

## MARY PONOMAREVA

Mary Ponomareva is a visual artist, designer and researcher. In her work she combines design, theory, cgi and 3d modelling in order to create worlds where the viewer is confronted with reality anew. She critically investigates the role of graphic design in what she calls a 'New Dark Aesthetics': the influence of corporate imagery in the construction of dubious ideologies and their normalisation by way of their aesthetics. Design can either be complicit in the aestheticization of politics, but could also be used as a tool to lay bare the message of which the medium itself is the carrier, striving instead for a politicisation of aesthetics. In VR installations, texts and videos she builds dystopian landscapes where post-apocalyptic scenes are the setting for a narrative that blends science fiction with actual imagery from the defence industry and where simulation, fiction and reality are combined to show and question the incompatible characteristics of the current capitalist system. She studied at the Moscow University of Design and Technology, obtained her BA at The Royal Academy of Art in The Hague and completed her MA at the Sandberg's Institute Design Department.

### WEBSITES

[www.mary-universe.com/](http://www.mary-universe.com/)

## LID VAN BEROEPS- / KUNSTENAARSVERENIGING

BOK, Haagse Kunstkring

### OPLEIDINGEN

- |                |                                                                                               |
|----------------|-----------------------------------------------------------------------------------------------|
| 2015 -<br>2017 | Think Tank for Visual Strategies /<br>Design Amsterdam, Sandberg Instituut<br>Diploma behaald |
| 2010 -<br>2013 | Graphic Design Den Haag, Koninklijke<br>Academie van Beeldende Kunsten<br>Diploma behaald     |
| 2007 -<br>2010 | Visuele en Toegepaste kunst University<br>of Design & Technology (MSUDT),<br>Moscow           |
| 2003 -<br>2006 | Visuele kunst Moscow Art School #4 n.<br>Repin Diploma behaald                                |

### TENTOONSTELLINGEN

- |      |                                                                                                                                                                                                                                                                                                                        |
|------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2018 | A SCHOOL OF SCHOOLS - STAYING ALIVE<br>Istanbul Design Biennial Istanbul, Turkije<br>Luxury Survival Fair project as part of<br>STAYING ALIVE exhibition.<br><a href="http://aschoolofschoools.iksv.org">aschoolofschoools.iksv.org</a><br>Groep                                                                       |
| 2018 | GGOBOT festival Concordia Enschede,<br>Nederland Installation Luxury Survival Fair<br><a href="http://2018.gogbot.nl">2018.gogbot.nl</a><br>Groep                                                                                                                                                                      |
| 2018 | IMPAKT festival Algorithmic<br>Superstructures Het Huis Utrecht Utrecht,<br>Nederland Part of the movie screening<br>program Reality Glitch<br><a href="http://impakt.nl/festival/impakt-festival-2018-algorithmic-superstructures/">impakt.nl/festival/impakt-festival-2018-algorithmic-superstructures/</a><br>Groep |
| 2017 | The Future of Solidarity Corridor Project<br>Space Amsterdam, Nederland The Future of<br>Solidarity exhibition deals with the concept<br>of Survival. I showed the Luxury Survival<br>Fair project, consisting of video work,<br>documented research and a virtual reality<br>installation.<br>Groep                   |

- 2017 Club Imagine, Hoogmoed edition  
Rotterdamse Schouwburg Rotterdam,  
Nederland Luxury Survival Fair on a 12  
meter media wall together with a VR  
installation.  
[Solo](#)
- 2017 Wait For The Cue Shelter Amsterdam,  
Nederland Installation on display during the  
Wait For The Cue - Graduation Show  
Sandberg Instituut.  
[Groep](#)
- 2017 One Euro Cinema De School Amsterdam,  
Nederland Work on screening as a part of  
One Euro Cinema program. Organised by  
Telemagic during Art Weekend.  
[Groep](#)
- 2017 TELEMAGIC: MIDNIGHT TEleshopping  
WORM Rotterdam, Nederland During the  
TELEMAGIC event organised by Telemagic,  
I had a VR work on display.  
[Groep](#)
- 2017 Technology Meets Implementation W139  
Amsterdam, Nederland Screening as a part  
of Open Call selection.  
[Groep](#)
- 2016 Graphic Design Scotland The Lighthouse  
Glasgow Image Elixir work on display,  
International Poster Exhibition  
[Groep](#)
- 2016 Fragments: Typography Deconstructed  
Pocko Gallery London Graphics printed with  
riso technique, and digitally printed work.  
[Groep](#)
- 2013 New Steps Haagse Kunstkring Den Haag  
Part of New Steps exhibition, printed  
graphic work.  
[Groep](#)
- 2013 Blood Sweat Tears Diploma, Graduation  
Show KABK Den Haag Installation Semantic  
Space on display.  
[Groep](#)

## PROJECTEN

- 2018 Non Linear Tuesday KABK The Hague,  
Nederland Presentation and talk about

## OPDRACHTEN

- 2018 iObject The Hague

	the Luxury Survival Fair project & research on survivalist aesthetics	2017	De Gids Amsterdam, Nederland Video, 3d animation and artwork as an artistic contribution for literature and art event and online issue De Gids Uitgevoerd
2017	Unnecessary, Unwanted and Uncalled-for, Luxury Survival Fair, New Dark Aesthetics ASCA, UvA Amsterdam, Nederland Panel and presentation of research on New Dark Aesthetics	2015	Kunstmanifestatie Gimme Shelter Nederland Textile for exposition Uitgevoerd
2017	Luxury Survival Fair THE HMM Amsterdam Presentation and talk about the Luxury Survival Fair project	2015	Suzanne Posthumus Amsterdam, Nederland Design of animation and print for announcements of exposition True Players at W139 Uitgevoerd
		2014	KABK The Hague, Nederland Design of animation and print for announcements of event: Art & Design at KABK Pop Up Stoor. ism Ksenija Serbina Uitgevoerd

## PUBLICATIES

2018	Staying Alive. A “wunderkammer” of disaster solutions <a href="http://we-make-money-not-art.com/staying-alive-a-wunderkammer-of-disaster-solutions/">we-make-money-not-art.com/staying-alive-a-wunderkammer-of-disaster-solutions/</a>
2017	Ervaar het einde van de wereld als een rijke stinkerd Creators, Vice, Amsterdam (online) Interview and article about my project Luxury Survival Fair
2017	World of graphic design, showroom Novum magazine, Munchen Interview and article about my work and practice in a magazine
2016	International Poster Catalogue '16 Graphic Design Festival Scotland Print catalogue of selected posters GDFS
2016	Typography: Exploring the limits Sandu Publishing, Guangzhou Book about experimental typography
2015	Chois Gallery Magazine #30 Choix, Shanghai Magazine about graphic design
2014	IDPURE #34, Education directory IDPURE, Zürich Magazine about graphic design,

## PRIJZEN EN STIPENDIA

2017	Future of Solidarity Exhibition AFK, Amsterdam
2016	Red Dot Award, Design work Red Dot, Berlin

## ARTISTIEKE NEVENACTIVITEITEN

2013 - -- Grafisch Ontwerpen Loopt nog