

Bob Bicknell-Knight is a London based artist and curator working in installation, sculpture, moving image, net art and other digital mediums. Online and offline surveillance accompanied by the consumer capitalist culture within today's society are the main issues surrounding his work in association with current and future utopian environments, the continued automation of our daily lives in relation to the internet of things and the various cultures associated with online communities. These ideas are explored through the use of tools and technologies which are relatable but not restricted to art, usually having been made readily available via the expansion of the internet.

Selected solo exhibitions include: 'Are we there yet?', 16 John Islip St, London; 'Feign Cubed 1.5', Feign Cubed, Online.

Selected group shows include: 'The Sacred 419', The Square Gallery, London; 'Glitch Art is Dead', Gamut Gallery, Minneapolis; 'I miss you blockbuster', A217 Gallery, London; 'The Sacred Screen', The Square Gallery, London; 'OUT OF THE BLUE', Greylight Projects, Brussels; 'All in one', Martyrs Square of Liberty, Italy; and 'Future Late', Tate Modern, London.

Bob Bicknell-Knight is the founder of 'isthisit?', a platform for contemporary art occupying online and offline spaces. Online, 'isthisit?' hosts weekly online exhibitions showcasing emerging and mid-career artists, monthly residencies and a programme of sound art. Offline, it has held exhibitions across the UK and is the publisher of the 'isthisit?' magazine.

ABOUT Dollspace

Dollspace is a project space situated in a Doll's House in North London. Throughout 2017 we are running a series of experimental projects that investigate the position of microcosms in an over-subscribed culture.



Bob Bicknell-Knight

'Sunrise Prelude'

When was the last time you were in one of those office spaces? You know, the huge, never ending ones with hundreds of employees each with their own cubicle. Maybe you were in one today. Maybe you even work in one. Do you ever wonder sometimes just how you ended up in that cubical? Or perhaps the more likely question of how to get out of it?

For his first solo show at Dollspace Bob Bicknell-Knight has created a utopian office space, carpeting all three floors of the gallery in a work titled *Supacord Anthracite*, while a sea of blue tarpaulin, *Tarp Island*, turns it into an unconventional ship. *Standard Assets > Water 01 - 07* is a series of water texture prints from the game engine Unity, a repeated motif of his work, one which is hinting at how video games are a source of escapism for many in this world. This is equally apparent in his moving image work, *Everything Bad is Good for You*, a title referencing Steven Johnson's book which looks at how video games and television are making society as a whole, smarter.

As well as charting the evolution of water graphics in games, one is also able to swim the mysterious depths of Venice Beach via his VR piece, *Do you really think you can escape by swimming underwater in a badly simulated video game environment on an eighth generation console for 15 minutes at a time?* Continuing down the road of the simulated world, Bicknell-Knight has employed artificial rocks in *Fake Lump of Rock > 01-04*, usually used to add realism to train models, but in this case to create an idea of a virtual environment. This is another nod to the notion of utopian spaces, or the idea of a perfect place, and attempting to replicate a perfect experience, or a completely serene one, or looking ahead to how one will function in a fully simulated society. Feasibly we are looking into the future, the tranquil and idle nature of a future space, one where you'll regularly go on walks through your devices.

Bob Bicknell-Knight
Sunrise Prelude

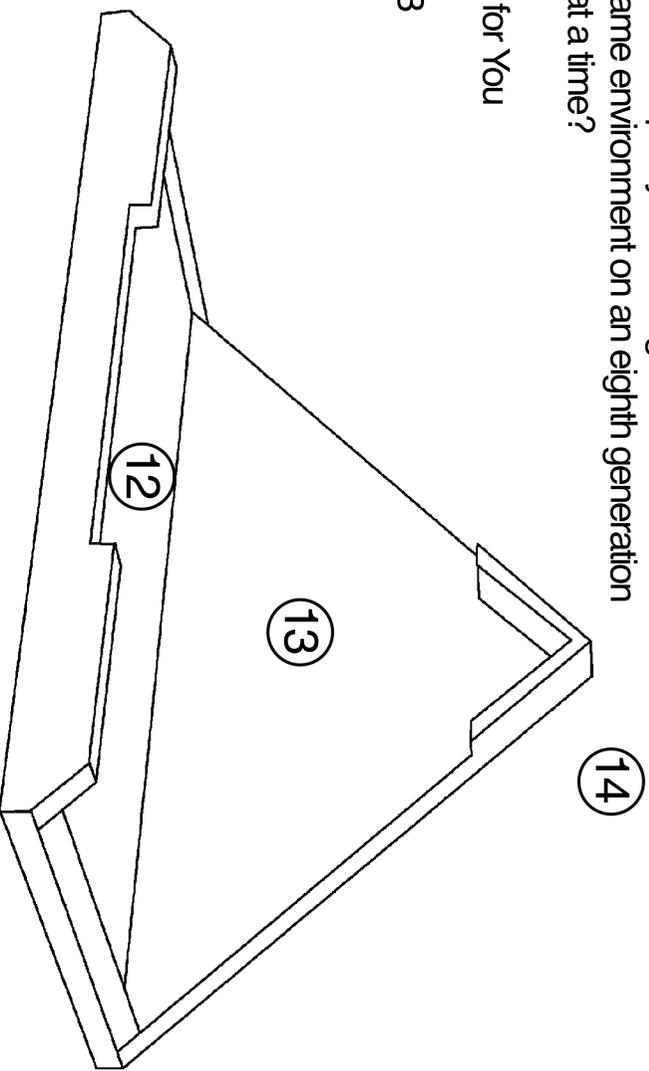
Dollspace
1st June - 1st July



14 Do you really think you can escape by swimming underwater in a badly simulated video game environment on an eighth generation console for 15 minutes at a time?

13 Everything Bad is Good for You

12 Fake Lump of Rock > 03

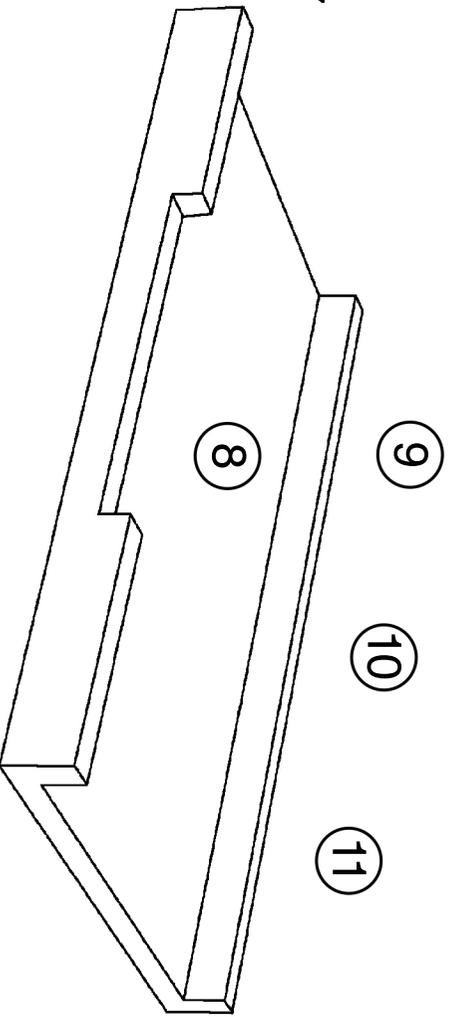


11 Standard Assets > Water 07

10 Standard Assets > Water 06

9 Standard Assets > Water 05

8 Fake Lump of Rock > 03



7 Tarp Island

6 Standard Assets > Water 04

5 Standard Assets > Water 03

4 Standard Assets > Water 02

3 Standard Assets > Water 01

2 Fake Lump of Rock > 02

1 Fake Lump of Rock > 01

