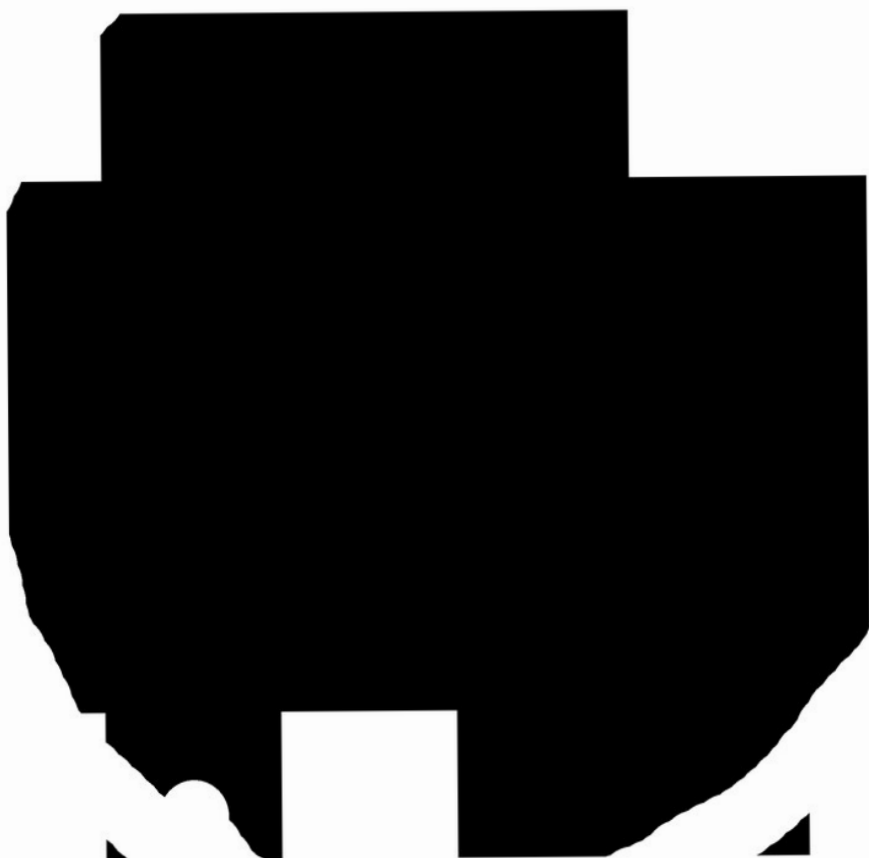


ODE





```
1<doctype html>
2<html>
3
4<head>
5  <meta charset="UTF-8">
6  <title> DCODE </title>
7  <link rel="stylesheet" href="css/style.css">
8  <link rel="shortcut icon" href="images/circle3.png">
9  <style>
10    body {
11      width: 90%;
12      margin: 0px auto;
13      padding: 10px;
14      background-image: transparent;
15      font-family: "helvetica", sans-serif;
16      font-size: 15px;
17      color: black;
18      line-height: 24px;
19      text-align: center;
20    }
21
22    .flex-container {
23      display: flex;
24      flex-direction: column;
25      background: transparent;
26      align-items: center;
27    }
28
29    .flex-container>div {
30      background: transparent;
31      width: 950px;
32      margin: 5px auto;
33      padding: 20px 0px;
34      text-align: center;
35      line-height: 500px;
36      font-size: 25px;
37    }
38
39    .about {
40      margin: 45px;
41      background: ;
42      height: 200;
43      width: 930;
44      position: center middle no-repeat;
45    }
46
47    .about a {
48      padding: 20px;
49      border: solid black;
50      border-radius: 100px;
```

THE

# VIRTUAL

welcome to this virtual space. we exist  
in code and image.

WHO WE ARE

The D-Code Gallery was founded in May 2019, on the premise of making a collaborative space to showcase the work of contemporary artists. D-Code's mission is to present exceptional new art. D-Code is committed to providing opportunities for artistic innovation for emerging and established artists and to expanding the understanding and appreciation of new art for the public. D-Code exhibits a broad range of contemporary art in a variety of media, including paintings, drawings, sculpture, photography, glass, ceramics and limited edition prints, with emphasis on emerging technology and new photographic applications.

# OUR MISSION

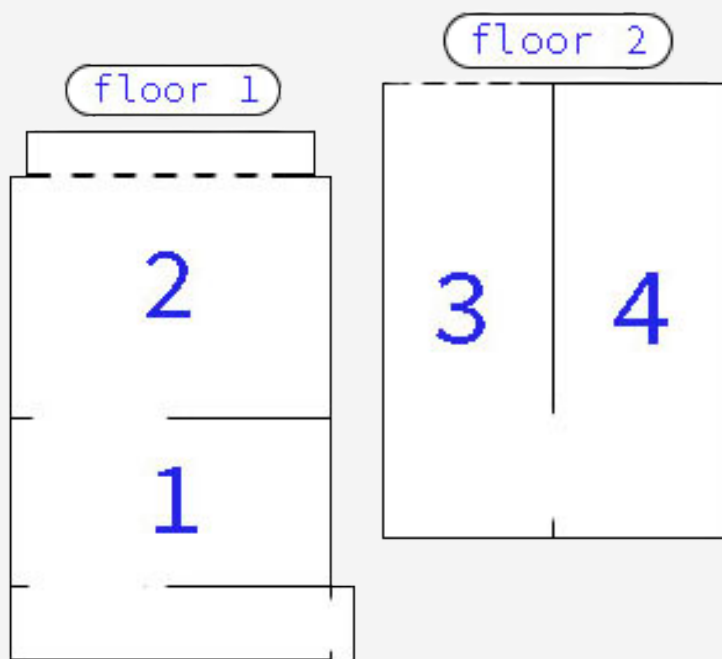


D-Code is committed to extending an awareness of and appreciation for contemporary art. Embracing the diversity in contemporary art, the gallery's exhibitions and artists purposefully address a wide range of stylistic and contextual concerns. The gallery exhibits and champions artists with regional, national, and international reputations. D-Code aims to deeply bolster civic engagement in the creation and understanding of art by providing an enduringly vital platform for a range of student, emerging, and/or professional contemporary artists of exceptional talent from local, regional and international contexts. Through a diverse array of exhibitions, artist talks, forums, and open critiques, we aim to extend the flourishing artistic culture while bolstering the community toward a global discourse surrounding cultural production.

# THE SPACE

The largest of the contemporary galleries in virtuality, D-Code provides more than 6600 square feet of interior space. The building dates from the 1930's and was used as a garage before the current refurbishment.

The building's interior is divided into four main spaces – the first space, an open space in the form of a long hallway, is the largest and is a mix of public and private space, with a large reception area. The second space, with a long corridor, is a smaller space with smaller seating areas and a private work area. The third space is a smaller space with fewer seating areas and is used by D-Code for office use. The fourth space, a small space with three seating areas, is for private study use.



The public area, with an open space in the form of a long hall, accommodates the general public for exhibition use, and also a larger public group which has access via a glassed-in corridor that leads to the second smaller gallery, the West gallery, the Library and the Hall gallery feature an innovative new program of exhibitions. Additionally, there are frequent artist talks, educational presentations and lectures.

```
border-radius: 100px;
font-size: 50px;
color: black;
text-decoration: none;
}

.about a:hover {
background: linear-gradient(white, blue);
font-size: 70px;
transition: 1s;
}
```

```
.exhibitions {
margin: 45px;
background: ;
height: 200;
width: 930;
position: center middle no-repeat;
}
```

```
.exhibitions a {
padding: 20px;
border: solid black;
border-radius: 100px;
font-size: 50px;
color: black;
text-decoration: none;
}
```

```
.exhibitions a:hover {
background: linear-gradient(white, blue);
font-size: 70px;
transition: 1s;
}
```

```
.shop {
margin: 45px;
background: url('images/');
height: 300;
width: 930;
position: center middle no-repeat;
}
```

```
.shop a {
padding: 20px;
border: solid black;
border-radius: 100px;
font-size: 50px;
color: black;
text-decoration: none;
```

# PROGRA

# MMING

collaboratively written show descriptions  
-thanks TTT

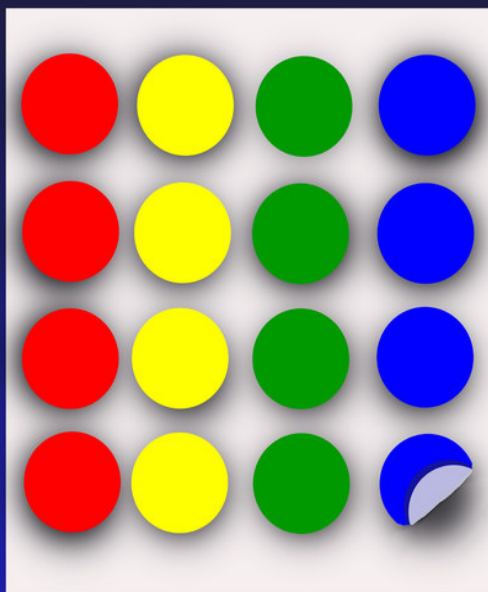
<p>

Let's endlessly replicate while calling attention to our replication. Multiplication and mass production- infinite making.

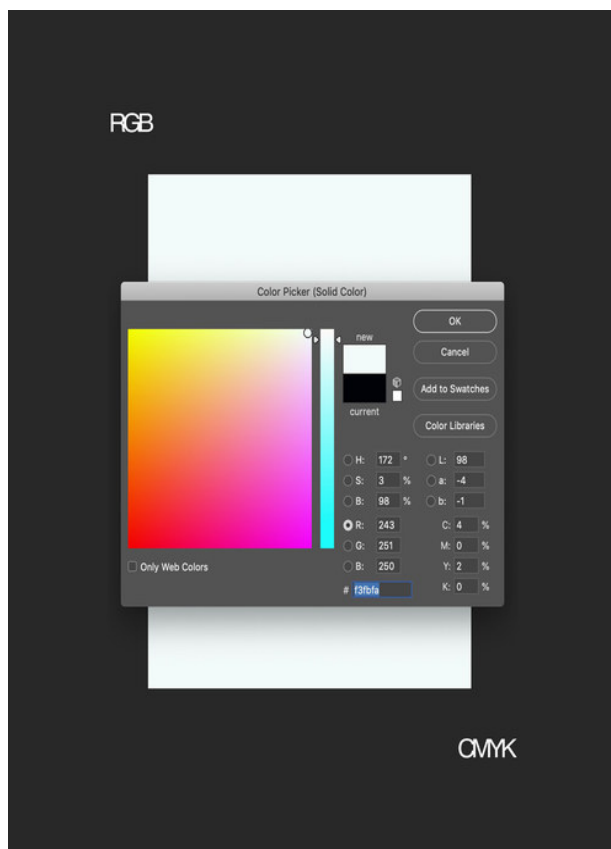
</p>

CURRENT SHOWS

**AVERY**



The print and digital color-spaces are provided in a separate layer on top of the normal colorspace.

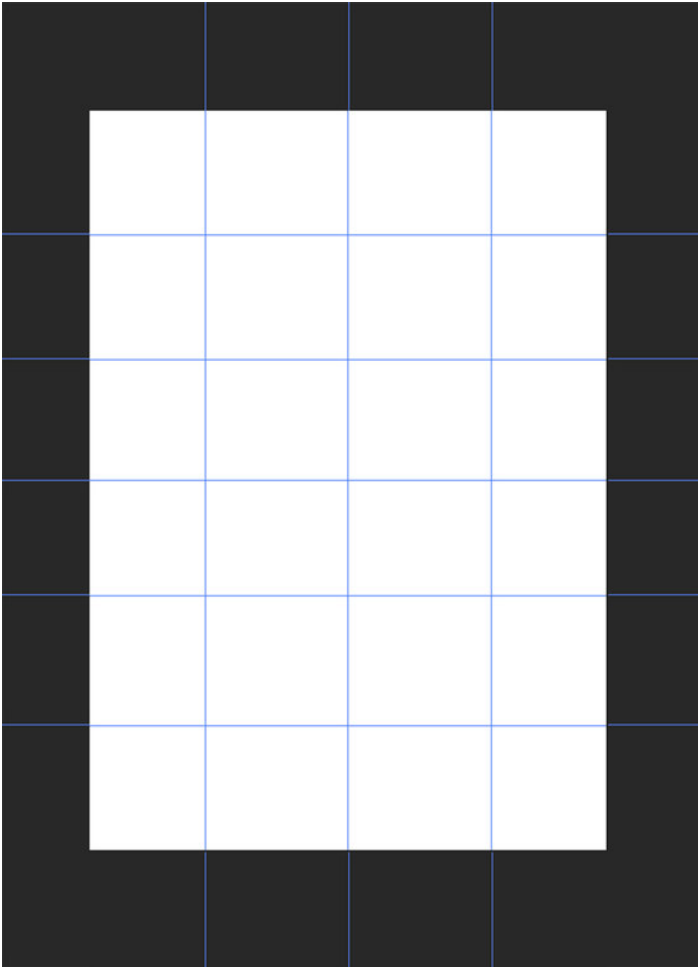


Color space Name and supported color printer Color space name and supported color printer Color space name and supported color printer AdobeRGB CMYK CMYK AdobeRGB CMYK CMYK AdobeRGB CMYK AdobeRGB CMYK AdobeRGB CMYK AdobeRGB CMYK AdobeRGB

Type, type, type! Glyphs, typefaces, kerning!  
typefaces [ " monospace " ] = [ " monospace " ]  
typefaces [ " serif " ] = [ " serif " ]  
typefaces [ " sans-serif " ] = [ " sans-serif " ]  
typefaces [ " cursive " ] = [ " cursive " ]

Lorem Ipsum  
Lorem Ipsum  
Lorem Ipsum  
Lorem Ipsum  
Lorem Ipsum  
Lorem Ipsum



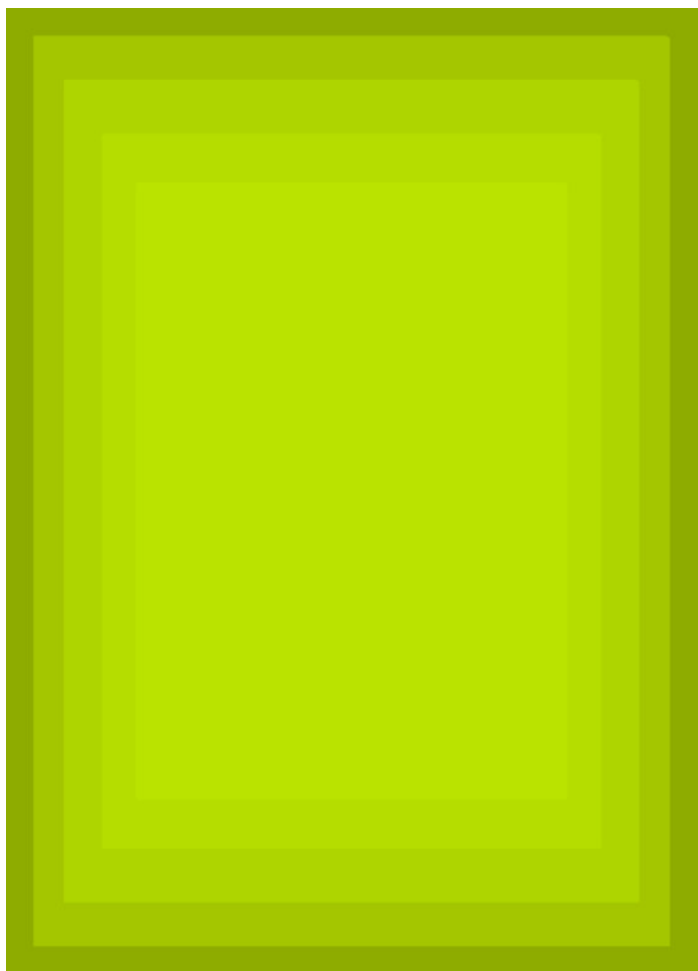


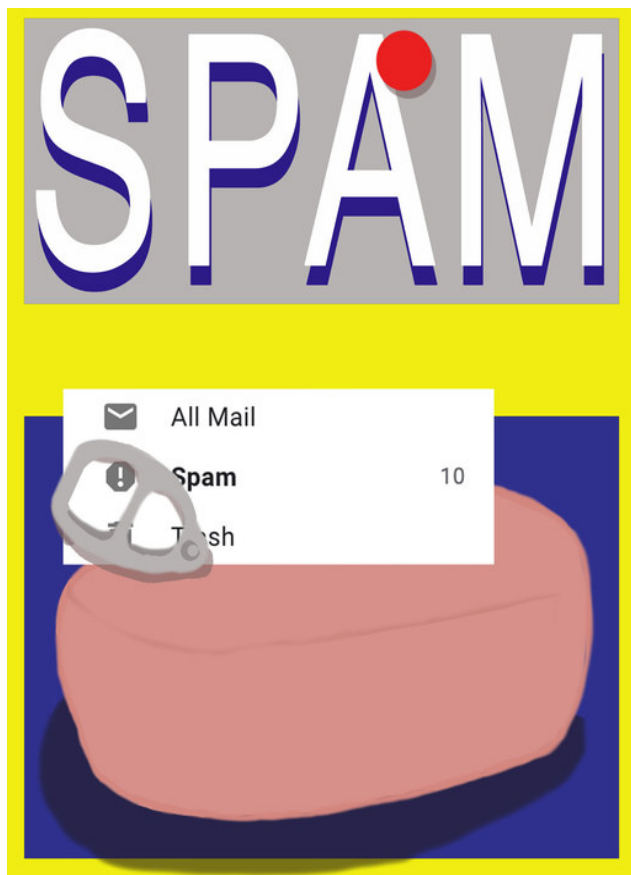
How does the grid affect the way we process visual information? What will it say about how we process information in the future? What about when we're asleep? How will a grid affect our ability to see the world around us? Will our visual attention be able to focus more tightly? Will it be better at resolving the details and textures of things that we can't see right away?

## MOVING DOCUMENT

Moving Document: An ongoing collaborative research document- topics of interest to artists and artistic thinkers.

ONGOING SHOWS

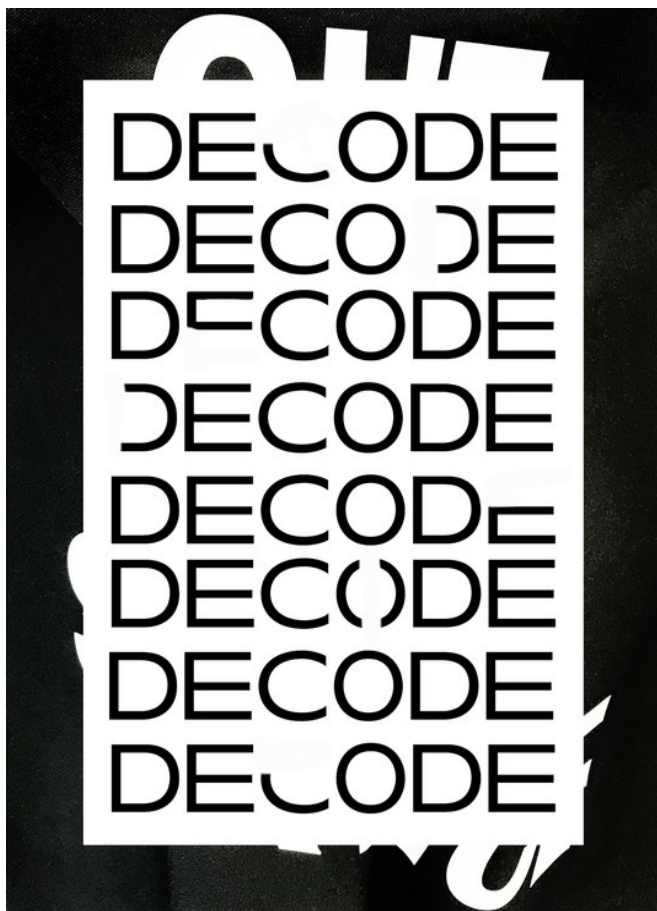




&lt;p&gt;

Digital Pop: Ruscha started this. It's his fault.  
The text. The repetition. The repetition, the  
repetition, the repetition...

&lt;/p&gt;



This show revolves around decoding images and visual communication. The program is based on the idea that images can only be interpreted by the brain. As the brain encodes images, the program helps it decode the resulting signals as words.

Note: When decoding the signals from your eyes, you should be wearing dark glasses. You might have to adjust your eye levels to have a good result.

Focused on the mundane, gratitude, and plastic, this show is reusable. What a great idea, what a great concept, what a great show, what a great time. I have to go home now.

THANK YOU

THANK YOU

**THANK YOU**

THANK YOU

THANK YOU

```
22 .shop a:hover {
23     background: linear-gradient(white, blue);
24     font-size: 70px;
25     transition: 1s;
26 }
27
28 /* RESPONSIVE MEDIA QUERIES */
29 @media screen and (max-width: 720px) {
30     .flex-container {
31         flex-direction: column;
32     }
33
34     .flex-container>div {
35         width: 95%;
36         align-content: center;
37     }
38
39     .flex-container>div>p>a {
40         margin-left: 15px;
41     }
42
43     .about a:hover , .shop a:hover , .exhibitions a:hover {
44         font-size: 50px;
45     }
46 }
47
48 </style>
49 <script type="text/javascript">
50 var titleText = document.title;
51 function titleMarquee() {
52     titleText = titleText.substring(1, titleText.length) + titleText;
53     document.title = titleText;
54     setTimeout("titleMarquee()", 30);
55 }
56 </script>
57 </head>
58 <body onload="titleMarquee()">
59 <a href="index.html"><div id="logo"></div>
60 <div class="topnav" id="myTopnav">
61     <!-- <a href="index.php">Home</a> -->
62     <a href="plan.html">Plan Your Visit</a>
63     <a href="exhibitions.html">Exhibitions</a>
64     <a href="about.html">About</a>
65     <a href="shop.html">Shop</a>
66     <a href="contact.html">Contact</a>
67     <!-- <a href="cart.php">Cart</a> -->
68     <a href="javascript:void(0);" style="font-size:16px;" class="ico
69 </div>
```

# FEATURE

the artist via 500 letters artist  
statement generator

.substring(0, 1);

div></a>

n" onclick="myFunction()">&#9776;</a>

### 1. Personal Data

Gender: ☐ Male ☒ Female

First name:

Surname:

Date of birth:  Birthplace City:

Country:

Workplace City:



### 3. My main themes are . . .

pick three (each theme generates 100 words or 500 letters)

- |  |   |   |
|--|---|---|
| <input type="checkbox"/> Abstraction         | <input type="checkbox"/> Form           | <input type="checkbox"/> Post-modern      |
| <input type="checkbox"/> Aesthetics          | <input type="checkbox"/> Interpretation | <input type="checkbox"/> Presentation     |
| <input type="checkbox"/> Alienation          | <input type="checkbox"/> Irony          | <input type="checkbox"/> Referential      |
| <input type="checkbox"/> Appropriation       | <input type="checkbox"/> Landscape      | <input type="checkbox"/> Representation   |
| <input checked="" type="checkbox"/> Archive  | <input type="checkbox"/> Language       | <input type="checkbox"/> Romanticism      |
| <input checked="" type="checkbox"/> Chance   | <input type="checkbox"/> Memory         | <input type="checkbox"/> Semiotics        |
| <input type="checkbox"/> Concept             | <input type="checkbox"/> Minimalism     | <input type="checkbox"/> Situation        |
| <input type="checkbox"/> Confusion           | <input type="checkbox"/> Movement       | <input type="checkbox"/> Social criticism |
| <input type="checkbox"/> Craftsmanship       | <input type="checkbox"/> Poetics        | <input type="checkbox"/> Strategy         |
| <input checked="" type="checkbox"/> Everyday | <input type="checkbox"/> Pop-culture    | <input type="checkbox"/> Urbanity         |
|  |   | <input type="checkbox"/> Utopia           |



## 2. Media

I mainly work with:  
(select 1 medium)

- ☐ Painting
- ☒ Photography
- ☐ Drawing
- ☐ Sculpture
- ☐ Performance
- ☐ Media art
- ☐ Installation art
- ☐ Film
- ☐ Mixed media
- ☐ Conceptual
- ☐ I work in a variety of media

I also work with:  
(not required, select multiple)

- ☐ Painting
- ☐ Photography
- ☐ Drawing
- ☐ Sculpture
- ☐ Performance
- ☒ Media art
- ☐ Installation art
- ☐ Film
- ☐ Mixed media
- ☐ Conceptual



Cancel

Refresh your biography

# AAMINA

Aamina Palmer (°1997, Greensboro, NC, United States) makes photos and media art. By taking daily life as subject matter while commenting on the everyday aesthetic of middle class values, Palmer often creates work using creative game tactics, but these are never permissive. Play is a serious matter: during the game, different rules apply than in everyday life and even everyday objects undergo transubstantiation.

Her photos feature coincidental, accidental and unexpected connections which make it possible to revise art history and, even better, to complement it. Combining unrelated aspects lead to surprising analogies. By using an ever-growing archive of found documents to create autonomous artworks, she reflects on the closely related subjects of archive and memory. This often results in an examination of both the human need for 'conclusive' stories and the question whether anecdotes 'fictionalise' history.

# PALMER

Her works are an investigation of concepts such as authenticity and objectivity by using an encyclopaedic approach and quasi-scientific precision and by referencing documentaries, 'fact-fiction' and popular scientific equivalents. By experimenting with aleatoric processes, she formalizes the coincidental and emphasizes the conscious process of composition that is behind the seemingly random works. The thought processes, which are supposedly private, highly subjective and unfiltered in their references to dream worlds, are frequently revealed as assemblages.

Her works are characterised by the use of everyday objects in an atmosphere of middle class mentality in which recognition plays an important role. Aamina Palmer currently lives and works in Richmond, VA.



error

error

# Translations

error

computational  
collaboration

# TRANSLATIONS

## OVERVIEW

A visual conversation between artist and computer. The translation of images to and from 3D. Using depth maps and the human eye to catalog and archive noteworthy sights.

## TERMS TO KNOW

depth map- an image or image channel that contains information relating to the distance of the surfaces of scene objects from a viewpoint; related to and may be analogous to depth buffer, Z-buffer, Z-buffering and Z-depth

extrusion- a process used to create objects of a fixed cross-sectional profile; material is pushed through a die of the desired cross-section

translation- the process of translating words or text from one language into another

transliteration- the process of transferring a word from the alphabet of one language to another; helps people pronounce words and names in foreign languages. ... It changes the letters from the word's original alphabet to similar-sounding letters in a different one.

```
<style>
  img {
    display: block;
  }
</style>
</head>
```

```
<body>

```



```
<style>
  img {
    display: block;
  }
</style>
</head>

<body>


```





```
<style>
  img {
    display: block;
  }
</style>
</head>

<body>

```



```
<style>
  img {
    display: block;
  }
</style>
</head>

<body>

```



```
32 <script>
33     function myFunction() {
34         var x = document.getElementById("myTopnav");
35         if (x.className === "topnav") {
36             x.className += " responsive";
37         } else {
38             x.className = "topnav";
39         }
40     }
41 }
42 </script>
43 <div class="flex-container">
44     <div>
45         <div class="about">
46             <a href="about.html">about us</a>
47         </div>
48     </div>
49 </div>
50 <div class="flex-container">
51     <div>
52         <div class="exhibitions">
53             <a href="exhibitions.html">exhibitions</a>
54         </div>
55     </div>
56 </div>
57 <div class="flex-container">
58     <div>
59         <div class="shop">
60             <a href="shop.html">shop</a>
61         </div>
62     </div>
63 </div>
64 <a href="newsletter.html"><div id="loop"></div></a>
65
66
67
68
69
70
71
72
73
74
75
76
77
78
79
80
81
82
83
84
85
86
87
88 </body>
89 <footer>
90     <div id="address">
91         <a href="index.html">D-Code</a>
92         <p><a href="https://www.google.com/maps/" target=_blank>online</a></p>
93         <p><a href="https://www.google.com/maps/" target=_blank>in the world</p>
94         <p><a href="tel:+111 111 1111">+111 111 1111</a></p>
95     </div>
96     <div id="other">
97         <p>Useful Links</p>
98         <p>
99             <li><a href="about.html">About</a></li>
100             <li><a href="contact.html">Contact</a></li>

```

# REAL

it's all “real” but this is a bit more tangible

/p>  
d</a></p>

THE ARTIST:

```

```



## AAMINA PALMER

Having wanted to be an artist since childhood, Aamina has been taking photos, forming her artistic style and following other artists progression continuously. She currently attends Virginia Commonwealth University, School of the Arts, in pursuit of a Bachelor of Fine Arts in Photography with a minor in Art History.

As a multimedia artist, she makes work which incorporates her other interests, in Graphic Design, Coding and Bookmaking- currently 3d printing as well. She sells prints and other items featuring her work on Society6 along with sharing her creative compositions on Instagram.

# ARTISTS TO KNOW: SHUFFLED

Rachel Dejoode  
Balázs Csizik  
Ted Whitaker  
Peter Sutherland  
Lisa Oppenheim  
Cory Arcangel  
Braulio Amado  
Walid Raad  
Marisa Olson

Alec Soth  
Bernd and Hilla Becher  
Lewis Baltz  
Lazlo Maholy-Nagy  
Erwin Wurm  
Kenneth Lum  
Wilm Delvoye  
Nina Katchadorian  
David Shrigley  
Georges Rousse  
Tim Davis  
Jeff Wall  
Yinka Shonibare  
Sharon Lockhart  
Liza May Post  
Katherine Bosse  
Thomas Demand  
Miriam Backstrom  
Anne Hardy  
Andreas Gursky  
Bridget Smith  
Ed Burtynsky  
Matthias Hoch  
Thomas Struth

Rineke Dijkstra  
Peter Fischli + David Weiss  
Josefina Sierra Guzman  
Felix Gonzalez Torres  
John Hilliard  
Carrie Mae Weems  
Richard Wentworth  
Jason Evans  
Peter Fraser  
Christian Michael Filardo  
Ethan Hickerson  
Roe Ethridge  
Wolfgang Tilman  
James Welling  
Sabine Hornig  
Cindy Sherman  
Gillian Wearing  
Jemima Stehli  
Cornelia Parker  
Adam Fuss  
John Divola  
Joachim Schmid  
Susan Lipper  
Torbjorn Rodland  
Vibeke Tandberg  
Florian Meyer-Aichen  
Christopher Williams  
Sara VanDerBeek  
Lyle Ashton Harris  
Walead Besthy  
Anne Collier  
Liz Deschenes

Eileen Quinlan  
Sharon Ya'ari  
Elad Lassry  
Jessica Eaton  
Shannon Ebner  
Wayne Thiebaud  
Duane Michals  
Thomas Barrow  
Lucas Blalock  
Takashi Murakami  
Kate Steciw  
Artie Vierkant  
Anne deVries  
Taryn Simon  
Douglas Gordan  
Diana Thater  
Jerry Takigawa  
Liza Lou  
Kay Rosen  
Lorna Simpson  
Ken Aptekar  
Joseph Grigely  
Ben Rubin  
Chris McCaw  
Aidan Quinlan  
Eduardo Kac  
Kei Ito  
Corey Olsen  
Alfred Stieglitz  
Sophie Calle  
Marcel Duchamp  
Donald Judd  
Andy Warhol  
Yayoi Kusama  
Ed Ruscha  
Larry Sultan

Sol Lewitt  
George Blakely  
Hank Willis Thomas  
John Baldessari  
Victor Burgin  
Bas Jan Ader  
Mel Bochner  
Lynne Cohen  
Kat Richards  
Camille Henrot  
Braulio Amado\*  
Ryoji Ikeda  
Cory Arcangel\*  
Guan Xiao  
Yngve Holen  
Lisa Oppenheim\*  
Elliot Brown Jr.  
Sara Cwynar  
Jon Rafman  
Kari Altmann  
NontsiKelolo Mutiti  
Kim Beom (yellow paint)  
Sean Davidson  
Ted Whitaker\*  
Rachel Dejoode\*  
Balázs Csizik\*  
Peter Sutherland\*  
Harry Griffin  
Pari Dukovic  
Randy West  
Craig Kalpakjian  
Miranda Lichtenstein  
Josh Tonsfeldt

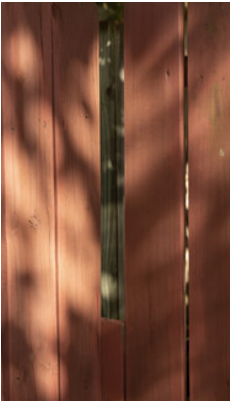
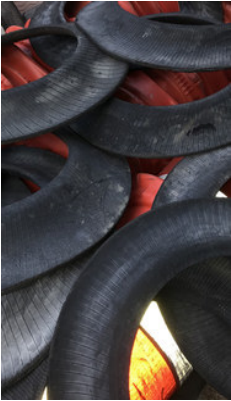
find a desktop and follow me to

dco



[degallery.com](https://degallery.com)

<div>



</div>

## ***RESOURCES***

***iPhone and Canon Camera***

***Adobe Photoshop***

***Maya***

***Makerbot Replicator 5th Gen***

***Makerbot Replicator +***

***Talk to Translator***

***500 letters***

Instagram

@dcodegallery

Phone

+111 111 1111





DCO