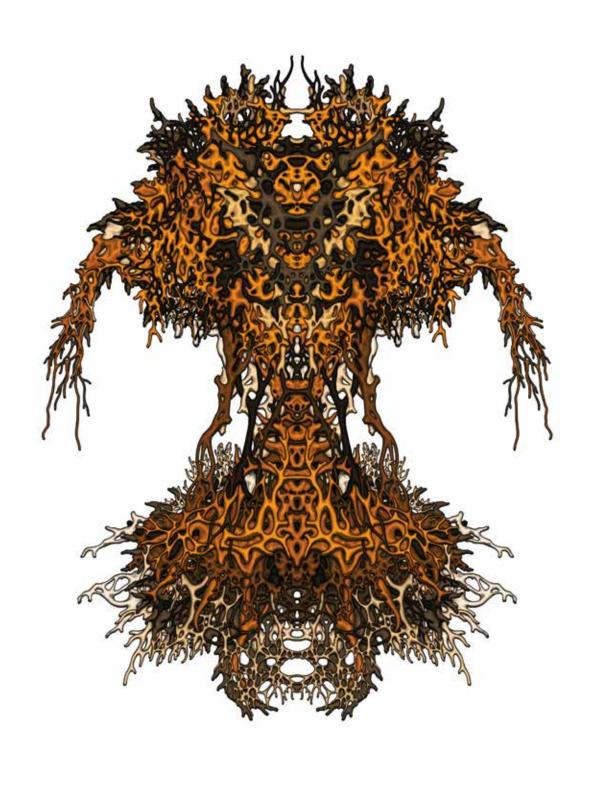


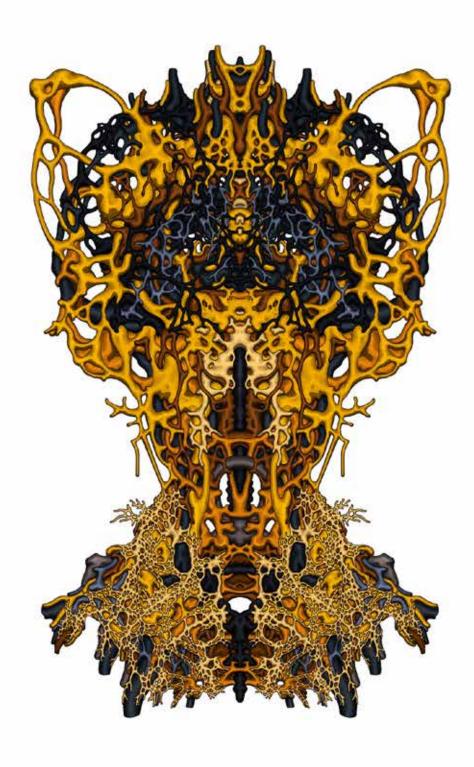






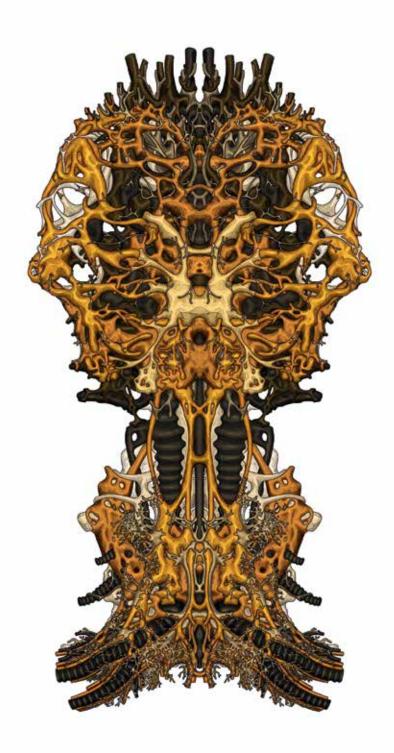




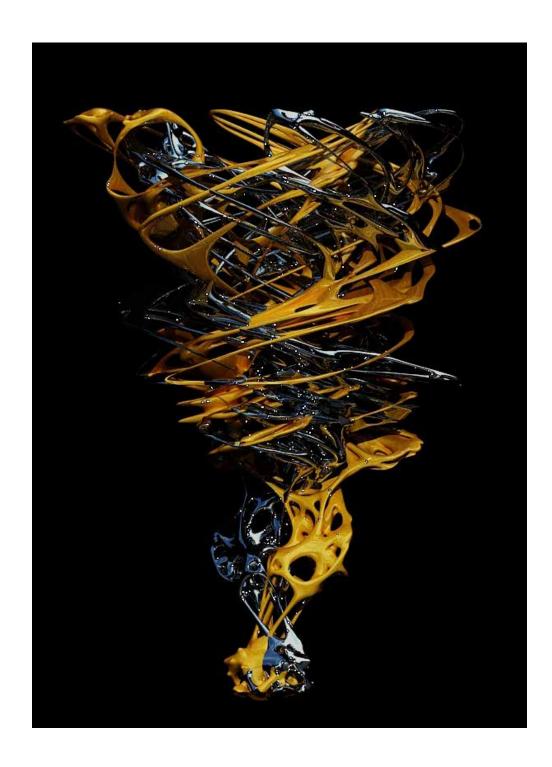


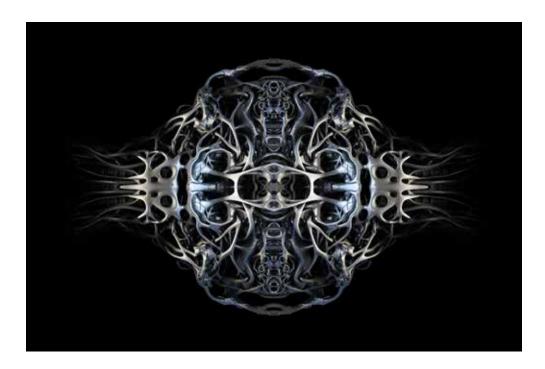








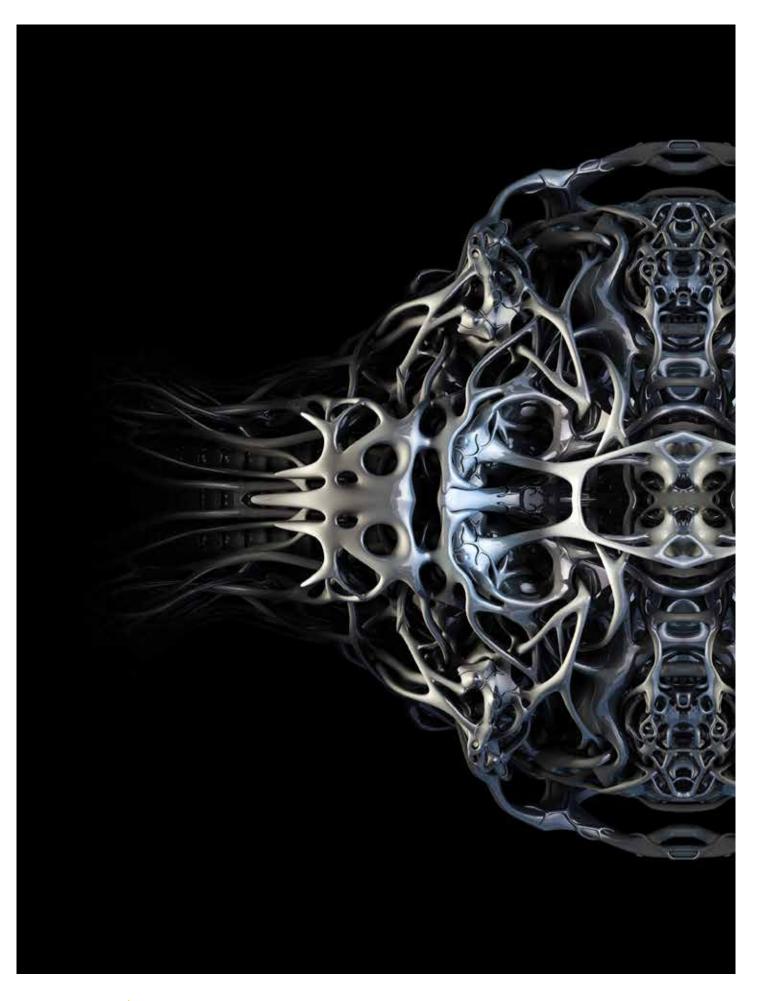




AGRIEMYS

AGRIEMYS, a complex 2D-print, is the result of an artistic research on the human/ animal organic tissue, as represented in medical manuals and encyclopaedias. The glossy texture and the complex network of connections also give this work a certain machine aesthetic.

AGRIEMYS shows the world beneath the skin: industrialised 'organs', 'muscles', 'nerves',... By re-organising these building blocks, a strange creature without inside or outside comes into being: a cyborg figure who preserves the mean between the organic and the machine. Because this organic shape doesn't have a skeleton or fixed structure, it seems floating in the realm of the virtual. Underlying Ervinck's work on the human tissue is a preoccupation with the growing mechanisation of the human body. Not only does technology infiltrate the body, it also aims at using human tissue as a technological material. Using 3D models from CAT-scans, one can for instance make real replica's of human bones. Bioprinting also enables us to print human organs. This way, the body achieves market value and becomes a consumer good.



detail **AGRIEMYS**, 2009 - 2011 lightbox 154 x 224 x 18 cm 60.6 x 88.2 x 7.1 inches



AGRIELEJIF, SUIERLEJIF

AGRIELEJIF and SURIELEJIF are a proliferating tissue that seems to stretch out of the frame. This complex 2D-print is the result of an artistic research on the human organic tissue, as represented in medical manuals.

AGRIELEJIF and SUIERLEJIF shows the World beneath the skin: organs, muscles, nerves... By re-organising these human building blocks, a strange creature without inside or outside comes into being: a cyborg figure who preserves the mean between the organic and the machine. Because this organic shape doesn't have a skeleton or fixed structure, it seems floating in the realm of the virtual. With its symmetric configuration, AGRIELEJIF and SUIERLEJIF reminds us of patterns in nature. Underlying Ervinck's work on the human tissue is a preoccupation with the growing mechanisation of the human body. Not only does technology infiltrate the body, it also aims at using human tissue as a technological material. Using 3D models from CAT-scans, one can for instance make real replica's of human bones. Bioprinting as well enables us to print human organs. This way, the body achieves market value and becomes a consumer good.





ANIMAL MUTATION





ANIMAL MUTATION

Ervinck's signature style is a cross-pollination between the virtual and the real world. The digital designing process allows the artist to create very complex forms which cannot be created by means of hand-drawn sketches. However designed digitally, the sculptures do not exclude the organic and the biomorphic. On the contrary, the artist tries to explore the world beneath the skin and the organic substance has become a crucial building stone. What has become noticeable in these sculptures is an exteriorization of the endoskeleton. The sculptures resulting out of this reversal are formless and without a centre.

The lively sculptures with a dynamic shape seem to grow endlessly. The design process of this work is very closely related to a new form of architecture which is commonly referred to as 'blob architecture'. This kind of computer-aided designs resulting in organic, amoebashaped, 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.

The animal mutations are monstrous in various respects. Next to clearly being animal-like, but impossible to define well, they dilute different media. It is exactly this crossover and the doubt that comes with it that is intriguing and that Nick Ervinck constantly returns to when he is looking for the subtle border between abstraction and figuration, the suggestion rather than the definition of an idea. Ervinck is fascinated by the possibility that, in the future, children might create their pets out of a mix of artificial, biological and robotic elements. The desire to create non-existing animals is clearly related to the 'God games' he liked to play as a child. These games reveal a basic human need to keep control over our surroundings and the need to reconstruct the past. There is this age old strange mixture of wanting to keep life under control, combined with this headstrong need for fantasy. In this way creating monsters is our human condition. You can see this in cave drawings and fairy tales, image puzzles and 3D games. Ervinck likes to connect this to his love for science fiction and games as well. So the idea of the monsters goes from mythological animals over gothic monsters like Frankenstein to creatures from popular science fiction and fantasy.





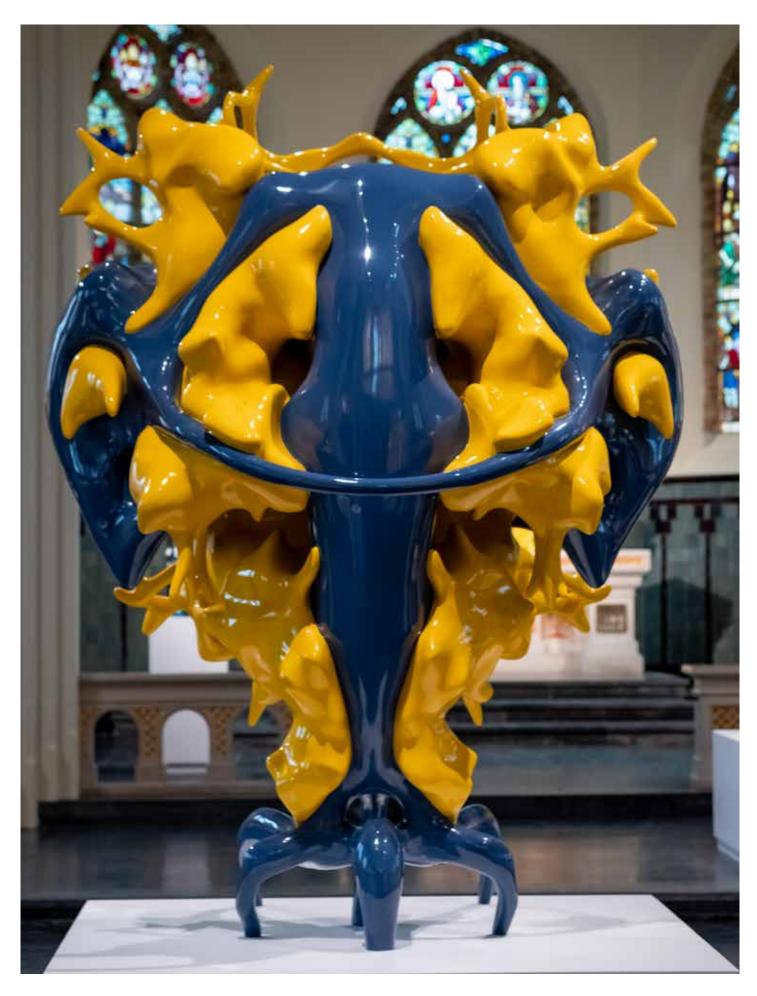


GARFINOSWODA

GARFINOSWODA (2011-2012) seems to be made out of two components but is printed as one entity. The smooth blue form almost embraces the explosive yellow structure. This combination evokes a dynamic, yet tense liaison, a symbiotic wrestle fought to control the physical space. However designed digitally, Nick Ervinck's sculptures do not exclude the organic and the biomorphic. In the contrary, he tries to explore the world beneath the skin and the organic substance has become a crucial building stone. What has become noticeable in these sculptures is an exteriorization of the endoskeleton. The sculptures resulting out of this reversal are formless and without a centre. What's more, the skeleton has been removed and one big formless shape is now expanding in space. Both NIKEYSWODA and GARFINOSWODA refer to the blob architecture, introduced by the architect Greg Lynn in 1995. These blob forms, which look organic and mobile, are the result of a computer-based designing process. This architectural movement pleas for a removal of linear, rigid structures and aims at creating expanding, bulging and growing shapes.





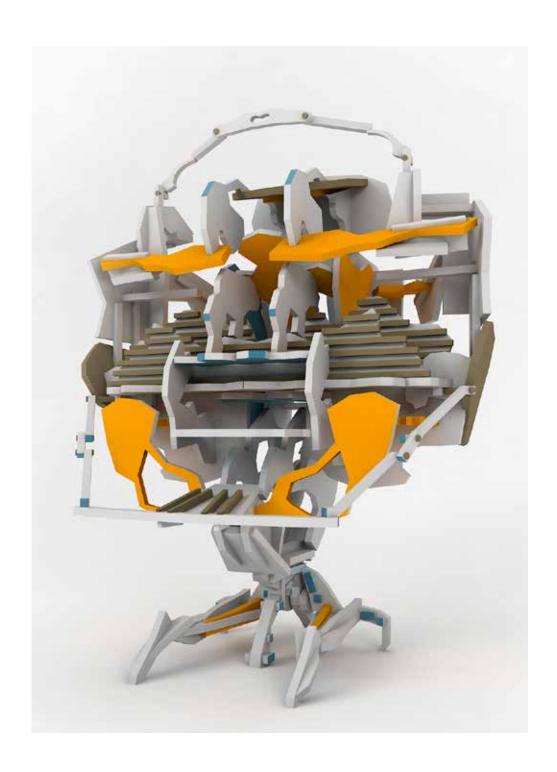


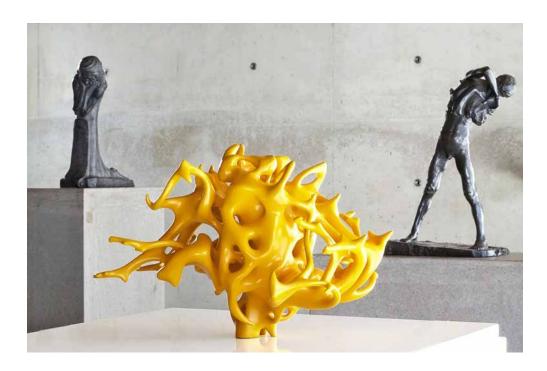
NIKEYSWODA, 2011 polyester and polyurethane 280 x 214 x 173 cm 110.2 x 84.3 x 68.1 inches











NAPELHIUAB

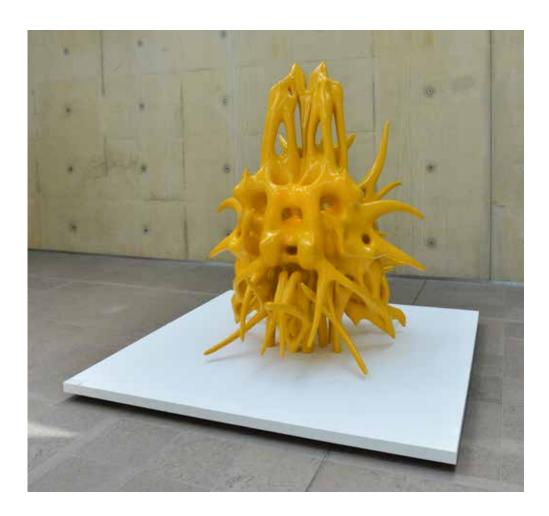
For NAPELHIUAB, Nick Ervinck took the organic shape of flowers and plants as a starting point. Ervinck's signature style is a cross-pollination between the virtual and the real world. The digital designing process allows the artist to create very complex forms which cannot be created by means of hand-drawn sketches. In this manner, NAPELHIUAB is a lively sculpture with a dynamic shape that seems to grow endlessly and consequently mirrors the fast changing nature of contemporary metropolitan cities. The design process of this work is very closely related to a new form of architecture which is commonly referred to as 'blob architecture' which was firstly explored by the architect named Greg Lynn in 1995.











ANIHUAB

For ANIHUAB, Nick Ervinck took the Bauhinia flower, represented in the flag of Hong Kong, as a starting point. The digital designing process allows the artist to create very complex forms which cannot be created by means of hand-drawn sketches.

In this manner, ANIHAUB is a lively sculpture with a dynamic shape that seems to grow endlessly and consequently mirrors the fast changing nature of Hong Kong's city. The symmetry in the sculpture refers to the duality of Hong Kong versus China and reflects the idea of 'one country, two systems'. Greg Lynn's 'blob architecture' can again be seen exercising its influence.

















ICHNABO, 2010 - 2014 3D print 23 x 21 x 18 cm 9.1 x 8.3 x 7.1 inch



BORTOBY

BORTOBY is clearly animal-like, but is impossible to define well. One can see a lion-like body, crabs feet and devils, but also a transformer robot or a monstrous creature.

BORTOBY is monstrous in other respects as well, for instance in its diluting of different media. It is exactly this crossover and the doubt that comes with it that is intriguing and that Nick Ervinck constantly returns to when he is looking for the subtle border between abstraction and figuration, the suggestion rather than the definition of an idea. Ervinck is fascinated by the possibility that, in the future, children might create their pets out of a mix of artificial, biological and robotic elements. The desire to create non-existing animals is clearly related to the 'God games' he liked to play as a child. These games reveal a basic human need to keep control over our surroundings and the need to reconstruct the past. There is this age old strange mixture of wanting to keep life under control, combined with this headstrong need for fantasy. Creating monsters thus is our human condition. You can see this in cave drawings and fairy tales, image puzzles and 3D games. Ervinck likes to connect this to his love for science fiction and games as well. So the idea of the monsters goes from mythological animals to Xmen, Batman, Superman, Stargate, Aliens, cyborgs, robots, the Hulk, Frankenstein,...



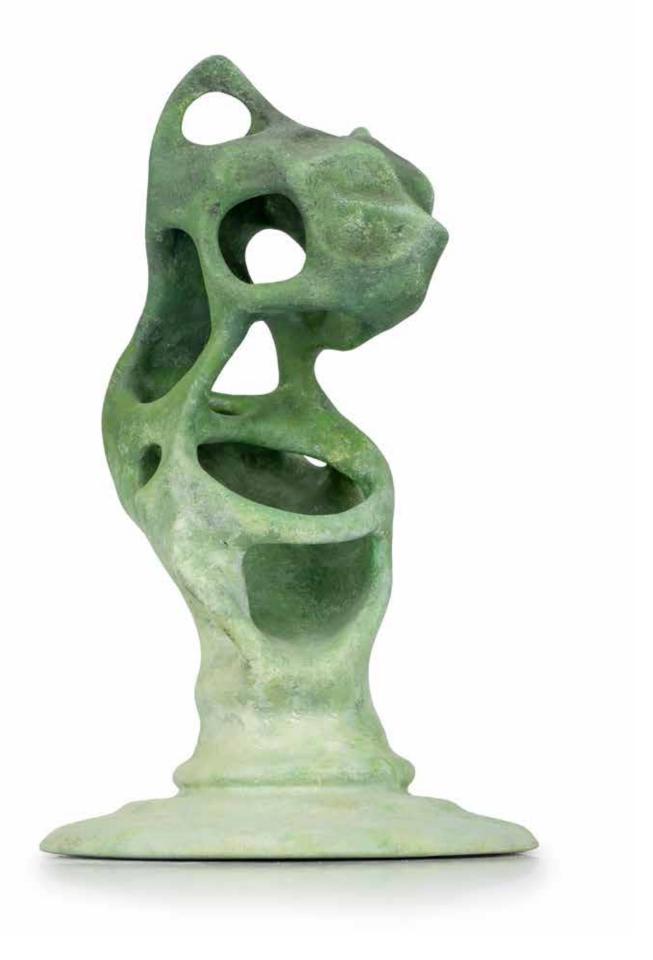


BORTOBY, 2010 3D print 44 x 45 x 39 cm 17.3 x 17.7 x 15.4 inches

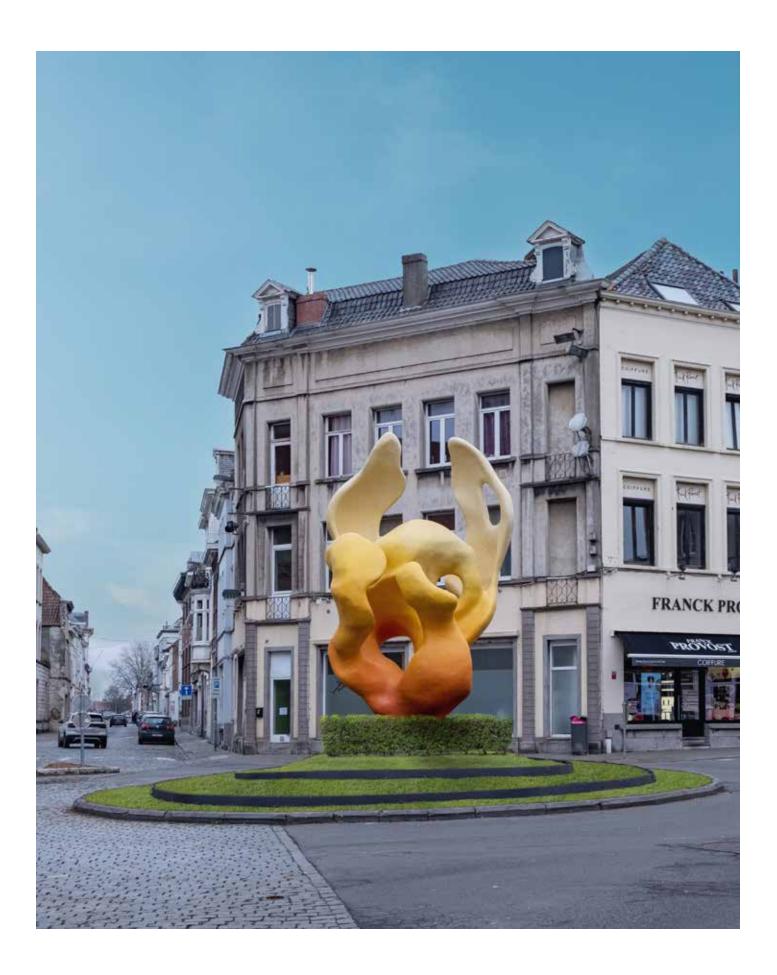


KOLEKNAT, 2009 - 2010 3D Print 44 x 44 x 34 cm 17.3 x 17.3 x 13.4 inches





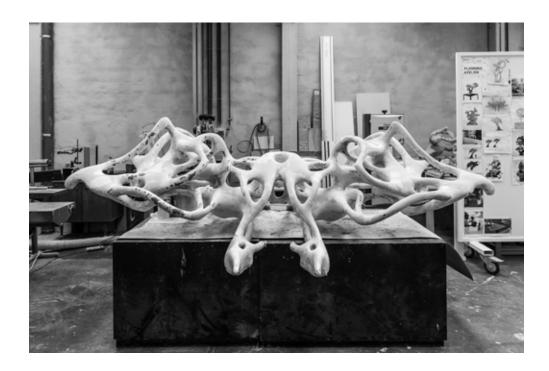
EGKLEAT, 2020 - 2021 3D print 30 x 18 x 18 cm 11.8 x 7 x 7 inches



ELLEIBA, 2022

polyester, polyurethane, stainless steel 470 x 328 x 320 cm 185 x 129 x 126 inches









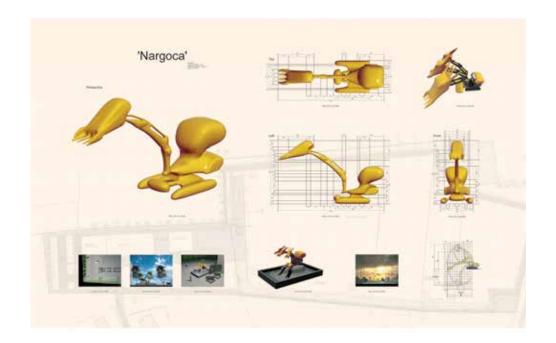
IERTU

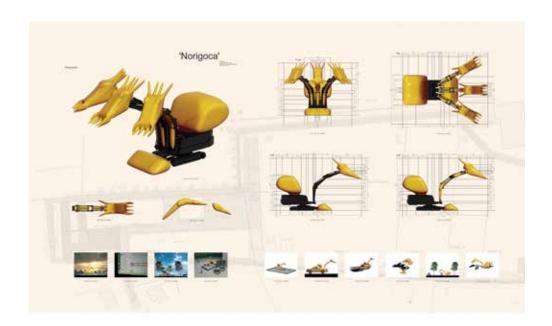
IERTU is a playful interpretation of a stuffed animal, and more specific to a deer with large antlers, hanged above a hearth-fire.

This visual reference came into existence by chance, when Ervinck studied the lower side of his sculpture ANIHUAB. IERTU thus is an ode to the many-sidedness of 3D sculpture. The digital designing process allows the artist to create very complex forms which cannot be created by means of hand-drawn sketches.













ONID, 2011 wall print 200 x 600 cm 78.7 x 236.2 inches

location/collection: Kabouterberg UZ Leuven - Leuven, BE









BLOB MUTATION



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'.



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 'realistic'.





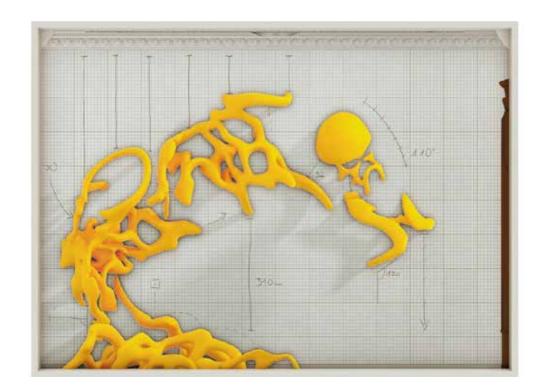


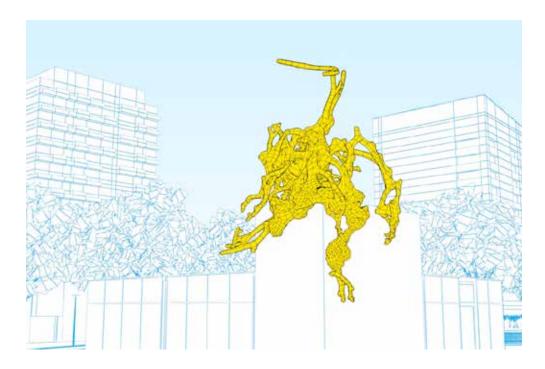


SUMNIM

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.





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).

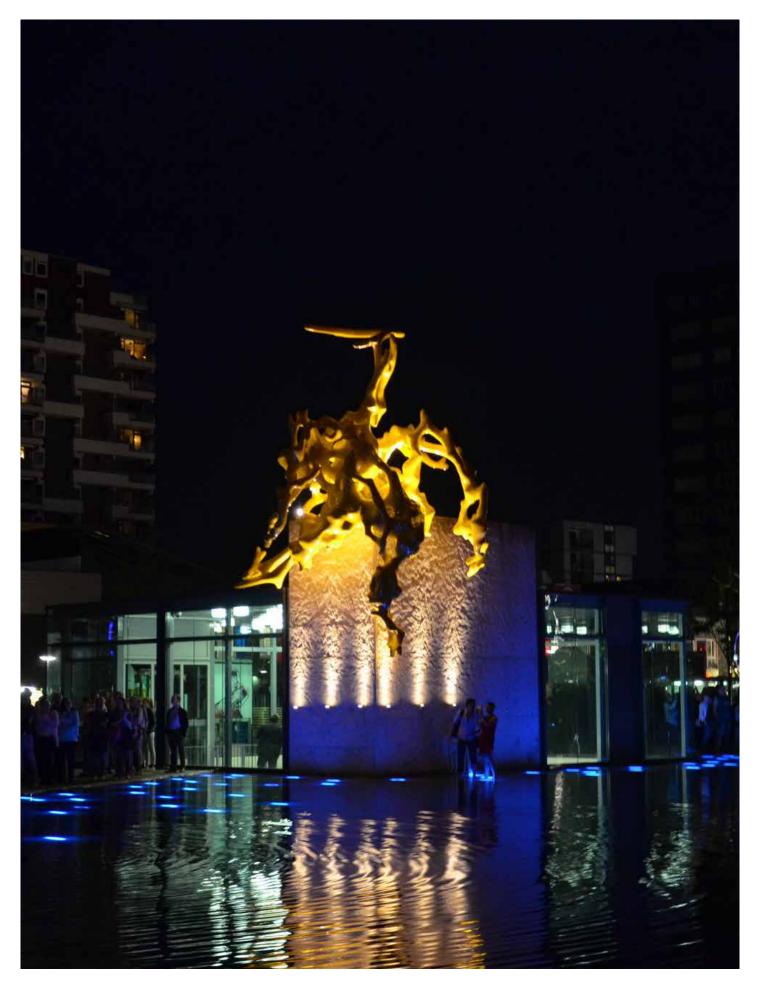
The sculpture is placed on top of a parking entrance building. By this the sculpture and the building add value to each other. The building becomes the pedestal of the sculpture while the sculptures makes the parking entrance more attractive.

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.





- 1. EGNOABER, Studio Nick Ervinck, 2015, Lichtervelde, BE 2. EGNOABER, Raadhuisplein, 2015, 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



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.









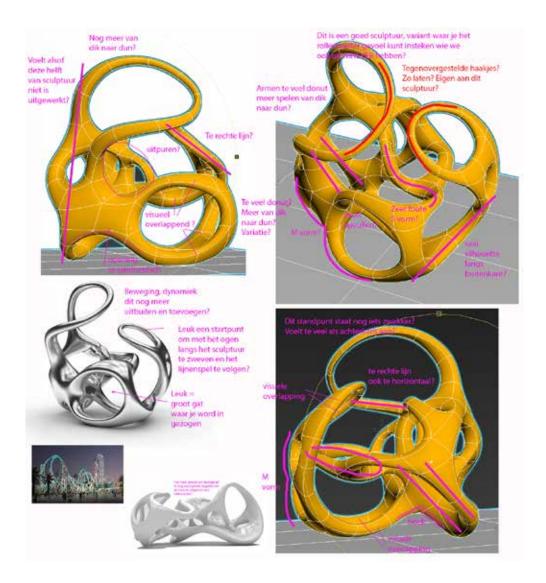


NIEBLOY

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.











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.





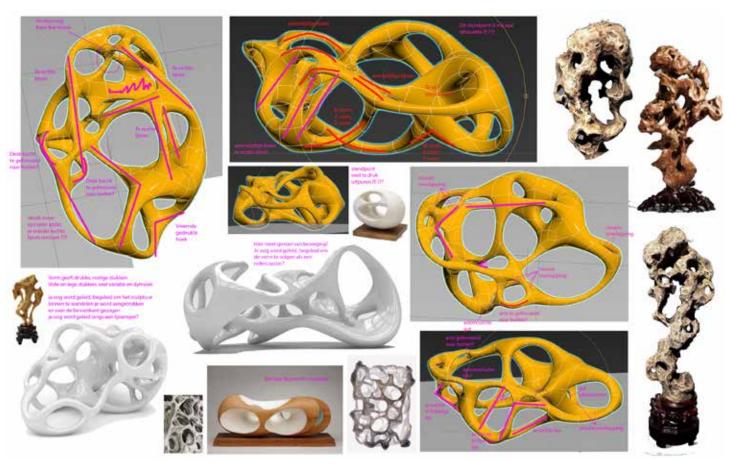
IEPOHSNAJ, 2022 3D print 19 x 14,5 x 12 cm 7.5 x 5.7 x 4.7 inches















FOWELTION, 2016 3D print 15 x 50 x 30 cm 5.9 x 19.7 x 11.8 inches









THERBMARION, 2021 3D print 33 x 26,5 x 8,5 cm 13 x 10.4 x 3.3 inches











RHETTOHSNAD, 2020 Polyester, polyurethane en iron 270 x 150 x 120 cm 106.3 x 59 x 47.2 inches











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























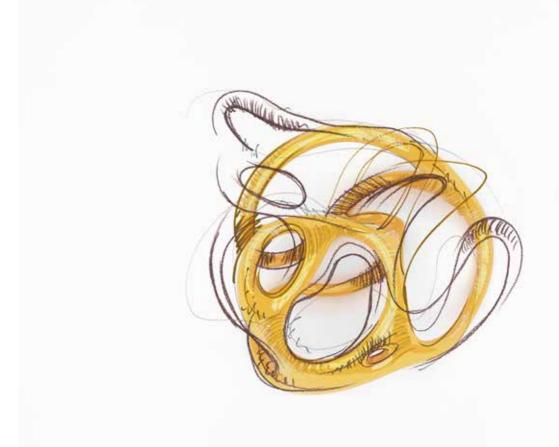












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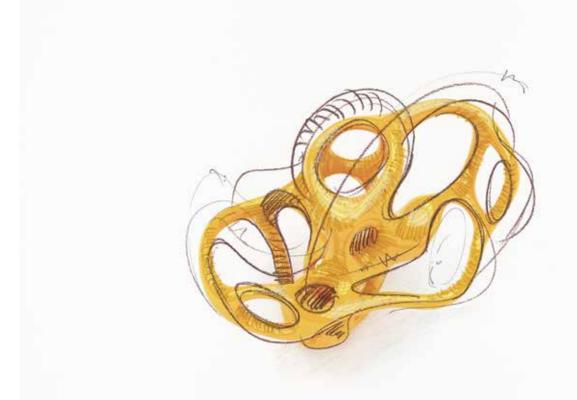






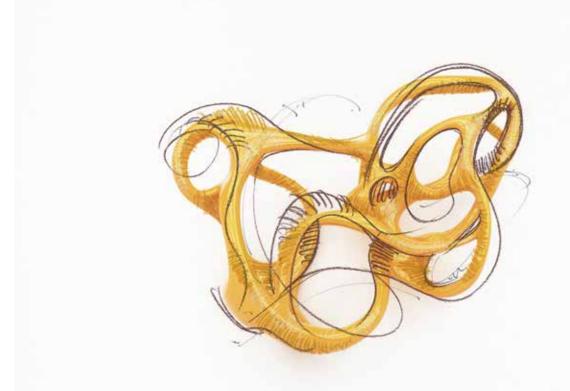
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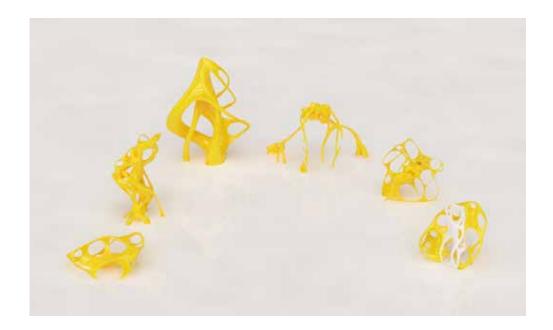
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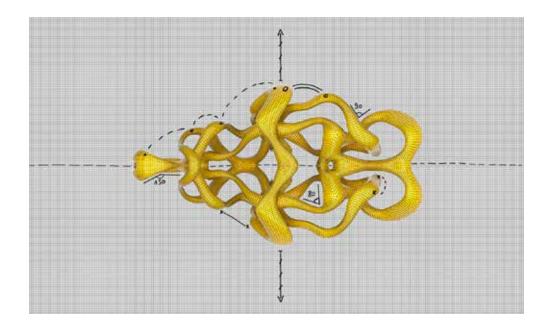






TAXIMI IN THE











TIABLOY, 2016 3D print 17 x 33 x 23 cm 6.7 x 13 x 9.1 inches



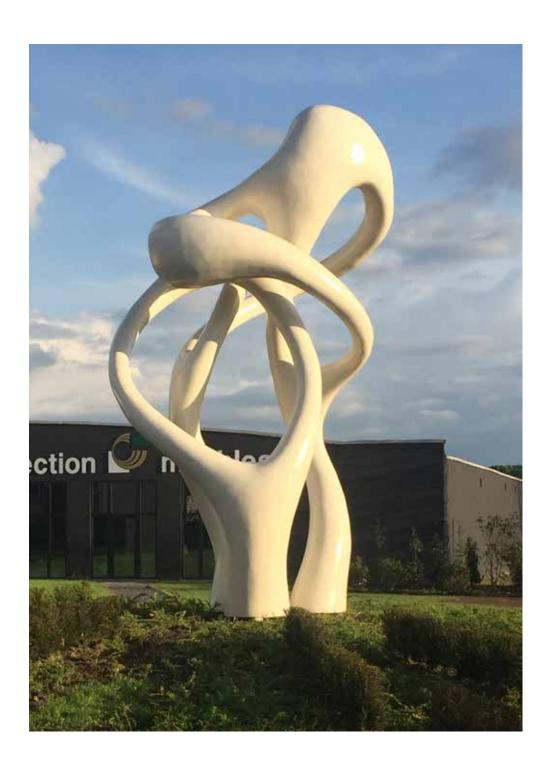


















GNILI, 2014 silver 3.1 x 5.9 x 2.3 cm 1.2 x 2.3 x 0.9 inches













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.



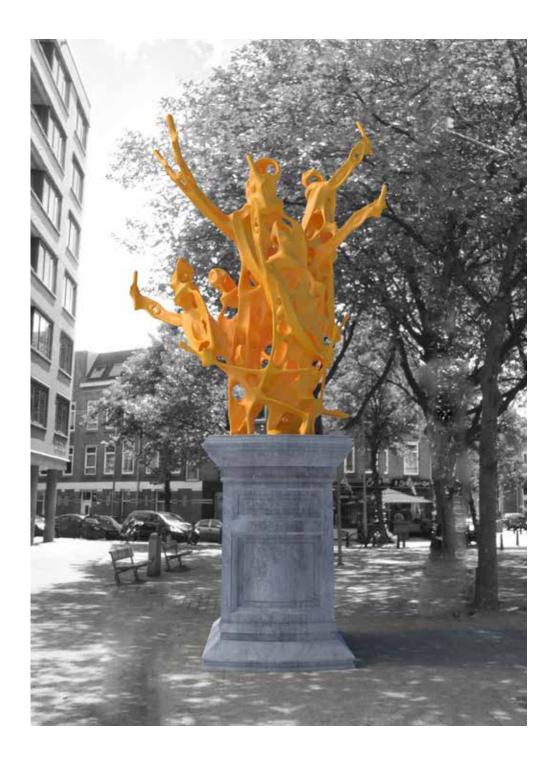


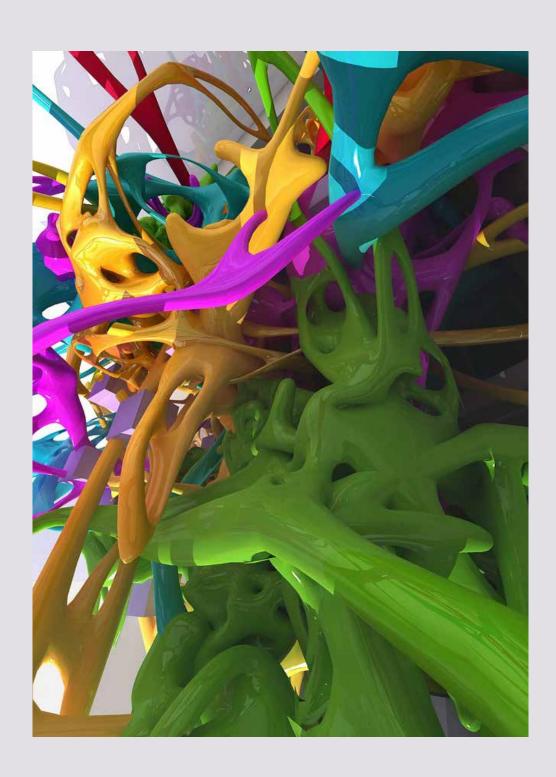


EMISOLB

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.







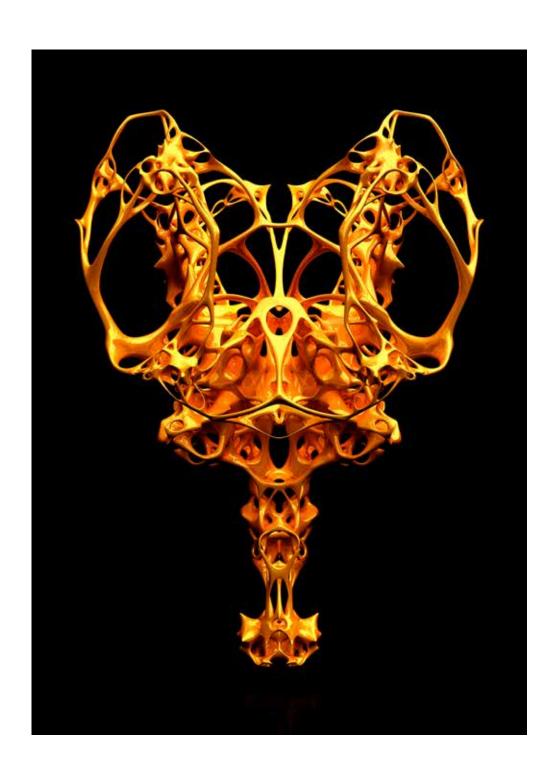
KOROBS

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.





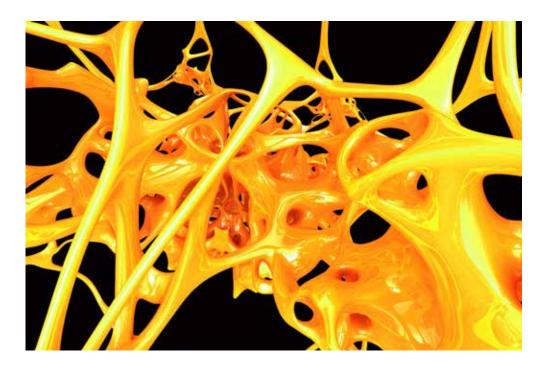




IKRAUSIM, 2009
print mounted on plexiglas and covered with plexiglas 105 x 185 cm
41.3 x 72.8 inches



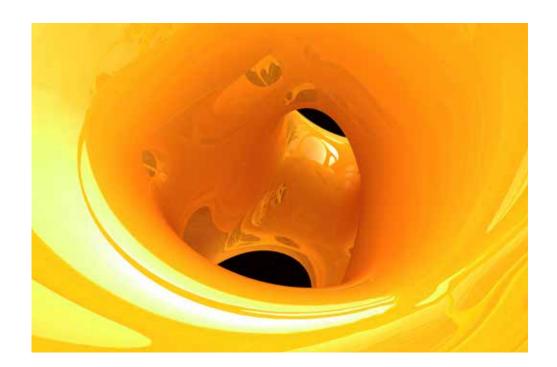
exhibition view: 2010 Creativity World Biennale - Oklahoma, USA

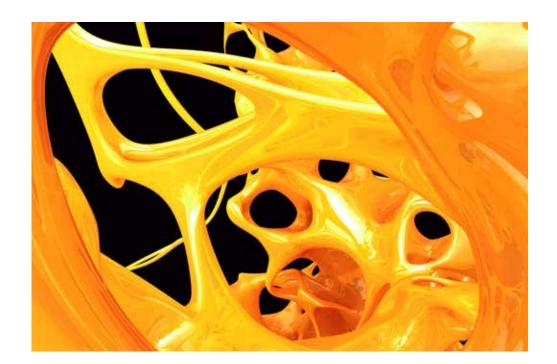


IKRAUSIM, 2009 print mounted on plexiglas and covered with plexiglas 105 x 185 cm 41.3 x 72.8 inches

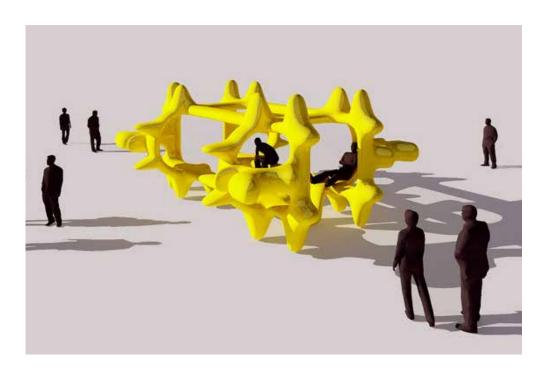


exhibition view: 2010 Creativity World Biennale - Oklahoma, USA

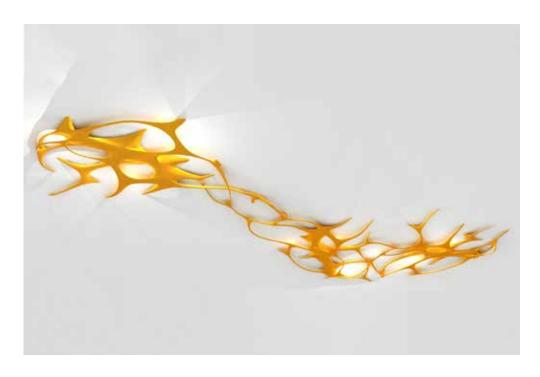




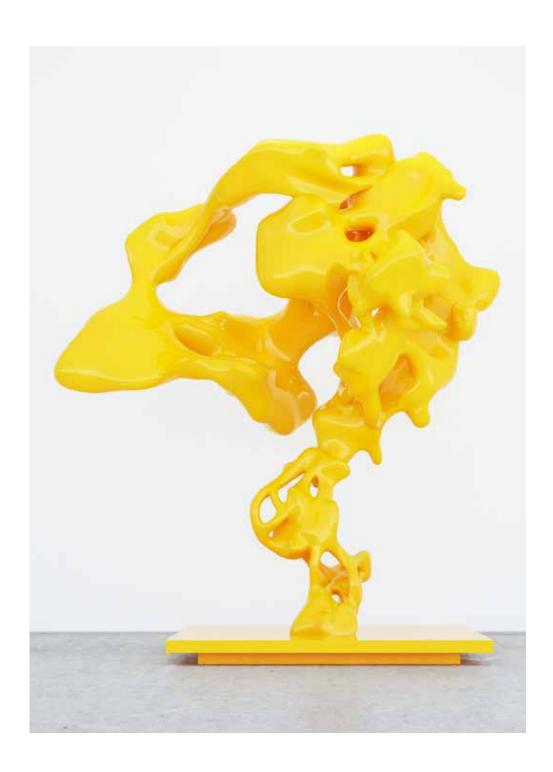




KNIRTSARDO, 2009 study



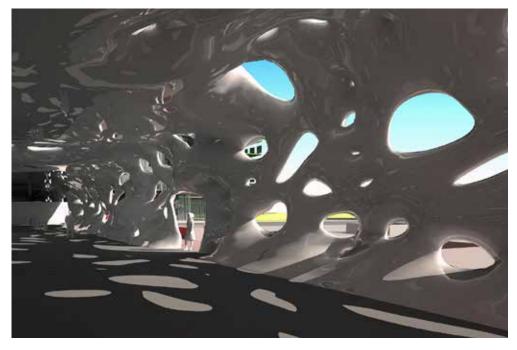
EMIRITSULB, 2009 study















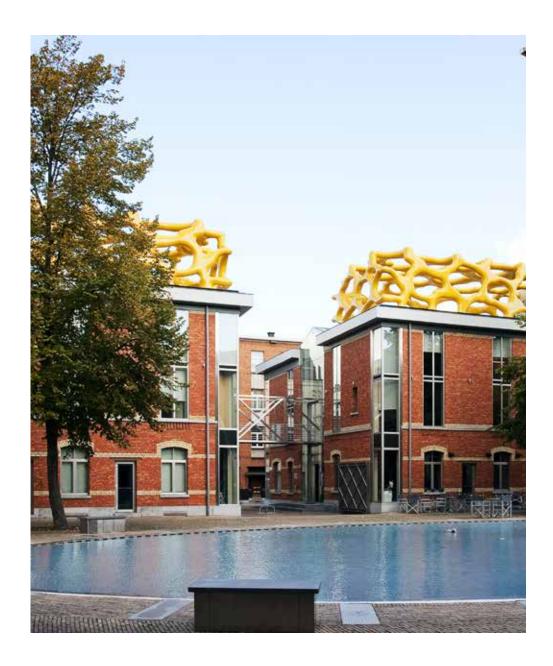


WARSUBEC

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.







IEBLOCERUM, 2016 ceramic and polyester 16 x 30 x 31 cm 6.3 x 11.8 x 12.2 inches









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









TIEWCEROM, 2017 - 2018 ceramic 22 x 24 x 37 cm 8.7 x 9.4 x 14.6 inches









IEBLOTIEW, 2020 - 2021 Ceramic 32 x 34,5 x 56 cm 12.6 x 13.6 x 22 inches

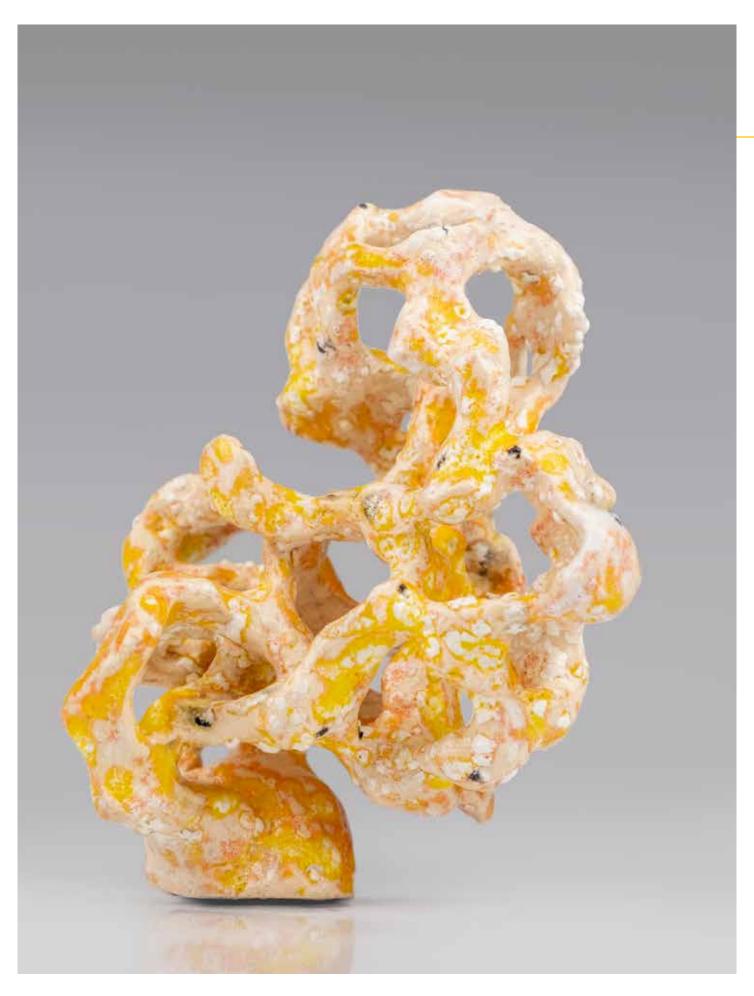




ceramic 26,5 x 44,5 x 47,5 cm 10.4 x 17.5 x 18.7 inches



ceramic 23 x 44,5 x 27,5 cm 9 x 17.5 x 10.8 inches



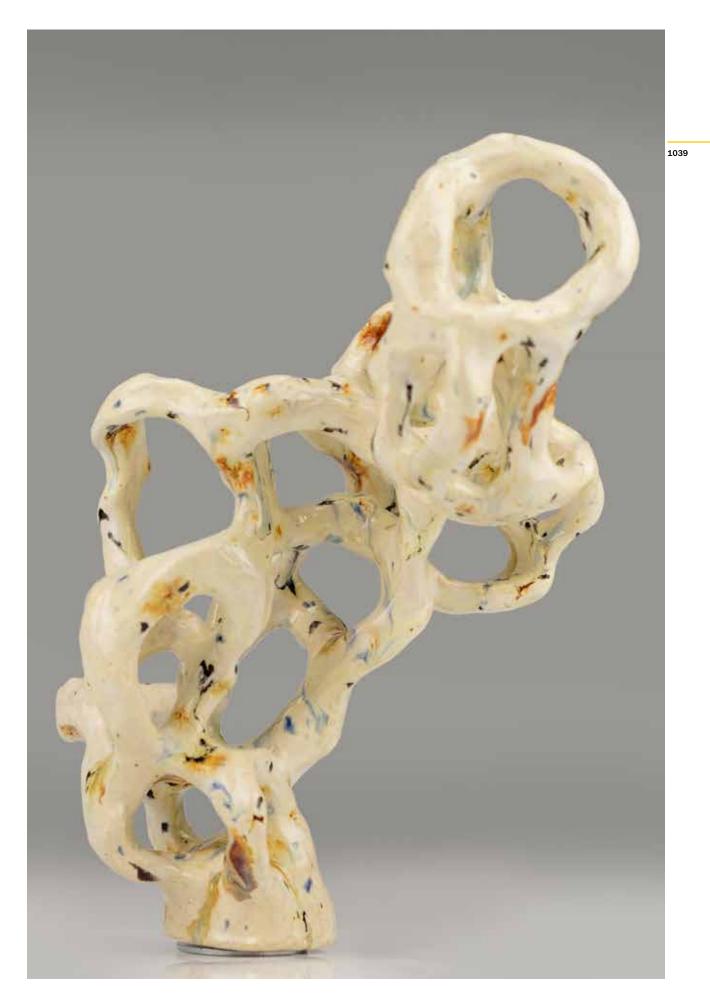
LEGUCIOUS, 2022 ceramic 17,5 x 13 x 10,5 cm 6.9 x 5 x 4 inches



ceramic 15,5 x 35 x 15 cm 6 x 13.8 x 5.9 inches



LEGUCAIR, 2022 ceramic 17,5 x 11 x 11 cm 6.9 x 4.3 x 4.3 inches



LEGUCIORI, 2022 ceramic 20,5 x 15 x 10,5 cm 8 x 7 x 4 inches



LEGULIACO, 2022 ceramic 14,5 x 8 x 9,5 cm 5.7 x 3 x 3.7 inches







LEGULEARI, 2022 ceramic 16,5 x 19,5 x 15 cm 6.5 x 7.7 x 5.9 inches





IEBLUATIE, 2022-2023 ceramic 43 x 30 x 26,7 cm 17 x 11.8 x 10.5 inches



LEGUCIARO, 2022 ceramic 25,7 x 14 x 12 cm 10.1 x 5.5 x 4.7 inches











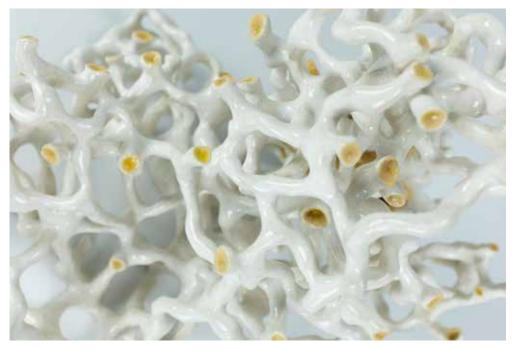
















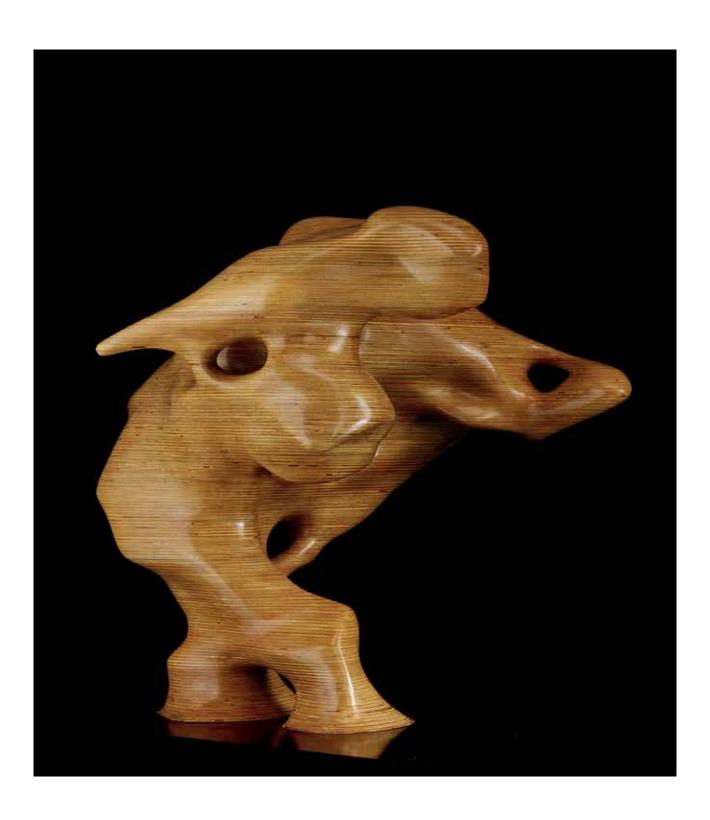
























CILATEM WOLEY, 2014 polyester and polyurethane 45 x 35 x 41 cm 17.7 x 13.8 x 16.1 inches



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























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









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.















TEROWNOTS, 2018 polyester and polyurethane 25 x 50 x 45 cm 9.8 x 19.7 x 17.7 inches





EROMPRA, 2015 polyester and polyurethane 45 x 54 x 40 cm 17.7 x 21.3 x 15.7 inches













MOBSTI, 2012-2013 polyester and polyurethane 855 x 270 x 145 cm 336.6 x 106.3 x 57.1 inches

location: WZC De motten - Tongeren, BE















OLEALDIM, 2021 - 2022 steel 150 x 150 x 100 cm 59 x 59 x 39.4 inches





RETMONER, 2019 steel 440 x 250 x 250 cm 173.2 x 98.4 x 98.4 inches

location: Boekenplein - Waregem, BE









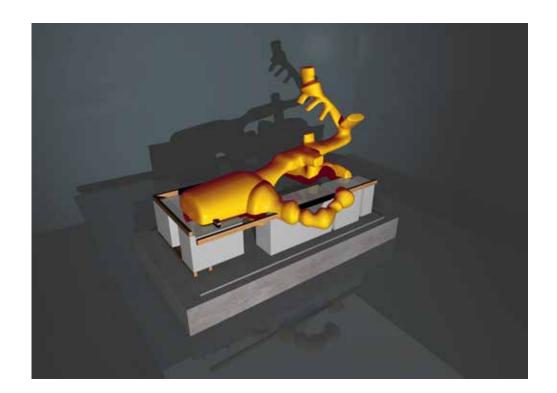


















FROKE-JEB, 2003 - 2004 chalk, gauze, plaster, polyester and styrofoam $35 \times 35 \times 35$ cm $13.8 \times 13.8 \times 13.8$ inches



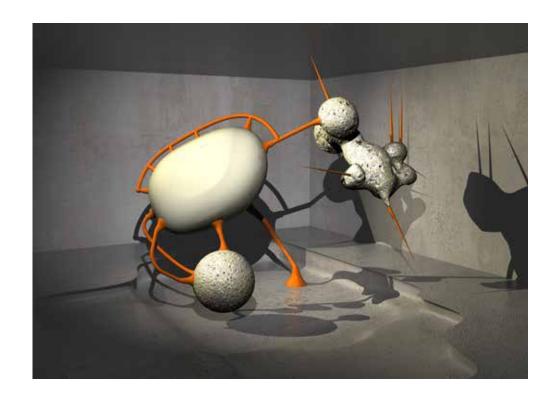
FROKE-JEB IV, 2003 - 2004 chalk, gauze, plaster, polyester and styrofoam 25 x 25 x 27 cm 9.8 x 9.8 x 10.6 inches



FROKE-JEB_II, 2002 chalk, gauze, plaster and styrofoam 25 x 25 x 25 cm 9.8 x 9.8 x 9.8 inches



FROKE-JEB III, 2003 chalk, gauze, plaster, plastic, styrofoam and wood $26 \times 26 \times 29$ cm $10.2 \times 10.2 \times 11.4$ inches







ARCHAEO-LOGICAL MUTATION



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.



THILAP, 2012 - 2019 bronze and wood 40 x 7.5 x 8.5 cm 15.7 x 3 x 3.3 inches

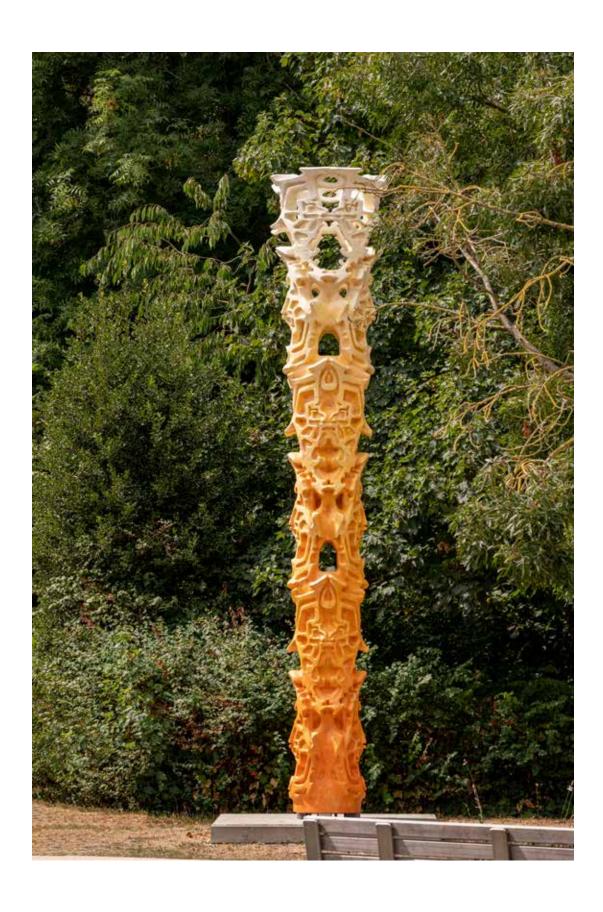


TIHULY, 2016 study



TIHULY, 2016 study





THILAP, 2018 - 2019 polyester 570 x 107 x 121 cm 224.4 x 42.1 x 47.6 inches



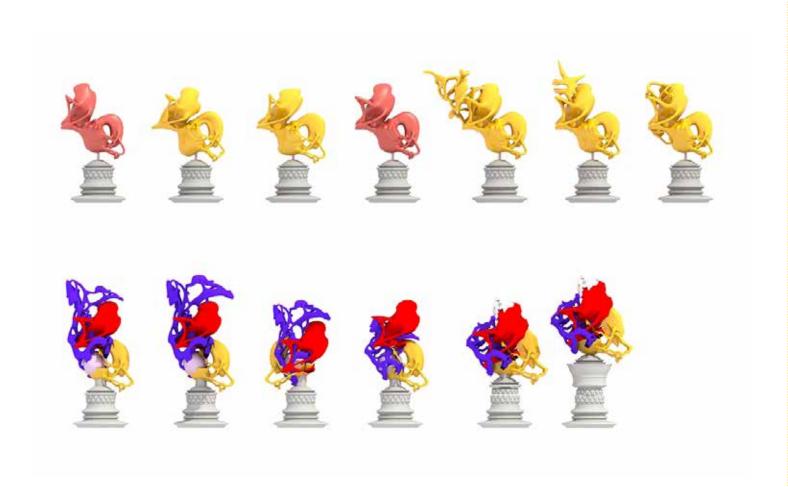


TEHPIEN, 2017-2022 3d print, iron and polyester 225 x 138 x 85 cm 88.6 x 54.3 x 33.5 inches



LUBZAERC, 2012 - 2014 3D print 42 x 42 x 24 cm 16.5 x 16.5 x 9.4 inches







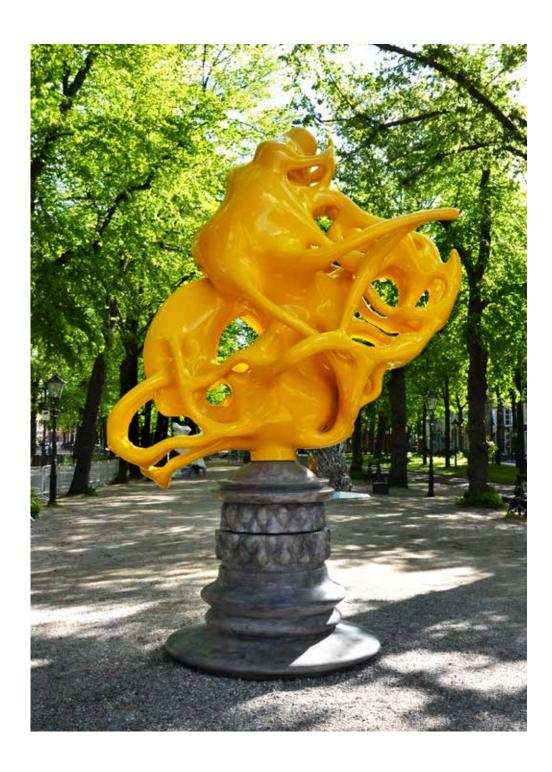


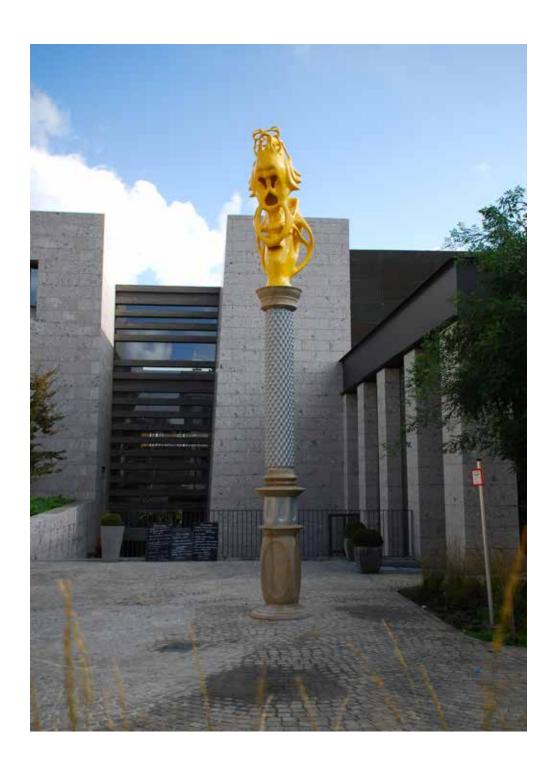
LUIZAERC

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.



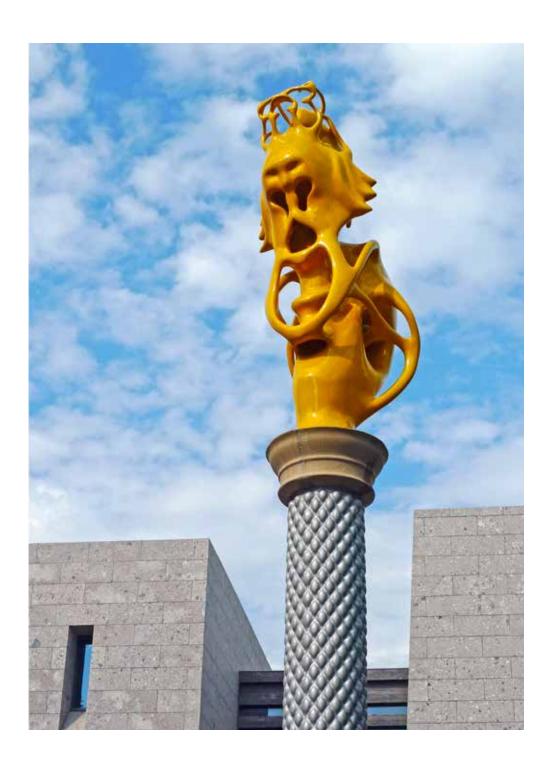




LUIZADO, 2011 - 2012 concrete, iron, polyester and polyurethane 651 x 133 x 93 cm 256.3 x 52.4 x 36.6 inches

location: Gallo-Romeins Museum - Tongeren, BE



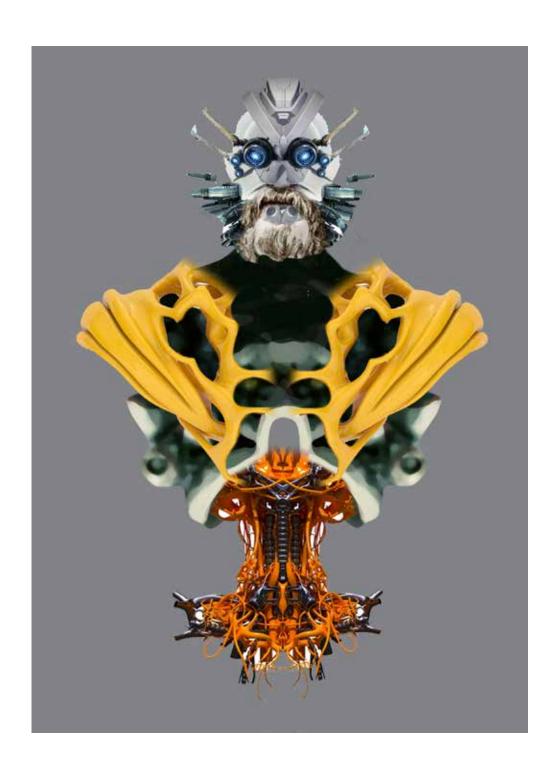


LUIZADO, 2011 - 2012 concrete, iron, polyester and polyurethane 651 x 133 x 93 cm 256.3 x 52.4 x 36.6 inches

location: Gallo-Romeins Museum - Tongeren, BE









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













APSAADU, 2012 - 2013 polyester and polyurethane 300 x 180 x 120 118.1 x 70.9 x 47.2 inches

location: 2017 In Situ, Château du foix - Foix, FR













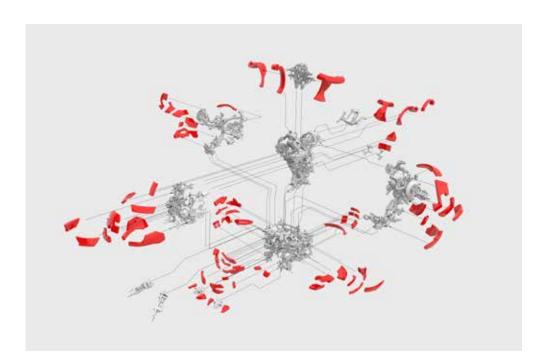


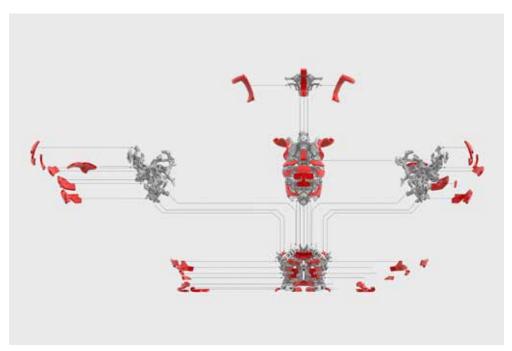


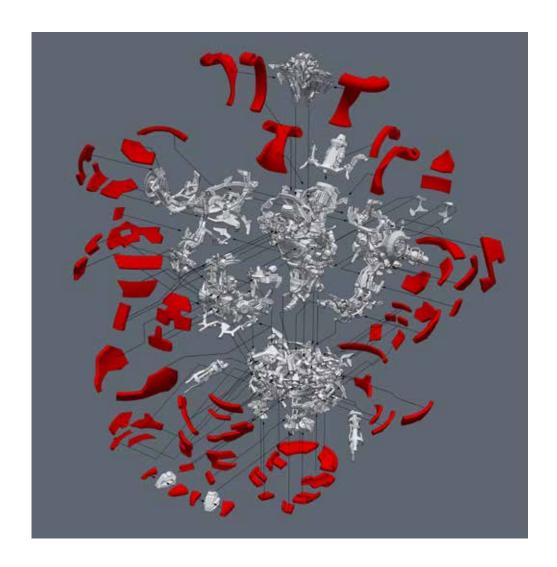






















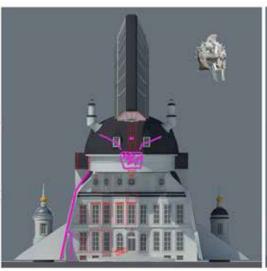


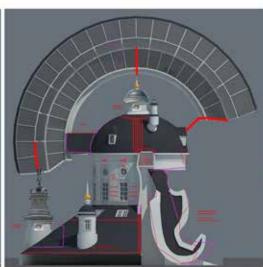
SIUMET

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.







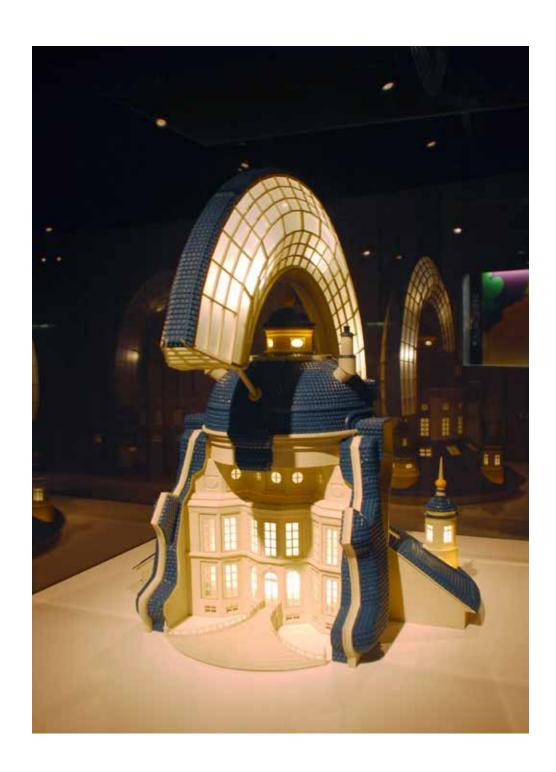








- Zoeken om de kieppen goed te krigen! Eventueel nieuwe kiep maken.
- apeken sim alle elementen goed te positioneren!
- -detail uit werken ZIE ORGINELE FOTOS gebouw / heim
- omamenten boven. links en rochts van de ram
- detail lijnen, verdikkingen, in het dak vanns verder uitwerken nomiets vormelijk letressanter maken 'n nie feto's o
- verhoudingen checken sommige stukken vooral toventie vooren samengegetst
- verstevigingsamen die sene vasthouden uitwerken
- beginnen met landschap uit te werken en aanzet van plautsing





ARCHITEC-TURAL MUTATION



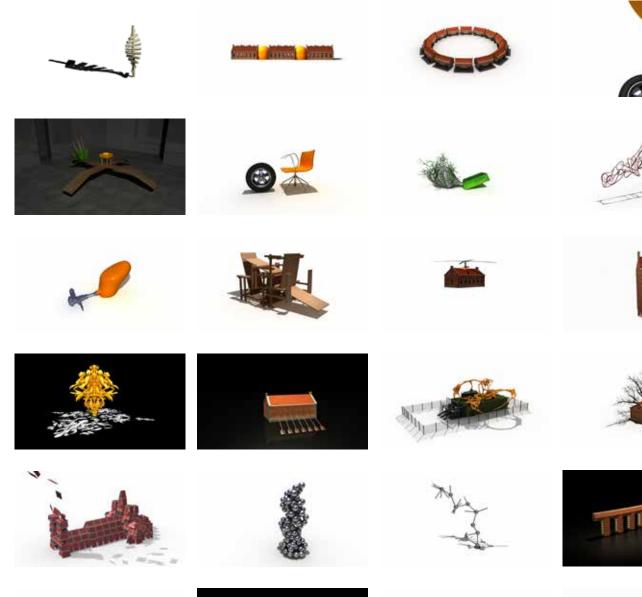


ARCHITECTURAL MUTATION

Nick Ervinck's architectural mutations are to be divided into two kinds. On the one hand, he tries to incorporate art in architecture; on the other, he brings architecture to art.

TUOHREM is one of the first sort of architectural mutations. It is a courtyard specifically designed for the new retirement home in Meerhout, Belgium. In this way, Ervinck converts a piece of art into an integrated part of a building that exceeds the normal use of art. It is no longer purely visible and aesthetic. This proves that art can serve a much greater purpose than amaze the spectator. In addition to create a pleasant atmosphere and living environment, it can be used as an everyday functional object. Other examples are IMAGROD and ODETTE.

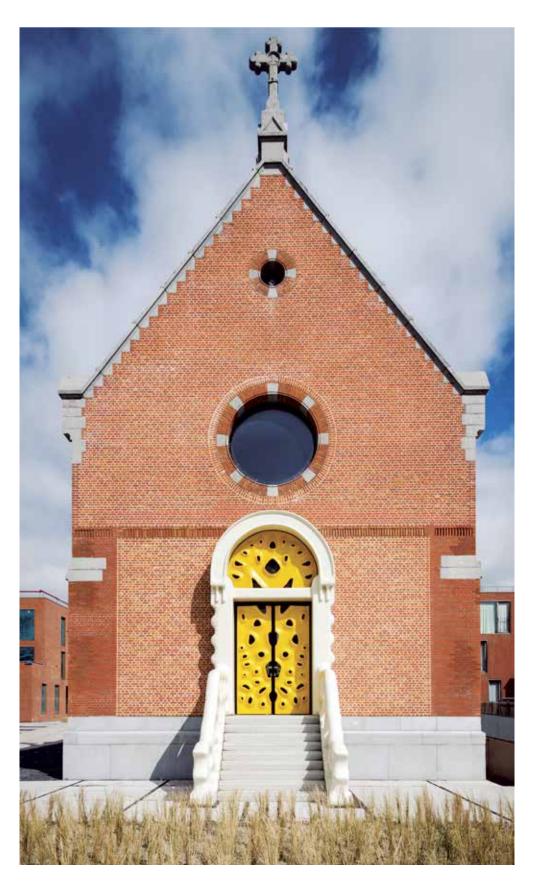
In the other line of architectural mutations, Ervinck uses architectural elements to create art rather than integrate art in architecture. From the simple brick stone cottage style to the classical Roman domus an even Christian superstructures like abbeys and cathedrals, there is little that remains untouched. Although, the original buildings can still be easily recognised, they started mutating beyond imagination and like this gained a life of their own. Some of them grew legs and started scuttling across the beach like crabs. Others got into a process of mitosis, divided and duplicated themselves and grew into grotesque constructions of got taken over by Ervinck's characteristic yellow blobs and took to the skies.











IMAGROD, 2010 - 2012 polyester and polyurethane 600 x 400 x 300 cm 236.2 x 157.5 x 118.1 inches

location: MILHO - Oostende, BE



OB, 2010 study

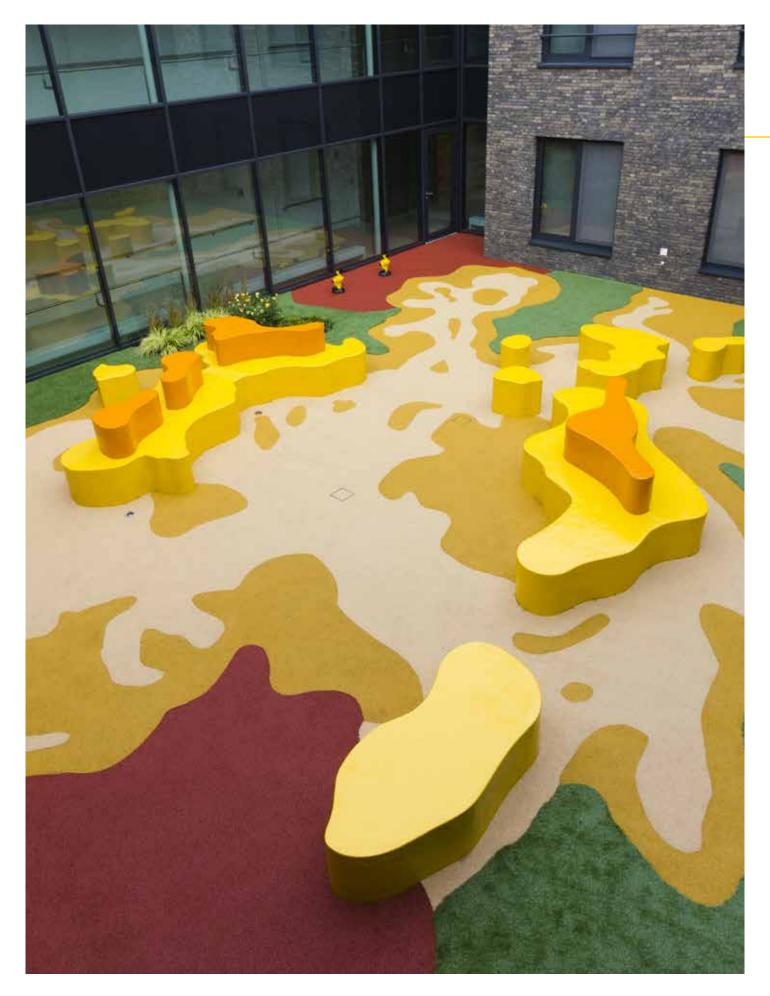


SOLOKIOW, 2014 study









TUOHREM, 2015 polyester, polyurethane and rubber 1100 x 1400 cm 433 x 551.2 inches

location: WZC De Berk - Meerhout, BE



TUOHREM

TUOHREM is specifically made by Nick Ervinck for the courtyard of the new retirement home in Meerhout, Belgium.

At this courtyard, the inhabitants seem to dwell in an enormous painting. TUOHREM is in fact like a 'floorpainting' that spreads to all corners of the square. Nick Ervinck integrates the benches in a unity of flowing, organic colored patches. This unique visual language reminds us of a pebble that creates a series of waves in the surface of the water. Such a dynamic, digitally designed structure entails a certain energy, that encourages the inhabitants to continuously rediscover the courtyard, and to look at it in a different way over and over again. Furthermore, by using a soft floor, this work of art is very functional. TUOHREM is a unique artwork that creates a pleasant atmosphere and living environment.





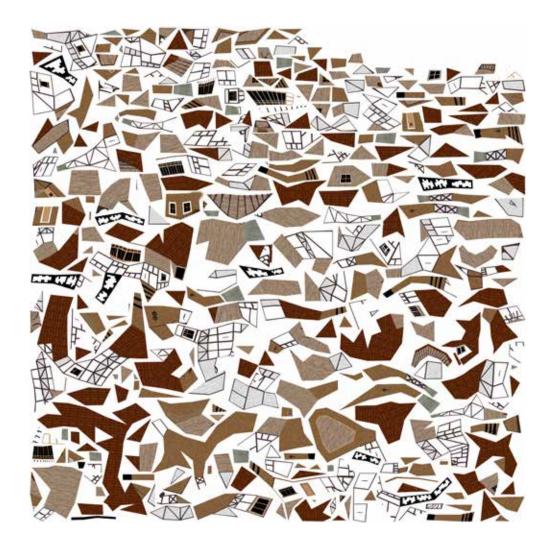
EGATONK

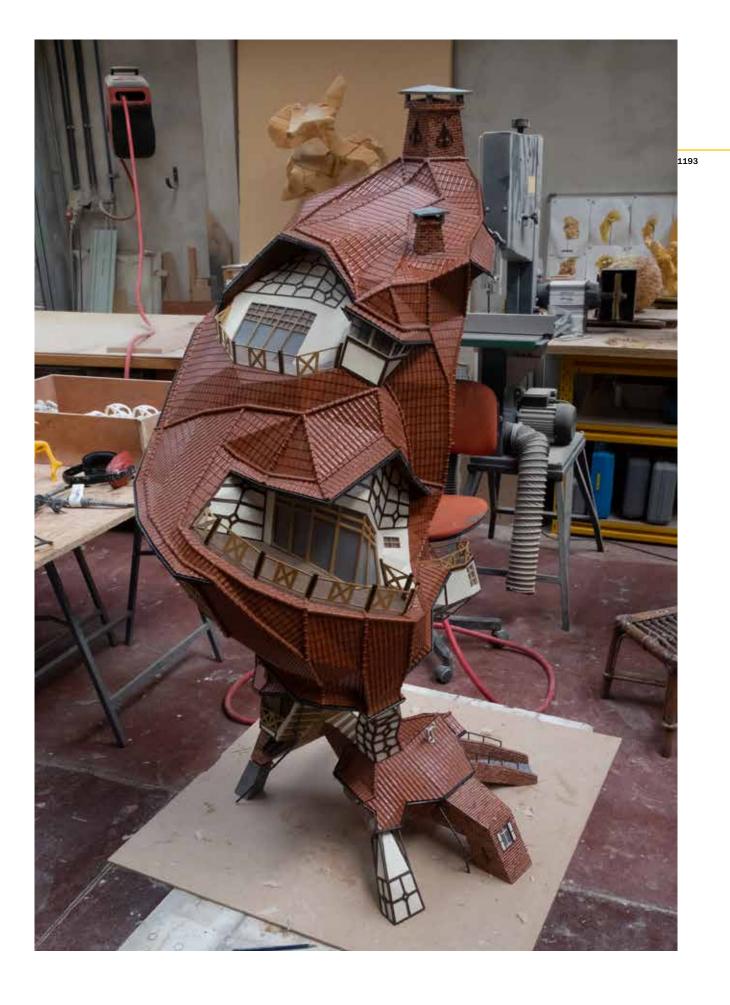
The EGATONK-project was developed for the exhibition 'Horizon 8300' in Knokke which was set up to promote new architecture for this typical Belgian seaside town.

Zaha Hadid presented a complete new vision for the train station that was in high contrast with the usual white cottage 'obligations' in this town. For a referendum in connection with the exhibition, Nick Ervinck was asked as one of four artists to do 'something' with Knokke. For the artist it was immediately clear he had to use this cottage style and turn it into something absurd. The EGATONK wall print was presented on a 2.5×5 meter scale. The cottages are no longer static but become figures with connotations to crabs and other sea animals that walk along the beach. They remind us of the impossible structures in the engravings of the mathematician Escher (1898-1972). Their double identity, both building and animal, also relates to the well-known duck-rabbit image puzzle that challenges our way of seeing and interpreting the world.









REWATONK, 2010-2022 3D print 150 x 80 x 73 cm 59 x 31.5 x 28.7 inches









YARONULK

One day, Nick Ervinck wants to create a scale model of the basilica of Koekelberg, which will be 14 metres long. This modular sculpture will be composed of metal pipes, connected to one another by a system of screws.

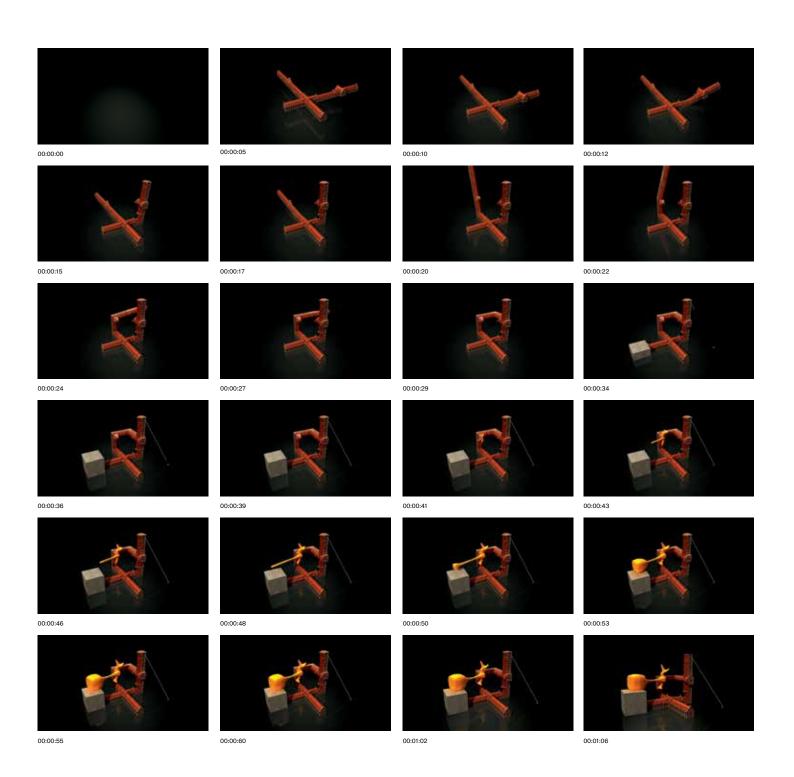
A many-sided tent will then be hung inside this meccano-skeleton and will serve as a video room. The projected video tour will be so lifelike, shining like a hyper-realistic trompe l'oeil, that the viewers will have the momentary illusion of witnessing a filmed representation of the actual construction instead of an imaginary, digitally constructed image. Ervinck chooses for the clear delineation of geometrical volumes, typical of Art Deco, as this language is more suitable for his enterprise than the nervous rhythms of Gothic vaults. While the replica is more than 100 times smaller than the life-size basilica, the entire reconstruction was a grand task in itself. This ten time smaller scale model is not a modular construction, but consists of two 3D prints in polyamide, which were then printed and composed in about forty separate pieces. The cage was also given a rust-imitation. After it had been carefully and repeatedly sanded and varnished, the tent was placed inside the skeleton.

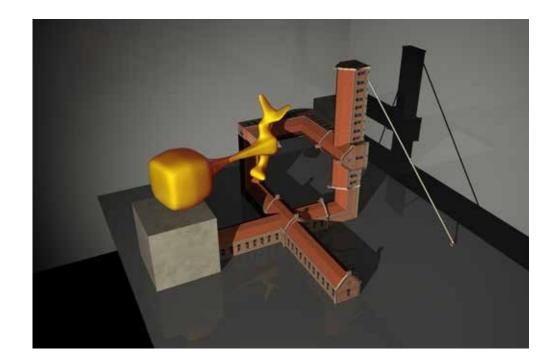


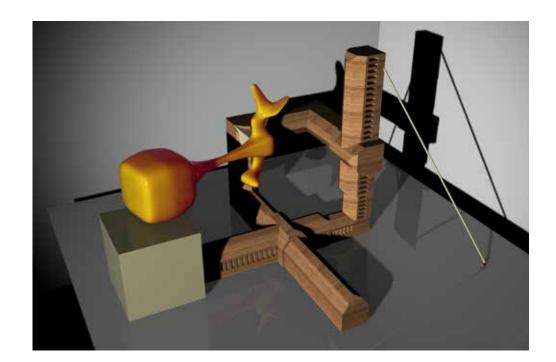














SOLBARGIAFUTOBS

SOLBARGIAFUTOBS is a panoramic image of a familiar landscape, occupied by 'futuristic architecture of the past'. Using large wall prints, the virtual designs are now applied to a physical bearer and thus present in real space. Yet, this image is a construction of a possible world which can never be materialised. This world cannot be mounted by the viewer.

The rough bric-a-brac version of the sculpture is almost opposite to the smooth, clean shape of the blob. The rough version is representative of our physical world, whereas the clean version is characteristic of the digital, industrial world. The area of tension between both worlds is what interests Nick Ervinck, who is mainly fascinated by tension between the box and the blobs. He captures organics blob shapes in cages and places old angular architecture in symbiosis with new organic blob shapes – balanced combinations, tensions and fertilizations between old and new, the physical and the virtual. This also includes sculptures such as Xobbekops, Elbatargscu, Siutobs and Salb Furchak.

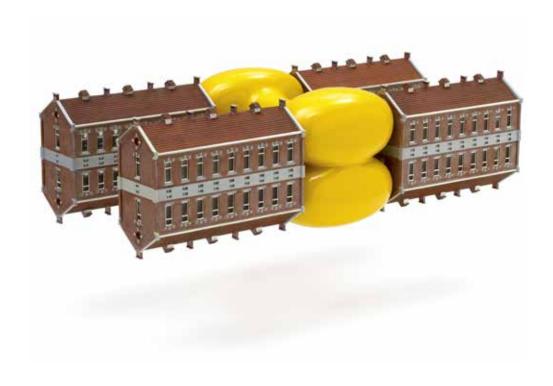
location: Milho - Oostende, BE

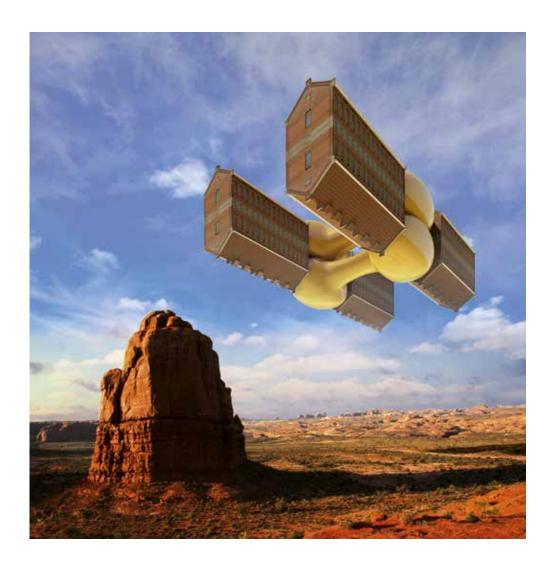


detail **SOLBARGIAFUTOBS**, 2004 - 2010 wallprint 408 x 1464 cm 160.6 x 576.4 inches

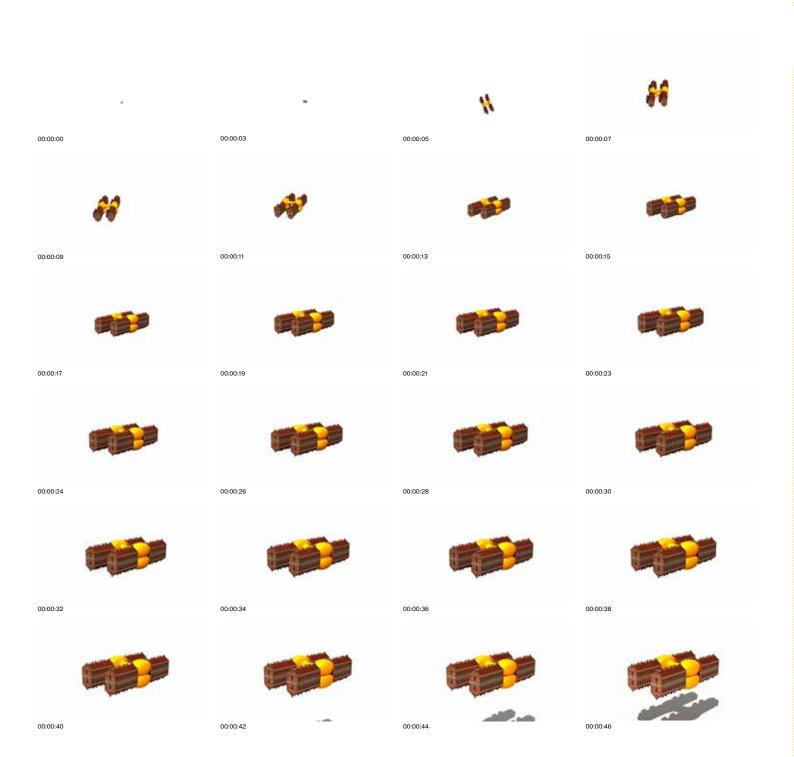
location: Milho - Oostende, BE

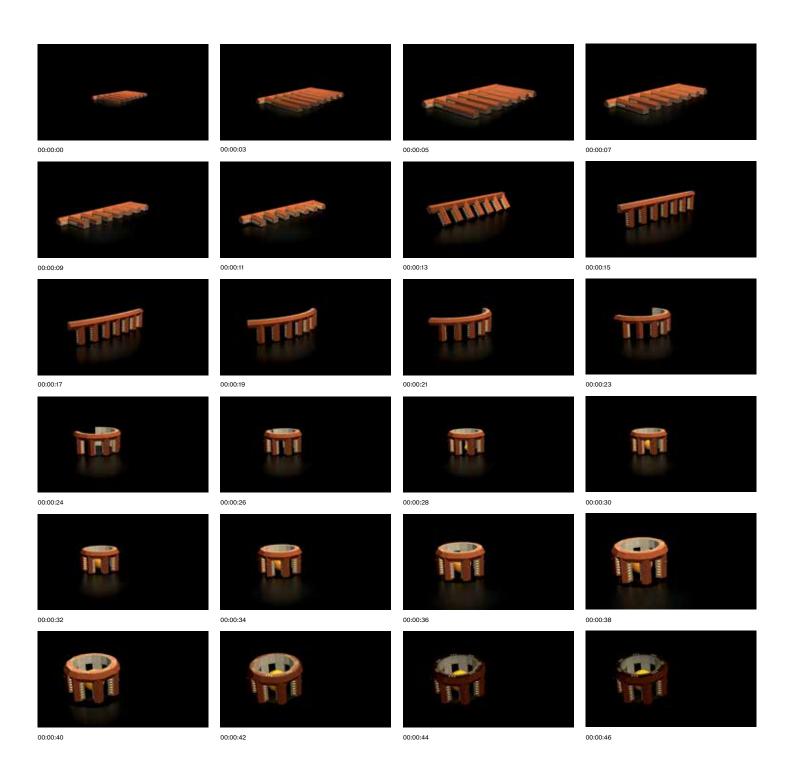










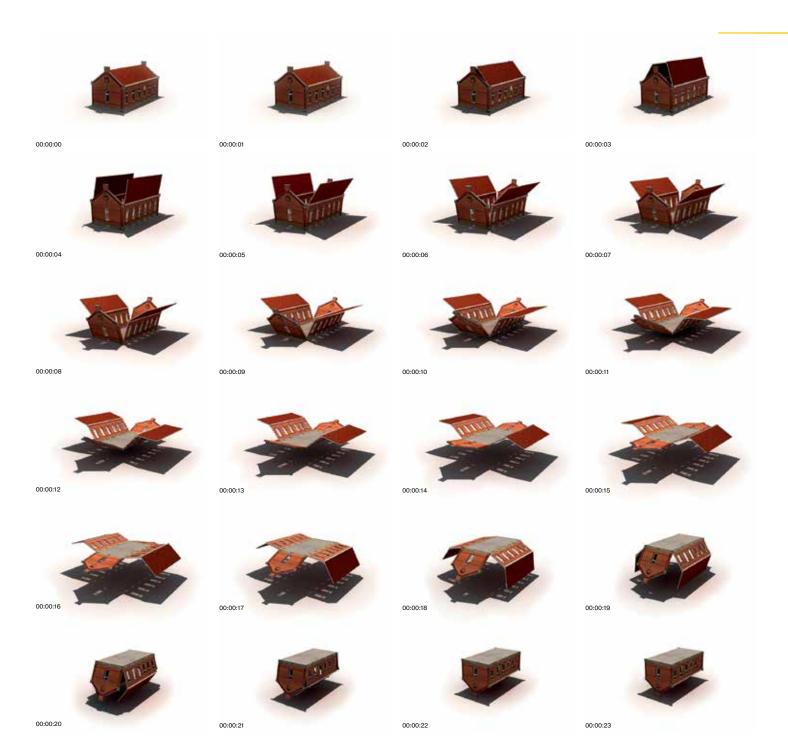




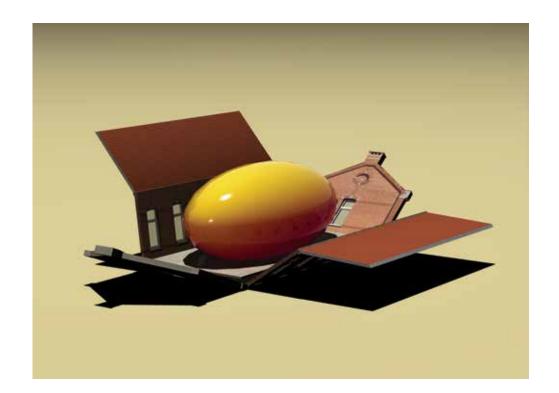










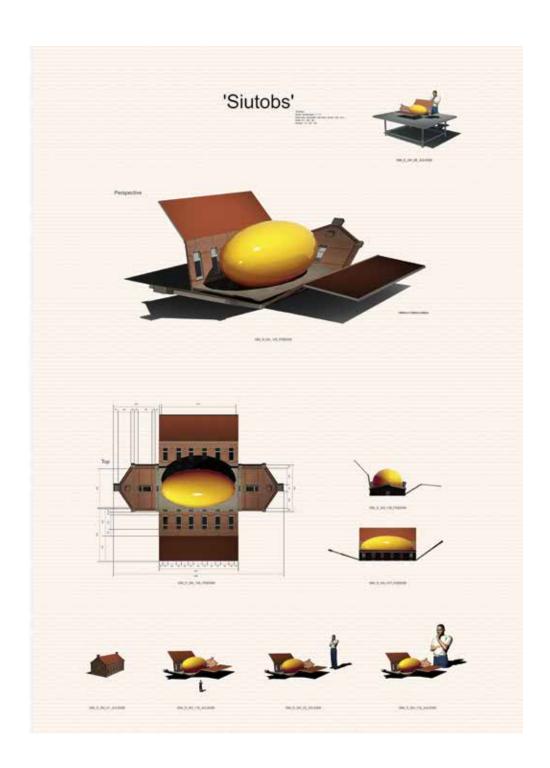


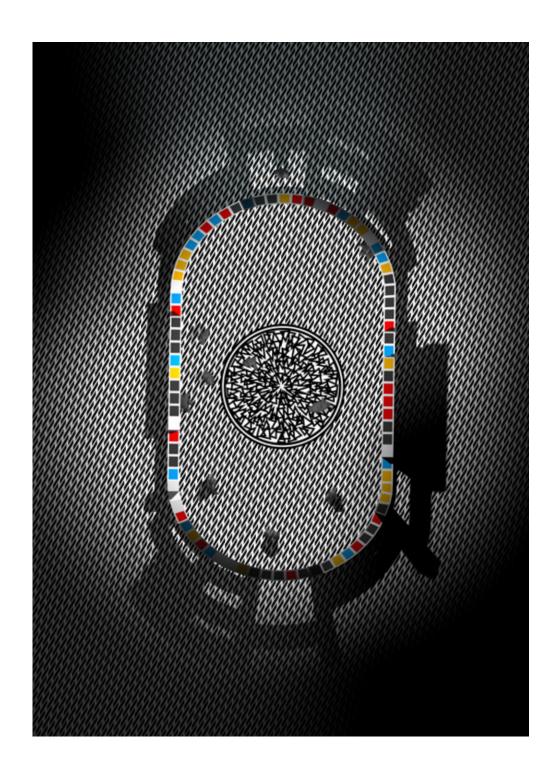














ODETTE, 2008 iron, pvc and wood 52 x 200 x 130 cm 20.5 x 78.7 x 51.2 inches



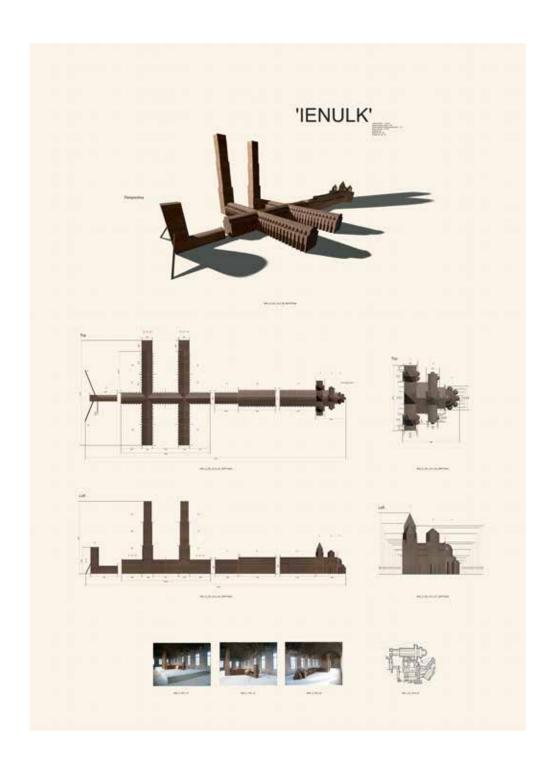










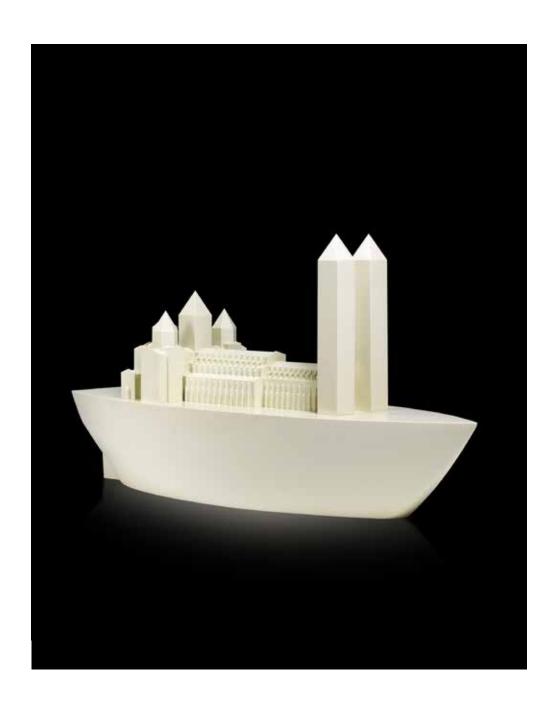




IEBANULK

■ The 20th century was characterized by a growing mobility, and consequently by a growing cultural exchange. This exchanges sometimes resulted in a culture clash. Nick Ervinck tries to visualize the problems of our hypermobile culture by mounting the abbey of Cluny – a Benedictine monastery in France in Romanesque style, dating from the 10th to the early 12th century – on an enormous oil tanker.

IEBANULK can be interpreted as a hypermobile ark of Noah and has reminiscences to a Western Culture, which once was very powerful. By combining these two elements, the public is forced to observe in a different manner. While the dimensions of the tanker and the cathedral are perfectly balanced, the towers are raised beyond proportion. Here, Ervinck points at a current 'tower of Babel-complex' in our society; a striving to build beyond the sky, in order to show off and to reach God, or at least to find the unknown. Yet, IEBANULK will never sail away, and therefore it is rather an empty meditative space. IEBANULK is designed fully digital and the lower part was moulded by a machine. Resulting out of this working process is a symmetric form, with smooth curves, which are polished afterwards.

















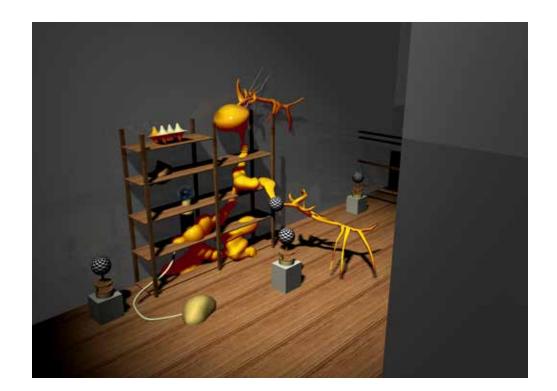


















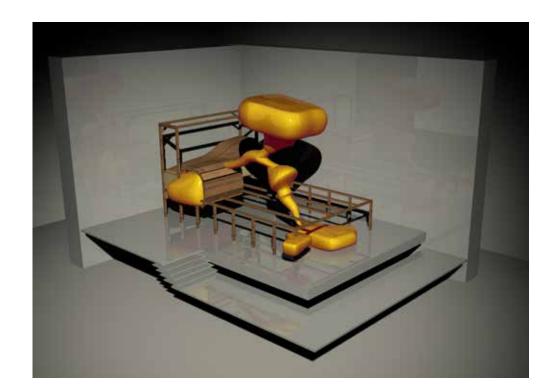






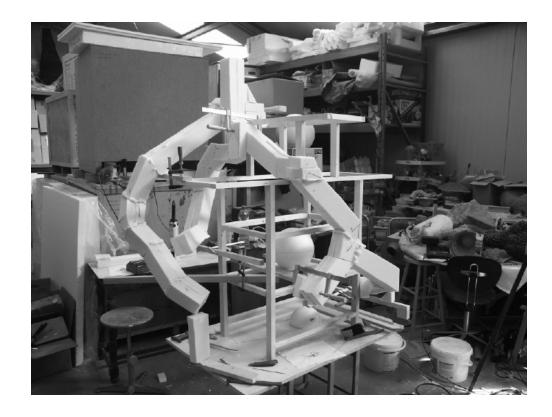


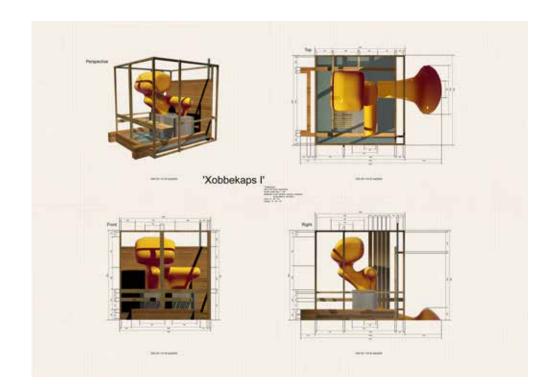












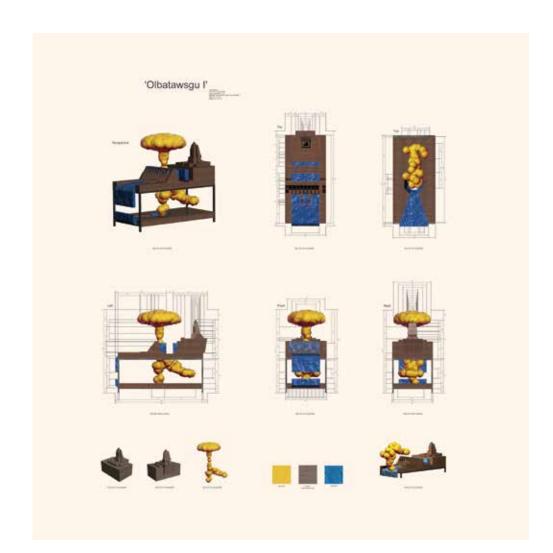


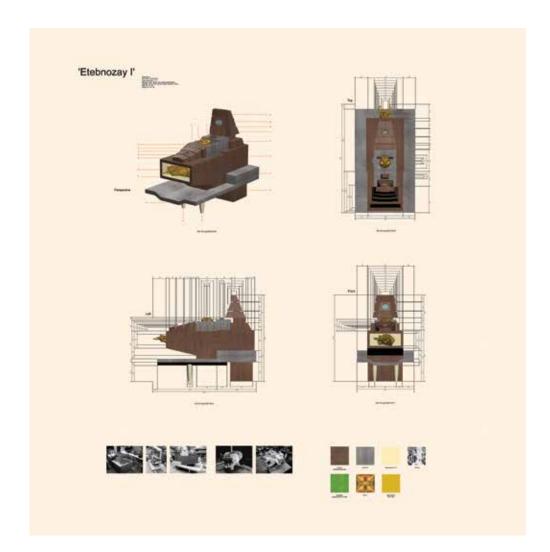








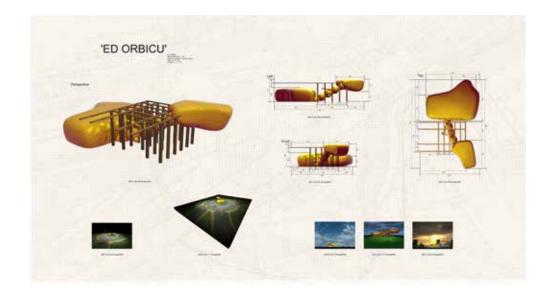


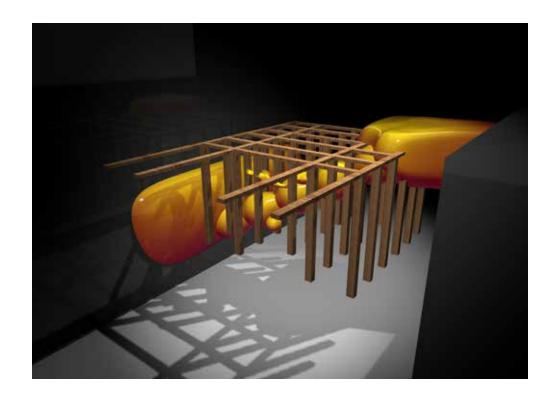




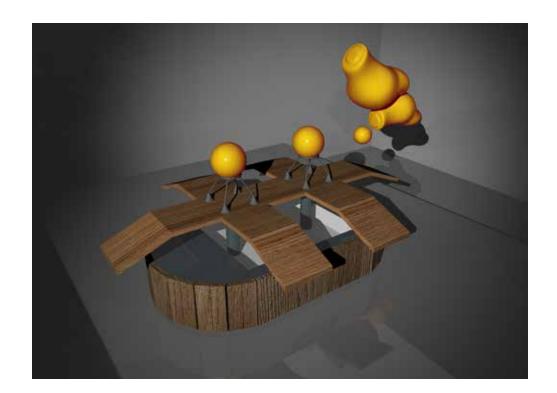


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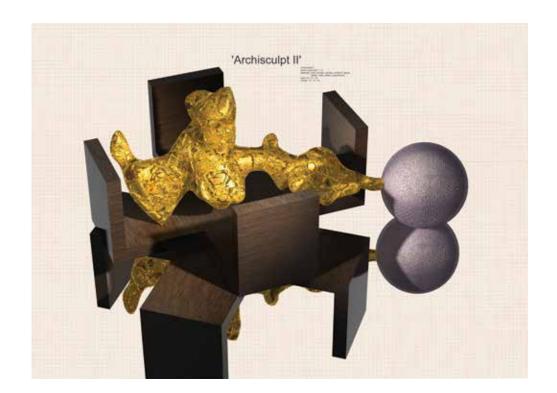


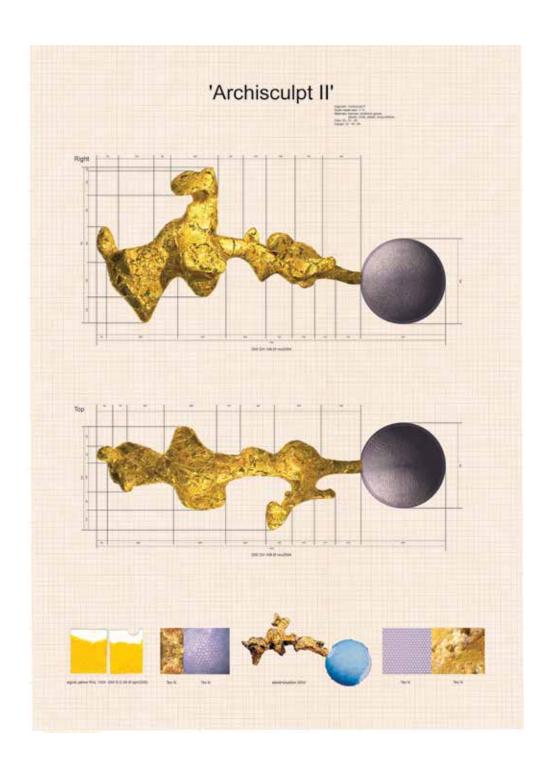










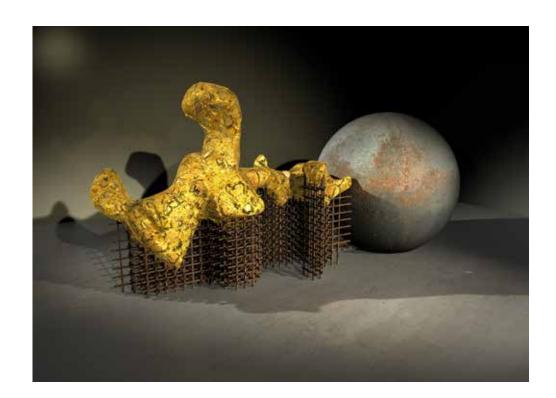


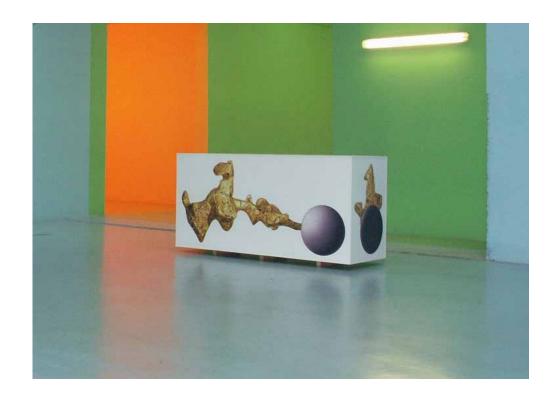








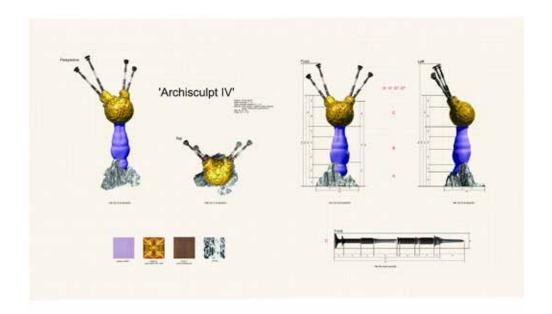


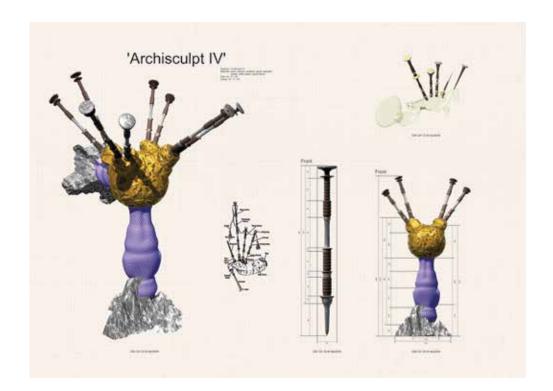




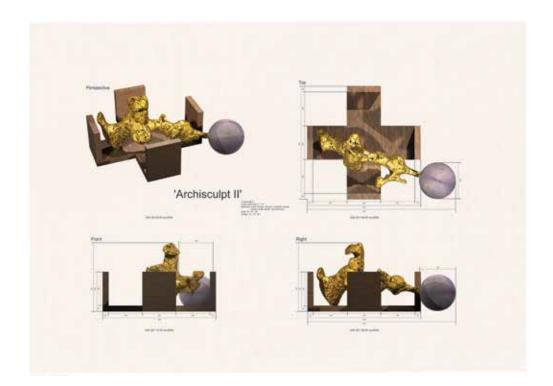


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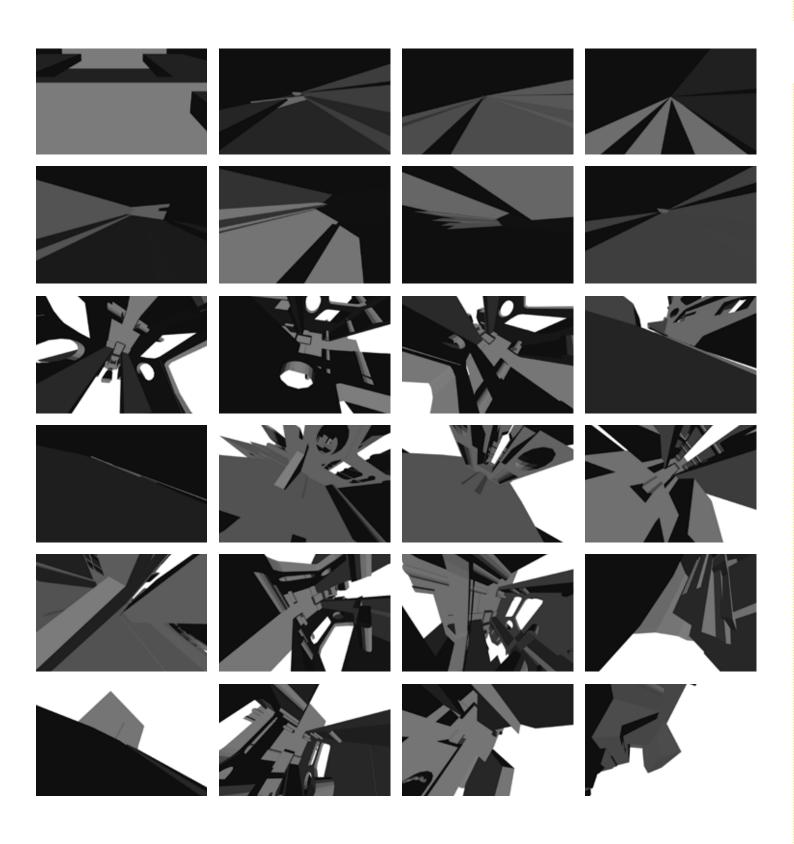


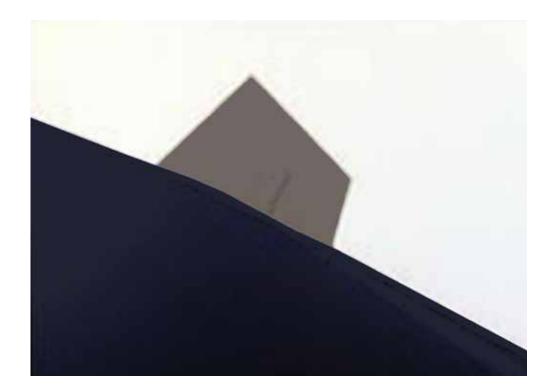


























selected biography	Nick Ervinck °1981, Roeselare, Belgium	
solo exhibitions	2020	GNI-RI jun2020, Valcke Art Gallery - Ghent, BE GNI-RI apr2020, Häme Castle - National Museum of Finland - Hämeenlinna, FI
	2019	GNI-RI okt2019, Bibliotheek - Waregem, BE
	2018	GNI-RI jun2018, The Black Wall, Sabam – Brussels, BE
	2017	GNI-RI sep2017, AXIOM, Hiromi Yoshii – Tokyo, JP GNI-RI jul2017, CC Casino – Blankenberge, BE GNI-RI apr2017, Maison des Randonneurs, Mont de L'enclus, BE
	2016	GNI-RI aug2016, Bildraum 07 - Vienna, AT GNI-RI apr2016, Oude Kerk - Vichte, GNI-RI mar2016, Musée Paul Valéry - Sète, FR
	2014	GNI-RI jun2014, Museum Dr. Guislain - Gent, B GNI-RI mar2014, NK Gallery - Antwerpen, B GNI-RI jan2014, Beelden aan Zee - Schevingen, NL
	2012	GNI-RI sep2012, Gallo-Romeins Museum - Tongeren GNI-RI jun2012, Highlight - San Francisco, USA GNI-RI jun2012, Kasteel Beauvoorde - Beauvoorde, B GNI-RI may2012, Ron Mandos - Amsterdam, NL
	2011	GNI-RI mar2011, KULAK - Kortrijk, B
	2010	GNI-RI okt2010, Sequence #7, Koraalberg - Antwerpen, B GNI-RI mar2010, Volta NY, with Koraalberg - New York, USA
	2009	GNI-RI sept2009, S.M.A.K – Gent, B GNI-RI jan2009, Kunstverein - Ahlen, D
	2008	GNI-RI may2008, Koraalberg – Antwerpen, B GNI-RI apr2008, Odette, VenetiaanseGaanderijen - Oostende, B
	2007	GNI-RI aug2007, Open studio, Hermann & Wagner – Berlin, D GNI-RI mar2007, Paparazzi – Den Haag, NL
group exhibitions	2020	Groupshow with Renato Nicolodi and Sofie Muller, Musée Fenaille - Rodez, FR Piranesi 300: A Visionary Revisited, the Coach House Gallery, Dublin Castle and the Casino - Dublin, IE Art Autun - Autun, FR
	2019	The kind stranger, UNArt Center - Shanghai, CH Art Zuid: Amsterdam Sculpture Biennal, - Amsterdam, NL META MARATHON: ROBOTICS, NRW-forum - Dusseldorf, DE KÖRPERWENDE: from Nam June Paik to Hiroshi Ishiguro, NRW Forum - Düsseldorf, DE
	2018	Workflow, Cultuurcentrum - Sint-Niklaas, BE Glorious (?) FAILURE, Psychiatrisch Ziekenhuis - Duffel, BE
	2017	In Situ 2017, Château de Foix – Foix, FR Between Earth and Heaven, PAK – Brugge, B Alpha & Omega, White Circle – Brussel, B Fogfair 2017, Fort mason Festival pavillon – San Francisco, USA
	2016	10 leading contemporary Flemish artists, Embassy of Belgium - Den Haag, NL Light @ Dark, NEXT DOOR - Living Tomorrow - Vilvoorde, B

2015 Materia Prima, LABoral - Gijon, ES

Adobe MAX 2015, Los Angeles Convention Center - Los Angeles, USA

De 9de Maand, - Tongeren, BE

Elements of Art and Science, Ars Electronica - Linz, AT

Out of office, De Mijlpaal - Knokke, B

Making a difference, Bozar - Brussel, B

Vormidable, Beelden aan Zee - Den Haag, NL

Sweet 18, Kasteel d'Ursel - Ursel, B

Beauty is the method, The American College - Athene, GR

2014 Art Basel, Miami, USA

ARCADIA, School of Architecture, LA

3D-Pop-up, Cultuurcentrum - Mechelen, B

Update V, Zebrastraat - Gent, B

Green Light District, Budafabriek - Kortrijk,

(ge)tijden[loos II, De Mijlpaal - Heusden-Zolder, B

Chamber - New York, USA

Museum to scale, Kunsthalle Rotterdam - Rotterdam, NL

Het wonderkabinet, Het Pand - Gent, B

Next Door, Living Tomorrow - Vilvoorde, B

Art(F)Air, Museum Bernaerts - Antwerpen, B

Art Paris, Grand Palais - Paris, FR

Museum to scale, The Baker Museum Naples - Florida, USA

Art London, Olympia Grand - London, UK

2013 Museum to scale, Museum van schone Kunsten - Brussel, B

(Re)source, 10th edition of 'Beelden op de berg' - Wageningen, NL

3D print Show, Carrousel du Louvre - Paris, FR

Art Brussel - Brussel, B

Art Paris, Grand Palais - Paris, FR

Kortrijk Vlaandert, Budafabriek - Kortrijk, B

2012 Creativity World Biennale, Rio De Janeiro, BR

Kanal-Roeselare, B

artMRKT - San Francisco USA (with Highlight)

Beaufort 04- Bredene, B

2011 Vlaamse Meesters, Hermitage - Amsterdam, NL

De Stad 3D, Museum Hilversum - Hilversum, NL

2010 Creativity World Biennale - Oklahoma, USA

Volta Basel, with Koraalberg - Basel, CH

New Monuments, Middelheim - Antwerpen, B

Art Amsterdam, with Koraalberg - Amsterdam, NL

Art Brussels, with Koraalberg - Brussel, B

Metamorphosis III, MuseiCivici de San Gimignano - San Gimignano, IT

Art Dubai, with Koraalberg - Brussel, B

Parallellepipeda, M - Leuven, B

2009 Fantastic Illusions, BUDA - Kortrijk, B

Fantastic Illusions,, MOCA - Shanghai, CN

Art Brussels, with Koraalberg - Brussel, B

SuperStories, 2nd triennial of contemporary arts - Hasselt, B

TAKE-OFF, Koraalberg - Antwerpen, B

2008 Update II, Award New Media Liedts-Meesen Foundation - Gent, B

Ad Absurdum, If the world were clear, there'd be no art, Marta - Herford, D

Art Brussels, with Koraalberg - Brussel, B

2007 Artist of the gallery, Koraalberg - Antwerpen, B

Nano Nu, VlaamsParlement - Brussel, B

Year 07 Art Projects, with MAMA - London, UK

All is well that begins well and has no end, 80 WSE Gallery - New York, USA

public and private	2020	OLNETOPIA, St Pete Pier - Florida, US
commissions	2019	CANNEHWEK, CAW - Brussels, BE REDNOYER, VUB - Brussel, BE THILAP, private commission - Gent, BE RETMONER, Boekenplein - Waregem, BE
	2018	ANONOV, NONA - Mechelen, BE DINZALUN, Prins Bernhardplein - Nuland, NL TRAELOM, Kinderdagverblijf De Kroon – Dendermonde, B BIBAFOE, De Waterlelie – Anderlecht, B
	2017	ANONOV, Nona – Mechelen, B LUCE, Meander Medical Centre – Amersfoort, NL DINZALUN, Prins Bernhardplein – Nuland, NL TRAHIARD, Private commission, Amougies, B
	2016	SIUQEMO, Private commission - Den Haag, NL LAPIRSUB, Universiteit – Anwerpen, B
	2015	EGNAOBER, Centrumplein - Emmen, NL
	2014	LENAP, WZC Immaculata - Overpelt, B TOPPAL, WZC Meersminne - Mortsel, B BOLBENIL, WZC Riethove - Oudenburg, B EITZO, Provinciaal Erfgoedcentrum - Ename, B BOLBEMIT, WZC Clarenhof - Hasselt, B
	2013	TRACHEOLB, Heilig Hartziekenhuis - Menen, B CIRBUATS, New Zebra – Gent, B MOBSTI, WZC De Motten – Tongeren, B TSENABO, Sint-Andriesziekenhuis – Tielt, B
	2012	ZIEBLOY, Psychiatrisch ziekenhuis Heilig Hart – Ieper, B LUIZADO, Gallo Romeins Museum - Tongeren, B IMAGROD, Milho - Oostende, B NIARGTZAG, Maselis - Roeselare, B YAROPRA, AZ Damiaan – Oostende, B DAJTROC, WCZ 't Hof – Lichtervelde, B SIUMET, WZC De Notelaar – Beveren, B
	2011	NARZTALPOKS, Ons Erf - St Michiels, B EGNABO, WZC Yserheem – Diksmuide, B
	2010	PRIAHARD, Robulken – Sint Martens Latem, B
	2009	WARSUBEC, Zebrastraat – Gent, B
Awards	2013	COD+A Award, merit award voor de kunstintegratie IMAGROD
	2008	Rodenbach Fonds Award: laureate Award New Media, Liedts-Meesen Foundation: laureate award of the public
	2006	Four annual Provincial prize for Fine Arts West-Flanders: laureate The Fortis Young Ones Award, Lineart: nominated Prix Médiatine: laureate prize Maïs from the city Brussels
	2005	Prix Godecharle: laureate sculpture

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Graphic concept: Studio Nick Ervinck

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

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