

# MAXIM ZHESTKOV

B. 1985

Based in London, UK

[Zhestkov.Studio](http://Zhestkov.Studio)

Maxim Zhestkov is an artist who examines the connections between physical and digital realities. Merging architecture, sculpture, colour, movement, and sound, the artist combines various channels of perception to develop a distinct universal language. Capturing the unexpected, Maxim aspires to open doors to the unknown and spotlight the unseen.

## Solo Exhibitions

**2023**

[Simulation Hypothesis](#), Unit London, London, UK

**2022**

[Waves](#), W1Curates, London, UK

## Group Exhibitions

**2022**

[DYOR](#), Kunsthalle Zurich, Switzerland

[Nassima Landau: Unit London takeover](#), Tel Aviv, Israel

[Cartography of the Mind](#), Christie's New York, USA

[Singularity](#), Decentral Art Pavilion at Venice Biennale, Italy

**2021**

[Transformations](#), Unit London, London, UK

PLUGIN at Contemporary Istanbul, Istanbul, Turkey

THE INBETWEEN, Cosmocosm Art Fair, Moscow, Russia

**2020**

Diving into Sensations, ART021, Shanghai, China

**2019**

Innersect Festival, Shanghai, China

[Artificial Intelligence and Intercultural Dialogue](#), The State Hermitage Museum, Saint Petersburg, Russia

[Silhouette of the Sea](#), K11 Art Museum, Shanghai, China

[Al-Tiba9 Contemporary Art](#), Algiers, Algeria

## Screenings and Festivals

**2019**

Big Screen Plaza, public art program by Vimeo, New York, USA

Screening with Sedition, MIT, USA

**2018**

Art Basel, Miami, USA

[ArtFutura Festival](#), UK, Spain, USA, Mexico

HafenKunstKino, public art program, Düsseldorf, Germany

[SFO Museum](#), San Francisco International Airport, USA

[Ars Electronica Animation Festival](#), Linz, Austria

Athens Digital Arts Festival, Athens, Greece

## 2016

Microwave International New Media Arts Festival, Hong Kong, China  
Sapporo International Film Festival, Sapporo, Japan

## Selected Press

### 2023

'Maxim Zhestkov: Simulation Hypothesis', Art Plugged  
'Maxim Zhestkov's mindbending VR art museum functions like a video game', Wallpaper\*  
'One day we'll be living in mixed realities. are you ready?', FRAME

### 2022

'Maxim Zhestkov: Explores Physical And Digital Realities Through The Art of Code', Art Plugged  
'Maxim Zhestkov's hypnotic digital art makes virtual worlds tangible', Wallpaper\*  
'Maxim Zhestkov creates digital "motion sculptures" with algorithms informed by physics', Dezeen  
'Maxim Zhestkov: Waves', Art Plugged  
'Sony PS5 Launch Films by Media.Work', Stash Media  
'Exploring digital reconstructions of natural movement with artist Maxim Zhestkov', STIRworld

### 2020

'Maxim Zhestkov's enchanting odyssey to outlandish worlds', DesignWanted  
'Maxim Zhestkov, how to dissect the source code of nature through intricate CG simulations', CLOT Magazine

### 2019

'The Rise and Fall of Maxim Zhestkov's "Computations"', Juxtapoz

### 2018

'Layers: A Mesmerizing New Animation by Maxim Zhestkov', Colossal  
'Jenseits der Grenzen von Physik', SPIEGEL

### 2017

'Elements, il video d'arte di Maxim Zhestkov', WIRED  
'Maxim Zhestkov Explores the Idea of Elements in Experimental Art Film', HypeArt  
'Maxim Zhestkov', The Collective Podcast

### 2010

'Showtime: Recursion by Maxim Zhestkov', WIRED  
'Maxim Zhestkov: RECURSION', Motionographer