ENTER ART FOUNDATION

KAMIL KOCUREK

b 1990 Tychy, Poland. Lives and works in Gdansk, Poland .

VITA

Education
2010 - 2006 Secondary School of Fine Arts - Katowice - PL
2015 - 2010 Ph Grade - Academy of Fine Arts - Katowice - PL
Solo Exhibitions
2018
Arena of Games - Keresztes House - Magma Gallery - Sfantu Georghe - RO
Arena Rozgrywek - Rondo Sztuki Gallery - Katowice - PL
2017
Le Jeu - Gallery Engramme - Quebec City - CA
The Game - Wspólna Gallery - Bydgoszcz - PL
The Game - Galeria Concrete - ASP Wrocław - Wroclaw - PL
2016
Topography of War - Ateneum Gallery - Katowice - PL
Unreal War - Aula Gallery - Poznan - PL
2015
Topography of War - Spectra Art Space - Foundation of Starak Family - Warsaw - PL
2014
Flash Point - Dwie Lewe Rece Gallery - Katowice - PL
Group Exhibitions
2018
3rd International ExLibris Competition Varna - Art Gallery Largo - Varna - BG
9th International Printmaking Biennial of Douro 2018 - Coa Museum - Vila Nova De Fozcoa - PT
18th German International Triennial of Graphic Art Frechen - Stadtsaal Frechen - Frechen - DE
VI Bienal Internacional de Grabado Aguafuerte de Valladolid - Palacio de Pimentel - Valladolid - ES
International Print Triennial 2018 - Bunkier Sztuki Gallery of Contemporary Art - Krakow - PL
Dacos Prize - Museum La Boverie - Liège - BE
2017
6th Guanlan International Print Biennial - China Printmaking Museum - Guanlan - Shenzhen - CN
9th International Engraving Exhibition - The Secret Gesture - Cultural Center Santa Maria della Pietà - Cremona - IT
49 Contemporary Artists by Enter Art Foundation - Kant-Garagen-Palast - Berlin - DE
45th International Print Award Carmen Arozena - Museum Real Casa de la Moneda - Madryt - ES
The 10th Kochi Triennial Exhibition of Prints - Ino-cho Paper Museum - Kochi - JP
3rd International Engraving Competition Jose Guadalupe Posada - Museum Jose Guadalupe Posada - Aguascalientes - MX
45th International Print Award Carmen Arozena - Casa Salazar - La Palma - ES
2016
1st Xuyuan International Print Biennial - Xuyuan Gallery - Pekin - CN

17th International Biennial Print Exhibit: 2016 ROC - National Taiwan Museum of Fine Arts - Taichung - TW
4th Graphic Art Biennial of Szeklerland - Transylvanian Art Center - Sfântu Gheorghe - RO
5th International Biennial of Engraving Etching of Valladolid - Valladolid - ES
2015
Commedia: New Prints 2015/Autumn,International Print Center New York - New York - USA
18th International Print Biennial - City Art Gallery - Varna - BG
4th Bangkok Triennale International Print and Drawing Exhibition - Silpakorn University - Bangkok - TH
2014
Hong Kong Graphic Art Fiesta - Jockey Club Creative Arts Centre - Shek Kip Mei - HK
Premio Fibrenus 28th Edizione Carnello cArte ad Arte - Isola del Liri - IT
16th International Biennial Print Exhibit: 2014 ROC - National Taiwan Museum of Fine Arts - Taichung - TW

Awards

2018
The Special Award of the Tadeusz Kulisiewicz Foundation - International Print Triennial - Bunkier Sztuki Gallery of Contemporary Art - Krakow - PL
First Award - Pomorska Grafika Roku 2017 - GTPS Gallery - Gdansk - PL
Honourable Mention - 3rd International ExLibris Competition Varna - Art Gallery Largo - Varna - BG
2017
First Award - 1st National Graphic Art Contest Grafiteka 2017 - DAP1 Gallery - Warsaw - PL
Award of the City of Gdańsk for Young Artists in the Field of Culture - Gdansk - PL
Honourable mention - 45th International Print Award Carmen Arozena - Museum Real Casa de la Moneda - Madrid - ES
Honourable Mention - 3rd International Engraving Competition Jose Guadalupe Posada - Museum Jose Guadalupe Posada - Aguascalientes - MX
2016
Main Prize - 1st Xuyuan International Print Biennial China - Beijing - CN
Main Prize - 4th International Graphic Art Biennial of Szeklerland - Transylvanian Art Center - Sfântu Gheorghe - RO
Second Award - 5th International Biennial of Engraving Etching of Valladolid - Valladolid - ES
2015
Grand Prix - Ministry of Culture and National Heritage Award - Polish Graphic Art Triennial - Katowice - PL
The Award of Rectors - Esteemed Graduates of Polish Academies of Fine Arts Exhibition - Gdansk - PL
2014
Award - 1st Ex Libris International Granada Contest - Granada - ES
Award - Hong Kong Graphic Art Fiesta - Jockey Club Creative Arts Centre - Shek Kip Mei - HK
2013
Award of the Ministry of Culture and National Heritage - Warsaw - PL

ARTIST STATEMENT

The origin of my graphic art and the concept behind it stems from my personal interests. I draw inspiration from news and the media world, reworking them in my own way. In the face of global problems, threats and conflicts I want to address issues that I consider important. I create a specific space to express my fears,

fascinations and interests, and then provoke and determine the form of my visual response. The vision of my prints is intended to express the global problems of identifying war with games and play, resulting in illusory isolation of an individual from. I want to show the danger of reality that is described as games and play. These issues are extremely important in the face of an increasing number of hot spots that shape the image of the postmodern world. I want to draw attention to the atrocities of global problems and the ongoing blurring of the boundaries between the real and the virtual world. The form of my works refer to the phenomenon of the non-reality defining the war, a metaphorical battlefield, simulated space set in contemporary times. The austere style I use is inspired by digital image creation and composition, modular systems, the illusion of depth, and location in a fluid and open space. Application of a particular perspective and going beyond the sheet of paper create an impression typical of multimedia-based activities with their unlimited possibilities of image creation. I wanted to show intaglio techniques, known for hundreds of years, in a whole new light, with a full range of new possibilities and complete awareness of the medium. Using digital framing, schemes and compositions I transfer the staged and generated images of war into the large-format compound print. Its ambiguity touches upon the unreal images of strategy video games and board games, a sort of topography of war, or innocent child's play with toy soldiers, gives a view of real and at the same fictional battlefields.

Website
kamilkocurek.blogspot.com