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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/

MEMBER OF A PROFESSIONAL ASSOCIATION/ARTISTS' ASSOCIATION

BOK, Haagse Kunstkring

EDUCATION

- 2015 - Think Tank for Visual Strategies / Design
- 2017 - Amsterdam, Sandberg Instituut diploma
- 2010 - Graphic Design Den Haag, Koninklijke
- 2013 - Academie van Beeldende Kunsten diploma
- 2007 - Visual and Applied art University of Design
- 2010 - & Technology (MSUDT), Moscow
- 2003 - Visual art Moscow Art School #4 n. Repin
- 2006 - diploma

EXHIBITIONS

- 2018 A SCHOOL OF SCHOOLS - STAYING ALIVE Istanbul Design Biennial Istanbul, Turkey Luxury Survival Fair project as part of STAYING ALIVE exhibition.
aschoolofschoools.iksv.org
Group

PROJECTS

- 2018 Non Linear Tuesday KABK The Hague, Netherlands Presentation and talk about the Luxury Survival Fair project & research on survivalist aesthetics
- 2017 Unnecessary, Unwanted and Uncalled-for, Luxury Survival Fair, New Dark Aesthetics

2018	GGOBOT festival Concordia Enschede, Netherlands Installation Luxury Survival Fair 2018.gogbot.nl Group	ASCA, UvA Amsterdam, Netherlands Panel and presentation of research on New Dark Aesthetics
2018	IMPAKT festival Algorithmic Superstructures Het Huis Utrecht Utrecht, Netherlands Part of the movie screening program Reality Glitch impakt.nl/festival/impakt-festival-2018-algorithmic-superstructures/ Group	2017 Luxury Survival Fair THE HMM Amsterdam Presentation and talk about the Luxury Survival Fair project
2017	The Future of Solidarity Corridor Project Space Amsterdam, Netherlands The Future of Solidarity exhibition deals with the concept of Survival. I showed the Luxury Survival Fair project, consisting of video work, documented research and a virtual reality installation. Group	
2017	Club Imagine, Hoogmoed edition Rotterdamse Schouwburg Rotterdam, Netherlands Luxury Survival Fair on a 12 meter media wall together with a VR installation. Solo	
2017	Wait For The Cue Shelter Amsterdam, Netherlands Installation on display during the Wait For The Cue - Graduation Show Sandberg Instituut. Group	
2017	One Euro Cinema De School Amsterdam, Netherlands Work on screening as a part of One Euro Cinema program. Organised by Telemagic during Art Weekend. Group	
2017	TELEMAGIC: MIDNIGHT TEleshopping WORM Rotterdam, Netherlands During the TELEMAGIC event organised by Telemagic, I had a VR work on display. Group	
2017	Technology Meets Implementation W139 Amsterdam, Netherlands Screening as a part of Open Call selection. Group	
2016	Graphic Design Scotland The	

Lighthouse Glasgow Image Elixir work
on display, International Poster
Exhibition

[Group](#)

2016 Fragments: Typography Deconstructed
Pocko Gallery London Graphics printed
with riso technique, and digitally
printed work.

[Group](#)

2013 New Steps Haagse Kunstkring The
Hague Part of New Steps exhibition,
printed graphic work.

[Group](#)

2013 Blood Sweat Tears Diploma,
Graduation Show KABK The Hague
Installation Semantic Space on display.

[Group](#)

COMMISSIONS

2018 iObject The Hague

2017 De Gids Amsterdam, Nederland Video,
3d animation and artwork as an artistic
contribution for literature and art event
and online issue De Gids finished

2015 Kunstmanifestatie Gimme Shelter
Nederland Textile for exposition
finished

2015 Suzanne Posthumus Amsterdam,
Netherlands Design of animation and
print for announcements of exposition
True Players at W139 finished

2014 KABK The Hague, Netherlands Design
of animation and print for
announcements of event: Art & Design
at KABK Pop Up Stoor. ism Ksenija
Serbina finished

PUBLICATIONS

2018 Staying Alive. A “wunderkammer” of
disaster solutions [we-make-money-not-
art.com/staying-alive-a-wunderkammer-of-
disaster-solutions/](http://we-make-money-not-art.com/staying-alive-a-wunderkammer-of-disaster-solutions/)

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 Choix Gallery Magazine #30 Choix,
Shanghai Magazine about graphic design

2014 IDPURE #34, Education directory IDPURE,
Zürich Magazine about graphic design,

AWARDS AND GRANTS

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

SECONDARY ART-RELATED
ACTIVITIES

2013 - -- Graphic Design On-going