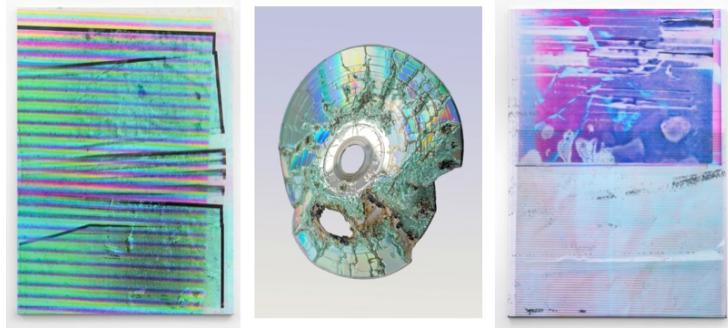
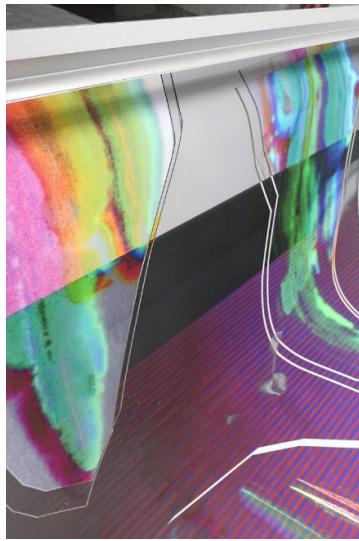


Paul Kneale: Capturing the Digital Age through Art

Paul Kneale (b.1986) is interested in how the physical world is constantly translated into a digital language. His work explores the ways in which the digital facets of our existence can be manifested and reimagined in the physical object. In interview with *i-D*, Kneale defined the Internet as *?a whole way of being in the world'* and his practice investigates the role that art can play in this new enigmatic dimension.



The significance of Kneale's work resides as much in the process of creation as well as it does in the final result. The artist has recently pioneered a new technique of 'scanner painting' where he uses an open scanner to capture an abstract impression of the ambient light and atmospheric conditions in his studio. The impression is then printed on to a canvas, forging a connection with art historical tradition. Finally, the artist attempts to crystallise immaterial entities such as Time by superimposing numerous scans realised at different speeds and resolutions. This way, several moments in time co-exist on the same surface.



Paul Kneale received his Master of Fine Arts from the Slade School of Fine Art, London, in 2011 and has been working closely with **ARTUNER** art platform since 2015.

Coinciding with the 57th Venice Biennale, his work is currently on show at the Thetis Gardens in the Arsenale Novissimo and he is participating in a group exhibition '[Contemporary Photography Forum](#)' (7 November 2017 ? 8 April 2018) at the Boca Raton Museum of Art in Miami, which examines how the medium of photography has shifted with the advent of new technologies. Kneale is also a very accomplished writer and has contributed theoretical essays to art publications such as Frieze and Spike. He is also the author of experimental short story 'Ex Oriente Lux' and an ebook 'New Abject'.

More about Paul Kneale | www.paulkneale.net | [@freewillsalad](https://www.freewillsalad.com) | [Paul Kneale on ARTUNER](#)

