# MODULAR PRACTICE

30 October - 13 November 2021 (Open by appointment)

This group exhibition shows the individual and collective artistic practices of Albert Barbu (AB), Dylan Henry Price (DHP), and Yambe Tam (YT) - three UK-based creatives who often collaborate together while also retaining their own individual practices. Their collaborative works, which include VR videogames and immersive sound and sculpture installations, have been exhibited with Lewisham Arthouse (YT+AB+DHP, 2021), TBA-21 Academy (DHP+YT, 2020), FACT Liverpool (YT+AB, 2021), and Attenborough Arts Centre (YT+DHP, 2021).

*Modular Practice* offers a glimpse into the group's R&D process alongside individual and collaborative works made in different combinations across the trio. Many were made in remote collaboration during the 2020 pandemic lockdown, and include an ambient sound meditation videogame (YT+DHP), visuals for the EP 'Sleeper' (DHP+AB), concept drawings and prototypes for XR projects.

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Albert Barbu (b. 1995, Vancouver, CA) is a creative technologist with a background in graphic design who studied at ENSAAMA in Paris and the Royal College of Art in London. He develops interactive experiences for institutions such as the Science Museum, British Library, and the Natural History Museum in London. His artistic practice examines the connections between living and non-living beings, value systems and technology's relationship with the natural world.

Dylan Henry Price (b. 1991) is a sound designer with a background in Architecture and Human-Computer Interaction. Cognitive science and interaction design are fundamental to his practice in sound. He has released under several aliases and has had music broadcast on BBC Radio 6, Radio 1, and Radio Wales as a member of DIY band Radstewart. Recent releases are Creation Time (LP) as a member and producer of Creation Entertainment Group and Spectra 2 (EP) as a member and producer of Spectra Systems.
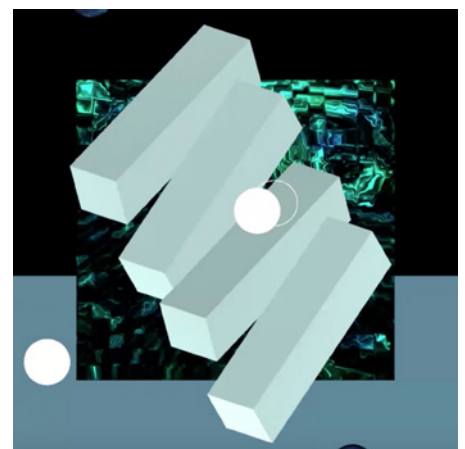
Yambe Tam (b. 1989, Indianapolis, USA) is an artist based in London who builds virtual and physical spaces that reveal invisible or speculative realities that would otherwise be inaccessible to human beings. She creates immersive worlds where science, spirituality, and visionary thinking merge to form playful, contemplative experiences. These take form most commonly through sculptural installations, meditation performances, and virtual reality video games. Her research is directed towards sensory perception and consciousness, and the works invite audiences to embody other ways of inhabiting, experiencing, and engaging with reality. Through the lens of Zen Buddhism, she investigates topics of deep ecology, cosmology, and themes of evolution in biology and consciousness. She offers slow and ambient art as an alternative to narrative-driven, fast-paced ways of living. She hopes her work serves audiences to point out healthier ways of being and co-existing with technology. She holds an MA from the Royal College of Art, and BFA from the Maryland Institute College of Art.
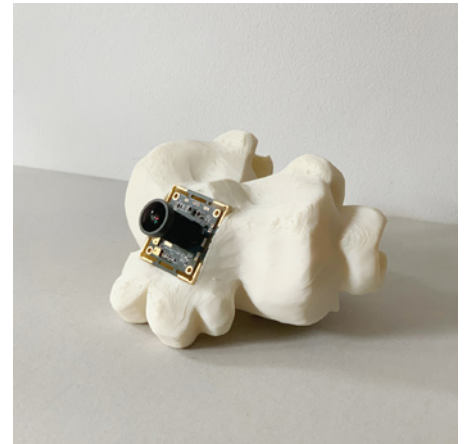


Yambe Tam + Albert Barbu, prototype for *7100AD: Air Bee Brain Mount*, 2021, biofilament and webcamera
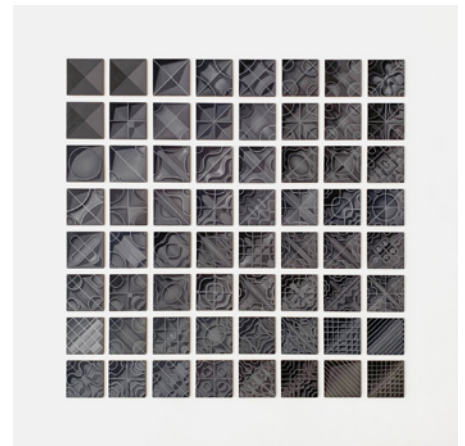


Yambe Tam, *Harmonic Resonance*, 2019, oil on panel, 94 x 94 cm



Albert Barbu + Dylan Henry Price, animation for *Sleeper* EP, 2021, single channel video + audio

*Modular Practice is open by appointment. To book a time, or for any other enquiries, contact: Yambe Tam, studio@yambetam.com*