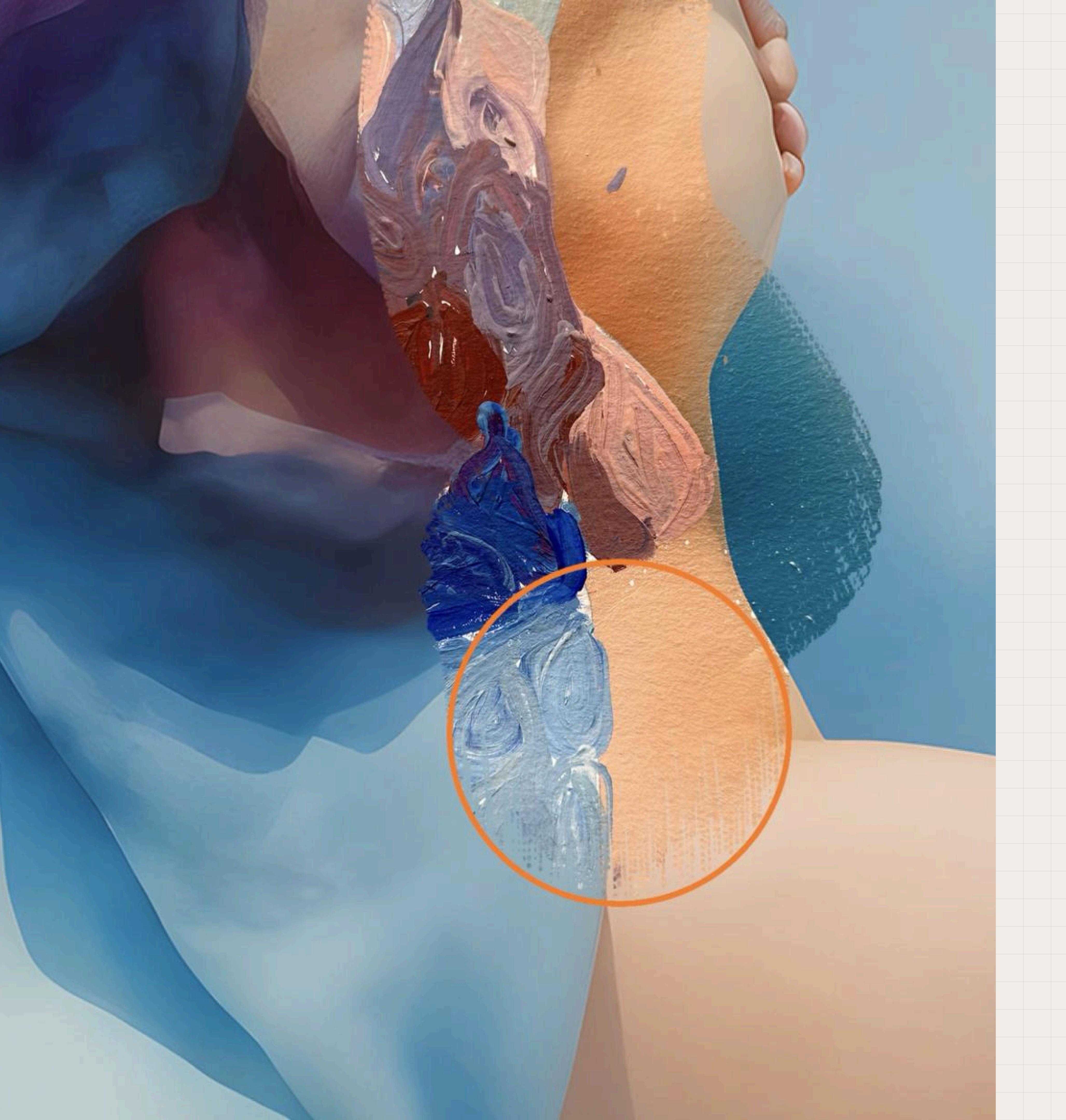


2025 Zürich

# BODY OF ART

CATALOQ OF ARTIST PROJECTS



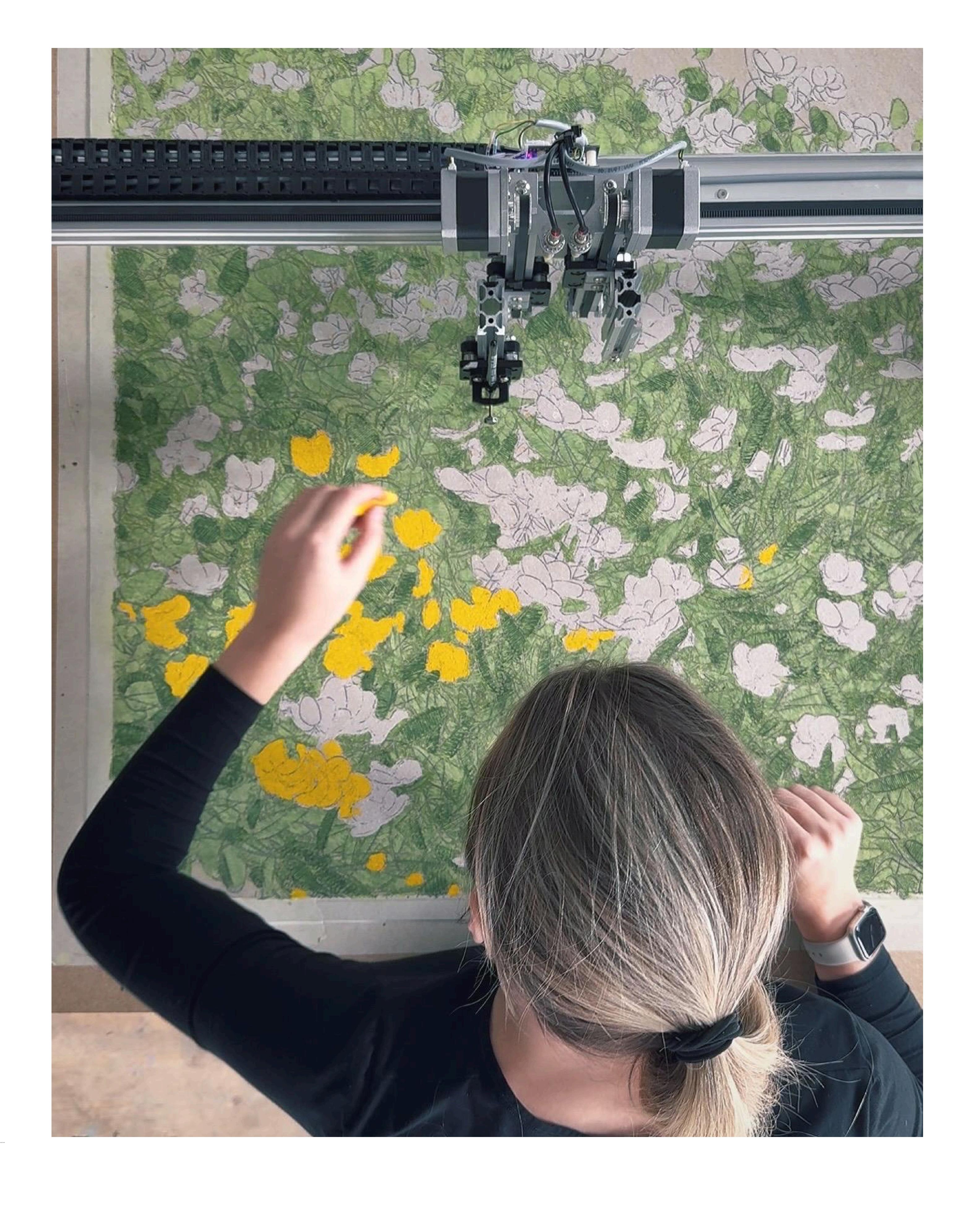
Body Of Art is an evolving catalog of works produced by Uncorporated Studio. Started in 2024 as an experiment dedicated to exploring the unique physical renderings of digital art made with robotic machines, the project quickly grew through a series of collaborations with internationally acclaimed artists.

# Select Artist Projects

01 Lars Wander	04 Piter Pasma
02 Nat Sarkissian	05 Osinachi
03 Rachel Libeskind	06 Ivona Tau

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Visual art made with robotic machines offers the best of both worlds: the reproducibility and scalability of digital print, paired with the tactile presence and uniqueness of hand-crafted work. Through a striking interplay between mathematical precision and organic materiality, objects coproduced with robots feel both technical and human. In the age of AI, it may well be the most native form of art for so many people.





## Lars Wander

How You See Me #6

Digital original: generative code

Link to digital original →

#### Our Process

Physical: Acrylic on paper, 96 x 64 cm
In this project, we used a mix of lasercutting and hand-painting techniques to
maintain precise outlines of shapes
generated arithmetically, and tried to
give a human touch through the
painterly textures within.

# About The Artist

Lars Wander is a New York based programmer and computer artist, who focuses on the intersection between computation and perception. Lars's work has been displayed at the most prominent digital and physical galleries / platforms like Art Blocks, Verse, Foundation and others.





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# Nat Sarkissian

A Mess of Poppies

Digital original: generative code

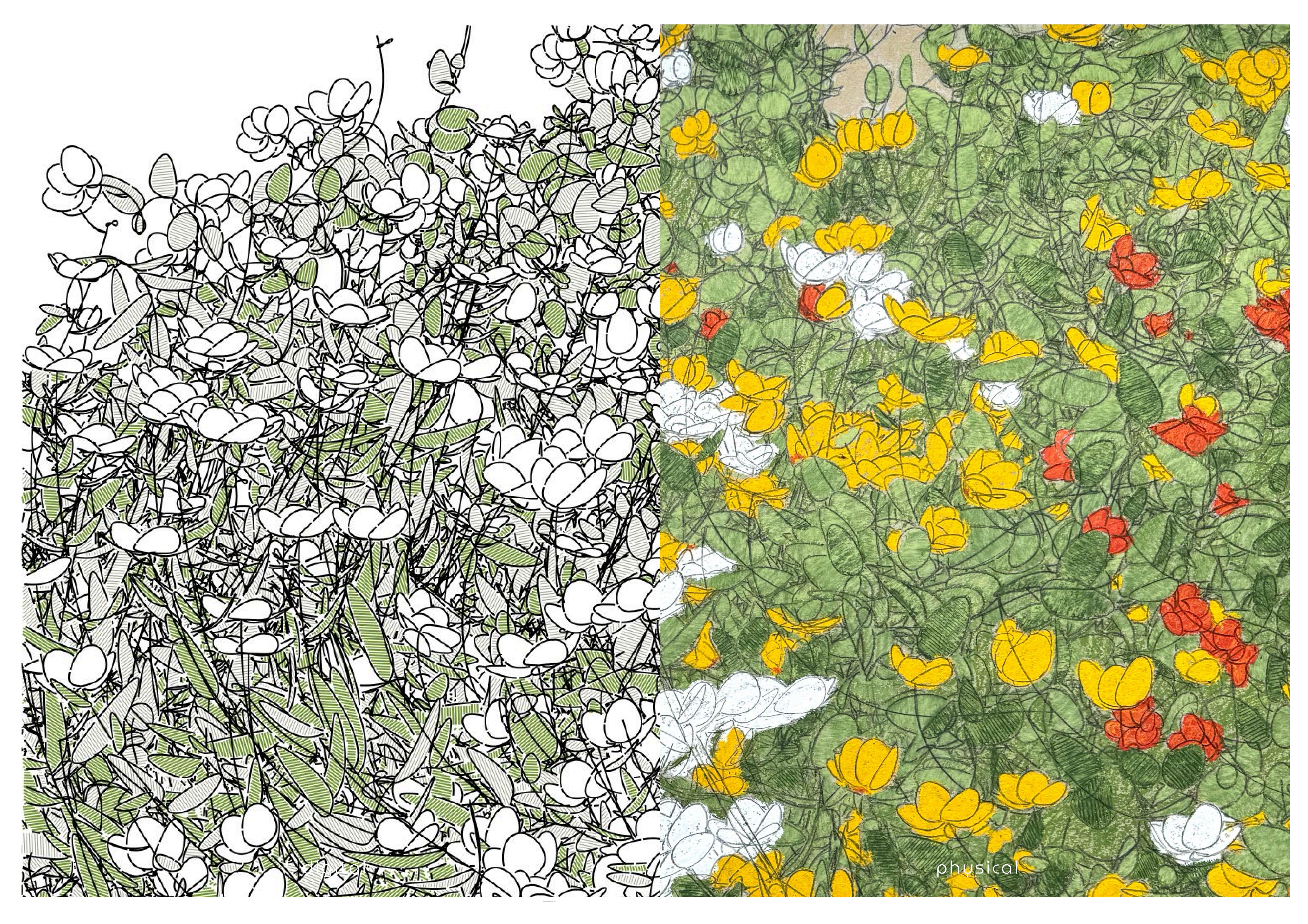
Link to digital original →

#### Our Process

Physical: Oil pastels on paper, 80 x 80 cm
In this project, we used a mix of machine and hand-drawing techniques. Scribing through the layers of pastels with various tools attached to the moving machine, our goal was to preserve the complexity of the original digital work, revealing its hidden textures.

## About The Artist

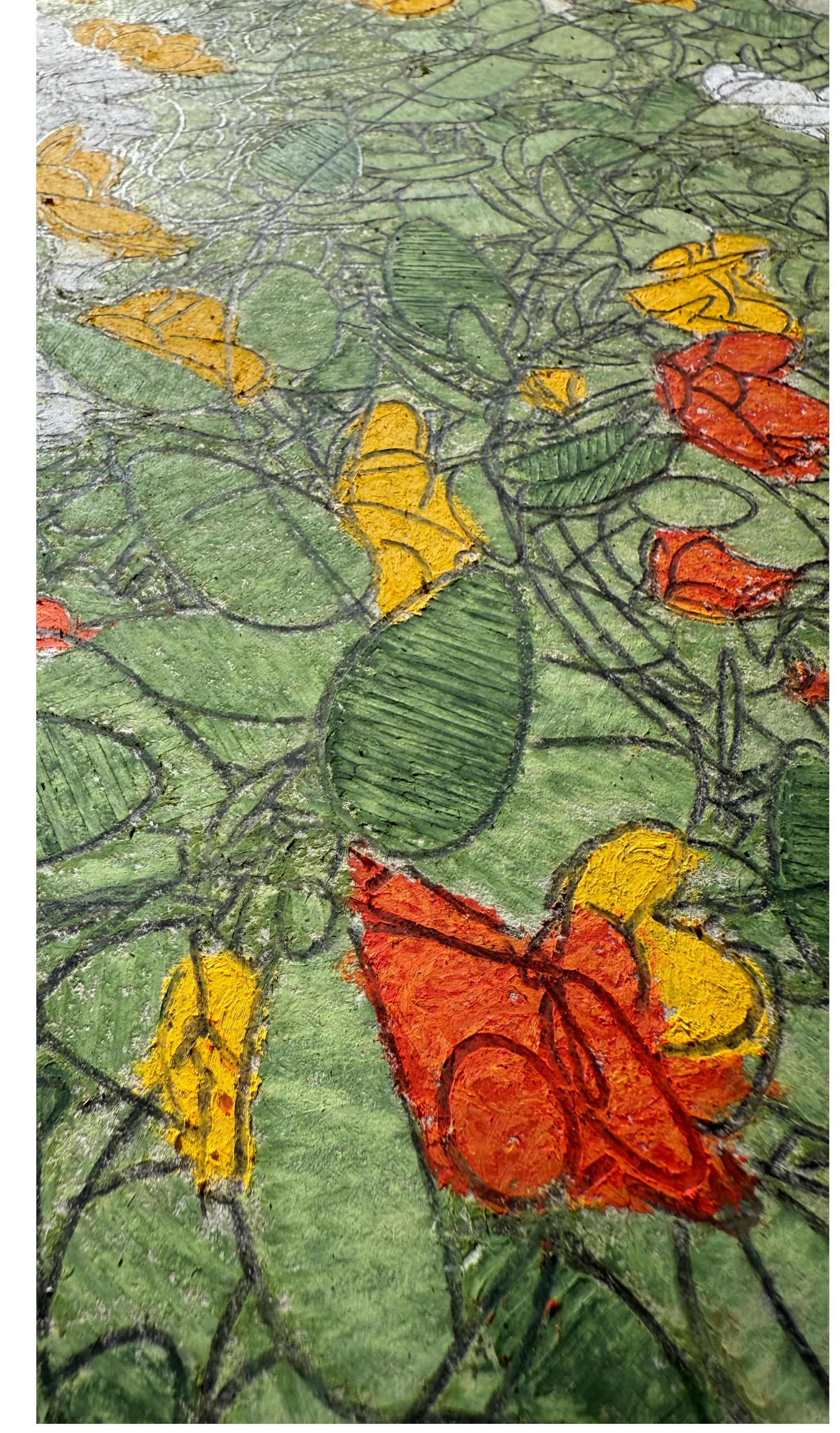
Nat Sarkissian is a San Diego-based artist and creative coder exploring the poetic side of generative systems and human-machine interaction. Nat's work has been featured on platforms including Art Blocks and Bright Moments, often blurring the boundaries between code and calligraphy.





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# Piter Pasma

Universal Rayhatcher #306

Digital original: generative code

Link to digital original →

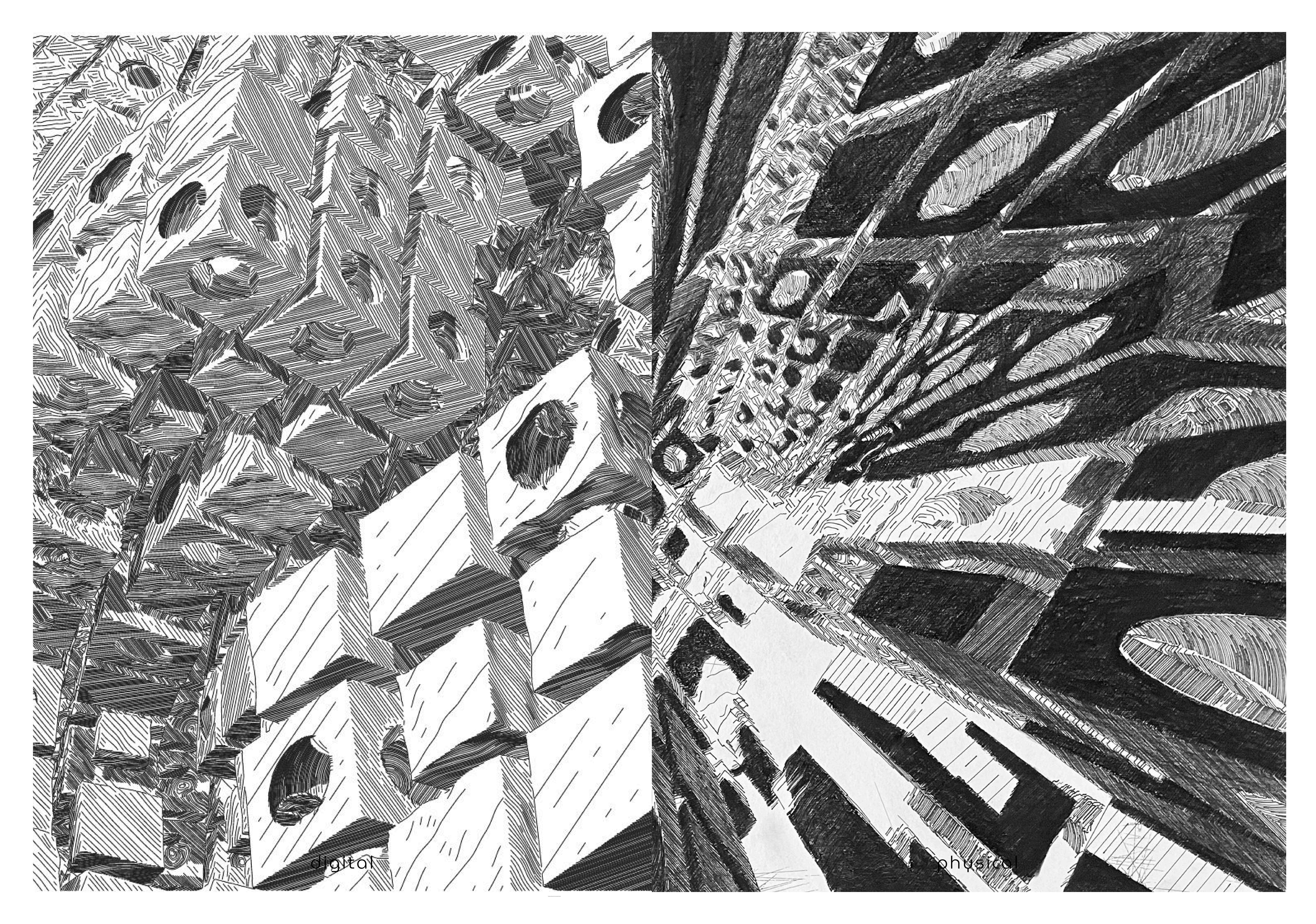
#### Our Process

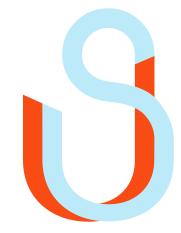
Physical: Ink+charcoal on paper, 120 x 90 cm

In this project, we used ink pens to plot original work on paper, with additional layer of charcoal to amplify the depth of generative world the artist has created.

# About The Artist

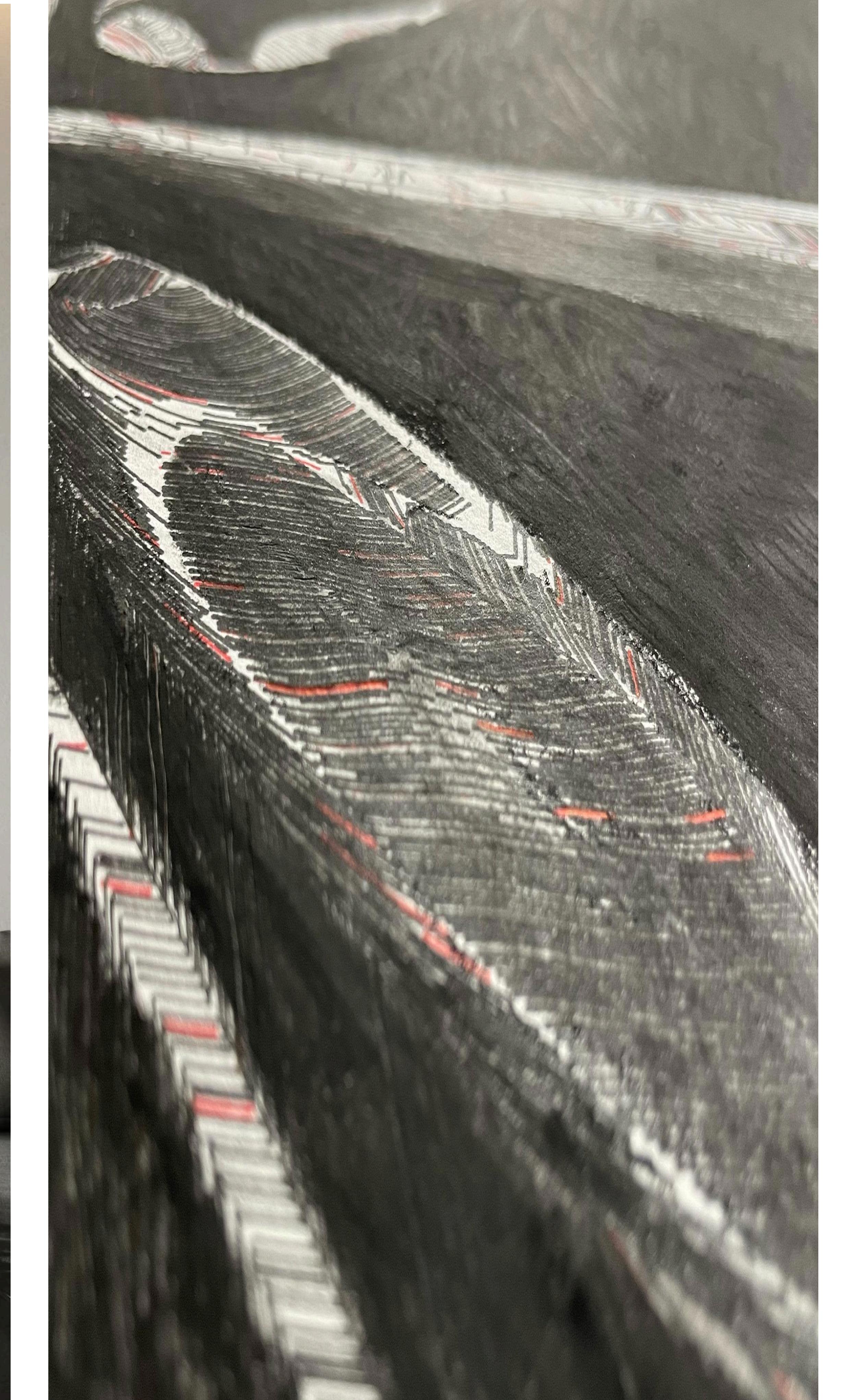
Piter Pasma is a Netherlands-based generative artist known for his intricate algorithmic compositions inspired by mathematics, nature, and the subconscious. His work has been widely exhibited on generative art platforms like fxhash and Art Blocks, where his signature flowing linework and spatial logic have gained a strong following.











## Rachel Libeskind

Portraits

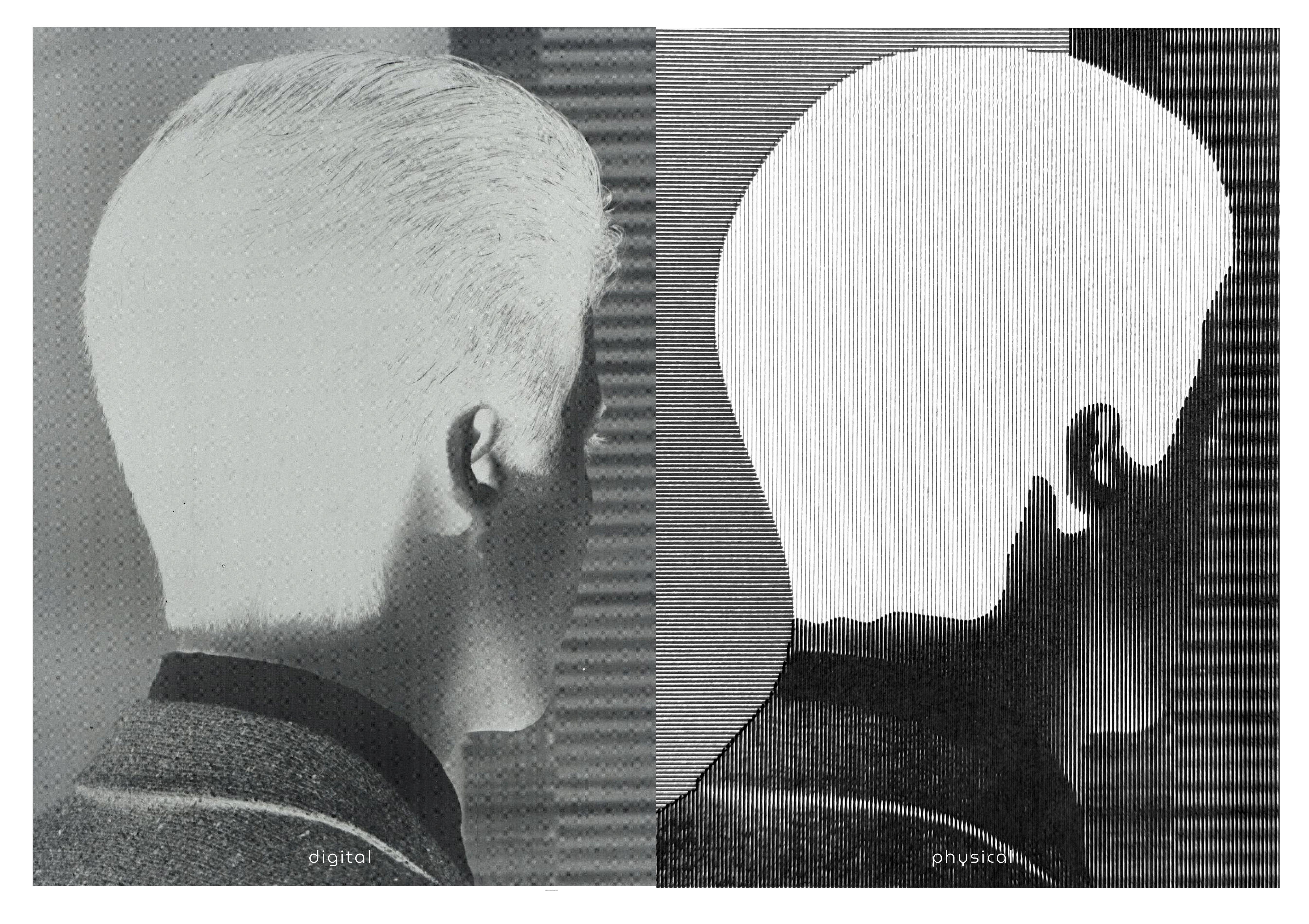
Digital original: digital scan

#### Our Process

Physical: Ink pens on paper, 20 x 25 cm
In this project, we transformed a
collection of small historic prints into
machine drawings. Each drawing is
composed of multiple fragments filled
with different ornament, resulting in a
richly textured line drawing.

### About The Artist

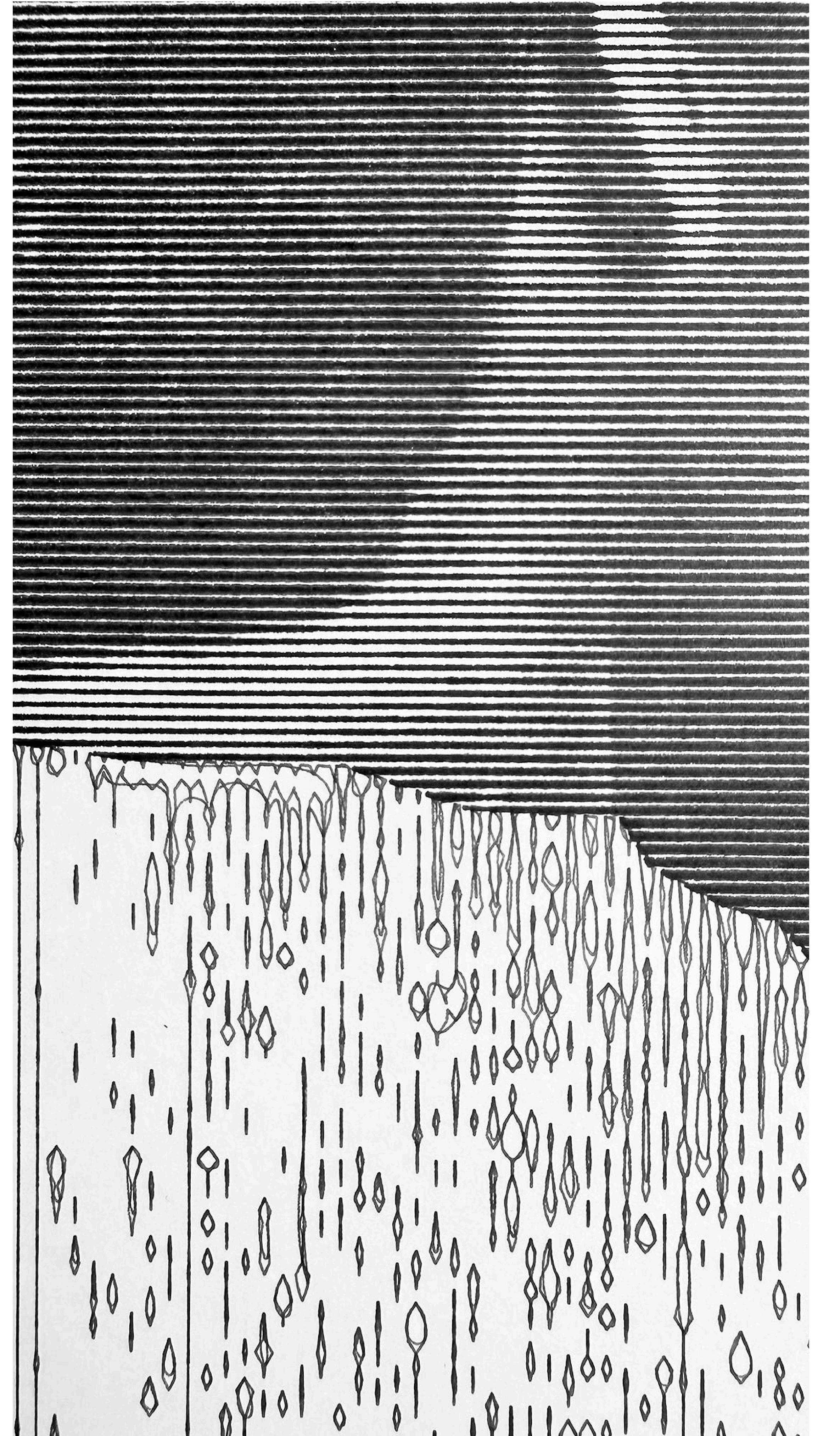
Rachel Libeskind is a multidisciplinary artist whose work weaves together archives, personal history, and digital culture to question how memory and identity are constructed. Her practice has been presented internationally in museums, galleries, and public programs.











# Osinachi

Red \ Mug

Digital original: digital image

#### Our Process

Physical: Ink pen on paper, 24 x 30 cm
In this project, we explored bodily forms
and textures present in Osinachi's digital
work, through a machine drawing.

## About The Artist

Osinachi is known for his distinctive figurative compositions created entirely using software such as Microsoft Word. His practice explores identity, the body, and the aesthetics of digital-native mark-making, translating everyday digital gestures into a recognizable visual language. Osinachi's work has been widely exhibited internationally and presented by leading institutions, including a recent solo presentation with Kate Vass Galerie during Art Basel.

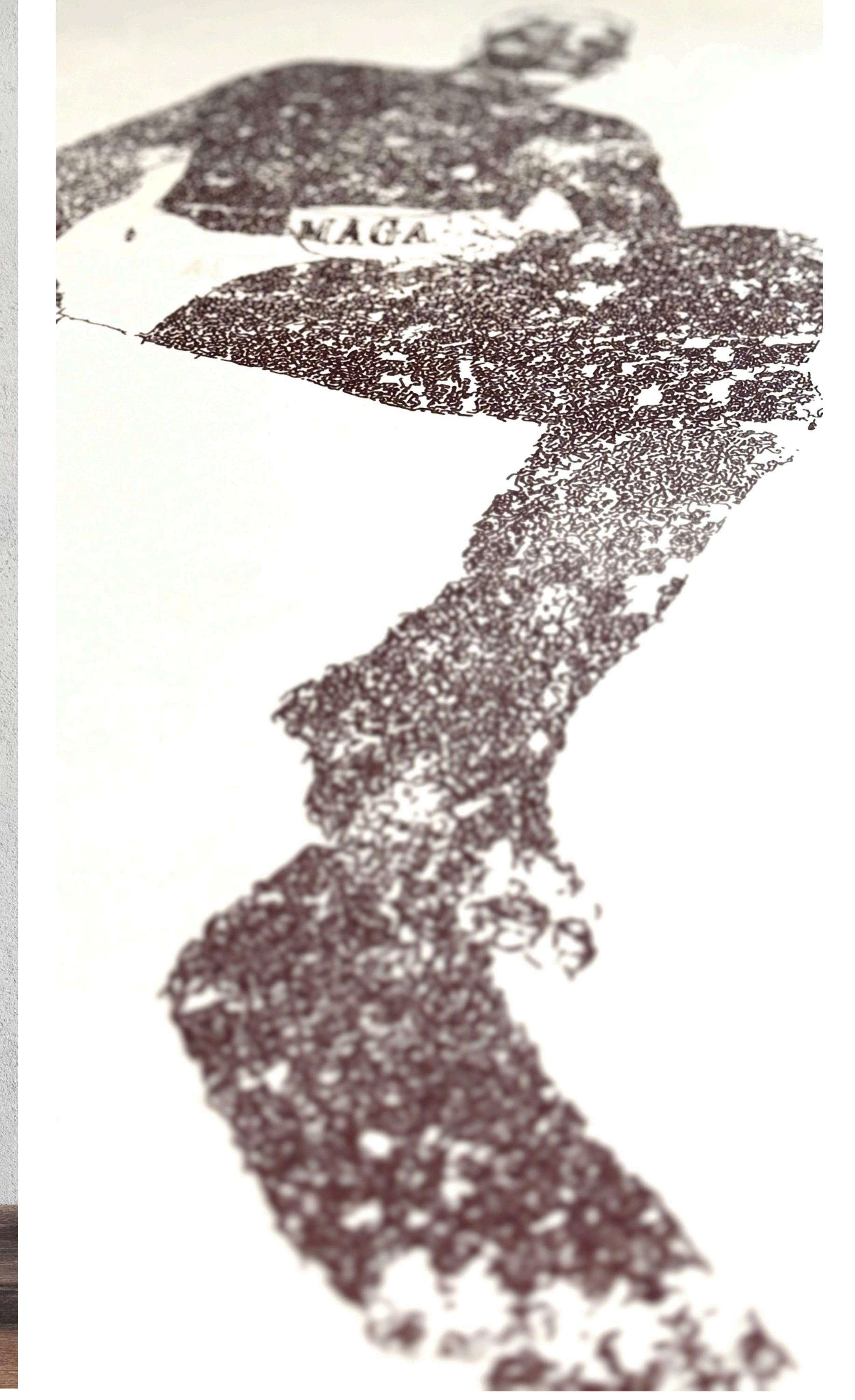






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## Ivona Tau

The Whiff of Pain (fragment)

Digital original: digital image

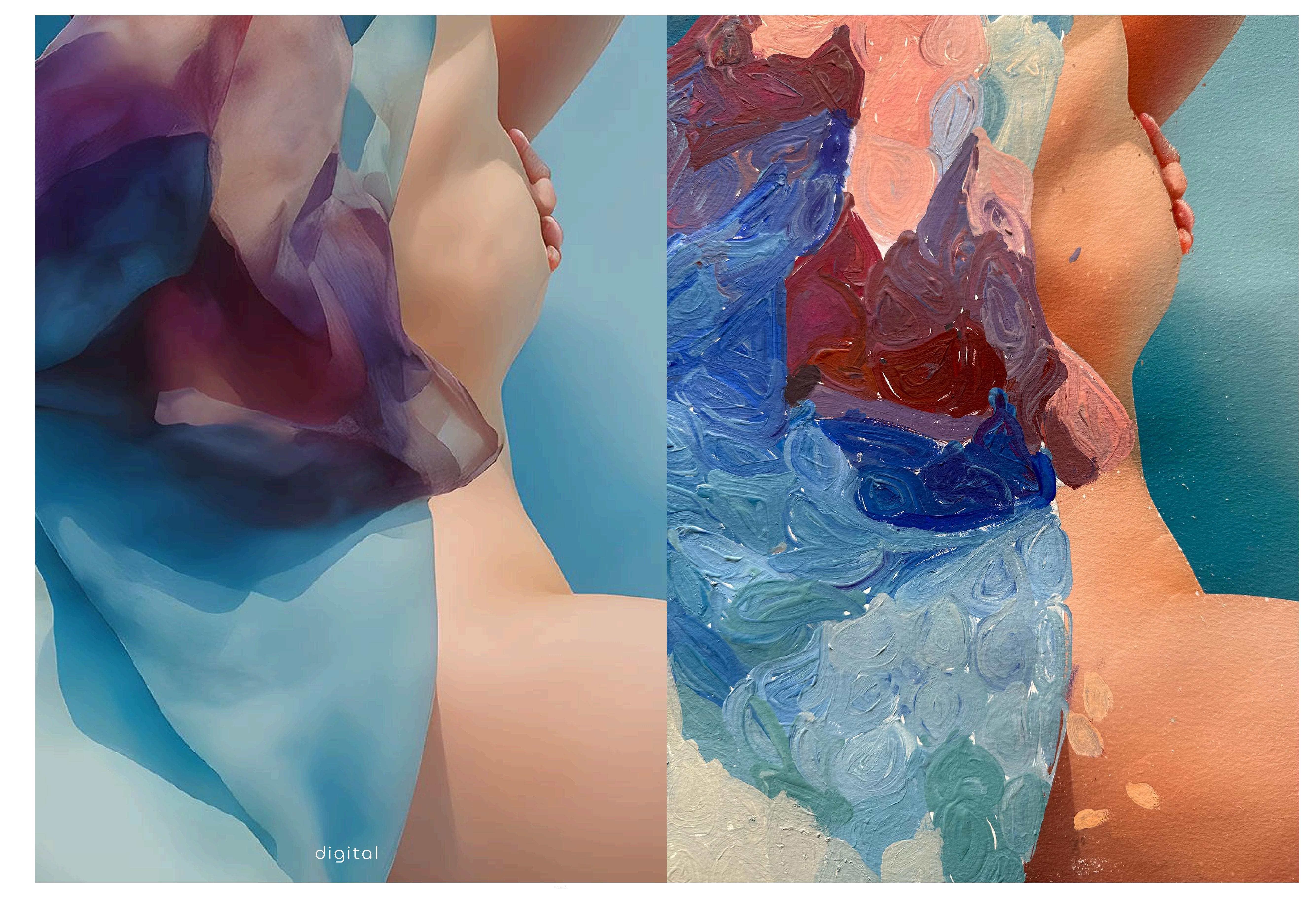
#### Our Process

Physical: Mixed media on paper

In this project, we studied the ways to translate the image into impasto brush marks. On top of the base layer printed with a high-definition inkjet printer, we added a painterly texture to the fabric executed by a robotic arm with acrylic paint.

# About The Artist

Ivona Tau is an AI artist and researcher whose practice explores the expressive potential of generative models, particularly in relation to photography. Tau's work has been exhibited internationally and recognized with awards such as the Lumen Prize, making her one of the leading voices shaping the aesthetics of AI-driven art.





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# CONTACT

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