



**Design
Miami/**
Basel

**Superblue and Design Miami/ Basel Present Multi-Sensory Installation by DRIFT,
and Site-specific Pavilion by Sou Fujimoto,
with Activations in Collaboration with Therme Mind**

Initiative Marks Superblue's European Debut and First Collaboration with Design Miami/

Taking over the 2500 sqm Event Hall 1.0 at Design Miami/ Basel, Superblue, the new venture dedicated to producing, presenting and engaging audiences with experiential art, presents a multi-sensory experience featuring the Dutch artist duo **DRIFT** and a site-specific pavilion by Japanese architect **Sou Fujimoto** designed in response to DRIFT's installation. Throughout the week, special programming presented in collaboration with Therme Mind activates the installations. The collaborative project reflects Superblue's mission to connect experiential artists with architects and other creative practitioners in pursuit of their most ambitious visions. The presentation marks Superblue's European debut and first collaboration with Design Miami/, following its global launch in Miami in May 2021.



Shy Synchrony is a poetic, upside-down landscape of moving *Shylights* that perpetually bloom in mid-air, inviting visitors to contemplate natural rhythms and their soothing effect on our state of being. The largest of DRIFT's *Shylights* installations to date, the site-specific exhibition fills Design Miami's massive entrance hall, providing visitors a moment of synchrony with their immediate surroundings. In a time that is defined by human isolation and a disconnect from nature, DRIFT's practice aims to address the need for a new alignment with our environment and a return to the strength of communal interaction has arisen. *Shy Synchrony* explores our innate response, individually and collectively, to natural movements, creating a deepened sense of awareness for the singular qualities of all environments we traverse.

Superblue also presents ***Forest of Space***, an elliptical pavilion by architect **Sou Fujimoto** conceived in response to DRIFT's installation, which recreates a dynamic forest that intervenes in the space and with the movement of visitors. As audiences walk through this forest of long, vertical wooden pieces and experience the lights and organic movement of *Shy Synchrony*, the pavilion instills a reconnection with nature and highlights the interaction between viewers' bodies and their surroundings. *Forest of Space* encourages visitors to experiment with the spatial and social elements of the structure and engage in conversations about the past, present and future of architecture, urban settlements and the natural environment.

Collaborating on the activations for *Shy Synchrony* is Therme Mind, a joint venture between wellbeing leader Therme Group and neuroscience pioneer MindMaze, MindMaze's

groundbreaking brain restoration and learning technology is adapted by MYND for application in architecture, design and art projects, to create digital, multi-sensorial solutions for mental and physical wellbeing. MYND uses neurotechnology to interact with users' mind-body functions and design responsive experiences based on biofeedback. In *Shy Synchrony*, MYND technology is used to correlate the movement of DRIFT's *Shylights* with visitors' neural and heart rate activity, leading them into deeper states of consciousness.

Offering a place of calm and congregation at the heart of the fair, a series of activations across the fields of science, meditation, music and architecture are offered in the space throughout the week. Programming includes:

Monday, 20 September

11am

Meditation Session with Franziska Kessler

4pm

Art, Architecture and Urban Context: Connectedness on a broader scale and as an essential facet of human health and nature

Speakers: Ben van Berkel, Lonneke Gordijn

Moderated by Oliva Sartogo

5pm

Meditation Session with Franziska Kessler

Tuesday, 21 September

1 – 2pm

In Perpetuity, Silicon Valley Superblue Art & Architecture project, San José

A living circular monument that moves in reaction to human presence, providing areas for community activation.

Speakers: Ben van Berkel, Nassia Inglessis

Moderated by Oliva Sartogo and Carlota Dochao

4 – 5pm

Sound & Architecture: Representing acoustic waveforms of a recording of the spoken word, urban context and architectural environment. Intangible Architecture.

Speakers: Carsten Nicolai, Louise Lemoine & Ila Bêka

Moderated by Oliva Sartogo

5pm

Meditation Session with Franziska Kessler

Wednesday, 22 September

11:00am – 12:30pm

Art & Architecture as Healing, Shaping a Mental Health Economy hosted by Therme Art's Wellbeing Culture Forum

Co-Moderators: Hans Ulrich Obrist, Mikolaj Sekutowicz, Monilola Ilupeju

Speakers: Sumayya Vally, Tej Tadi, Lonneke Gordijn, Franziska Kessler, among others

5pm

Meditation Session with Mind In Studio

Thursday, 23 September

11am

Meditation Session with Mind In Studio

5pm

Meditation Session with Mind In Studio

Friday, 24 September

11am

Meditation Session with Mind In Studio

5pm

Meditation Session with Mind In Studio

Image: DRIFT, *Meadow*, 2017. Installation view at Superblue Miami, 2021. Photo: Oriol Tarridas Photography.

About DRIFT

Dutch artists Lonneke Gordijn and Ralph Nauta have been collaborating as the collective DRIFT since 2007, working with a multidisciplinary team of 64, to create sculptures, installations and performances that raise fundamental questions about the origins, processes and meaning of life, and explore positive scenarios for the future. DRIFT manifests the phenomena and hidden properties of nature with the use of technology in order to learn from the earth's underlying mechanisms and to re-establish our connection to it. With both depth and simplicity, DRIFT's works of art illuminate parallels between man-made and natural structures through deconstructive, interactive and innovative processes.

DRIFT's work is not bound to the parameters of an indoor gallery space. Their award-winning aerial drone ballet *Franchise Freedom* was shown at Art Basel Miami 2017, Burning Man 2018 and for NASA (2019). DRIFT has realised numerous exhibitions and projects around the world. Their work has been exhibited at Stedelijk Museum (2018); Amos Rex Helsinki (2019); Mint Museum (2019); Victoria and Albert Museum (2009, 2015); Met Museum (2010); UTA Artist Space (2019); Garage Museum (2019); La Biennale di Venezia (2015); Pace Gallery (2017), amongst others. Their work is held in the permanent collections of the LACMA (USA); High Museum of Art Atlanta (USA); Victoria and Albert Museum London (UK); Rockefeller Center (USA); Rijksmuseum Amsterdam (NL); Stedelijk Museum Amsterdam (NL); San Francisco MOMA (USA); Carnegie Museum Pittsburgh (USA); The Museum of Fine Arts, Houston (USA); and Museum Voorlinden (NL).

Further information: studiodrift.com.

About Sou Fujimoto

Inspired by organic structures such as the nest, the cave and the forest, Fujimoto's signature buildings often discuss the relationship between architecture and the built environment. He views the relationship between architecture and nature as complementary and sees that integrating the two can create a higher quality of design. Such coherence, together with a well-conceived idea, contributes to the spatial quality of a designed space. His work demonstrates how architectural design does not necessarily need to intervene, but can respect and work with what already exists, as seen in an exploration below of his most well-known works which point toward the potential architecture of the future.

Born in Hokkaido in 1971, Fujimoto graduated from the University of Tokyo's Department of Architecture in 1994. He went on to establish [Sou Fujimoto Architects](#) in 2000. Since then, Fujimoto has worked on a broad list of commissions, ranging from domestic to institutional works.

In 2012, he participated in the exhibition for the Japan Pavilion in the International Architecture Exhibition, 'La Biennale di Venezia', which was awarded 'The **Golden Lion** for Best National Participation'. Sou Fujimoto received multiple awards for his work including; 'Mille Arbres', 2016; the 'New Learning Center' at Paris-Saclay's Ecole Polytechnique and the 'Liget Budapest House of Hungarian Music' in 2014. He was awarded first prize for 'Taiwan Tower' and 'Beton Hala Waterfront Center' in 2011, and the AR Awards Grand Prize for the 'Children's Center for Psychiatric Rehabilitation' in 2006.

His most important works include the Serpentine Gallery Pavilion, 2013; House NA, 2011; Musashino Art University Museum & Library, 2010; Final Wooden House, 2008; and House N, 2008.

About Superblue

Superblue is a ground-breaking new enterprise dedicated to supporting artists in realizing their most ambitious visions and engaging audiences with experiential art. Its network of artists encompasses the leading practitioners of experiential art, whose practices catalyze engagement with the most pressing issues of our time and generate new perspectives on our world.

Through its experiential art centres, which are specifically designed for presenting large-scale, immersive art installations, Superblue provides artists with expanded opportunities to transport audiences to the new worlds they create. Superblue additionally acts as an advocate and agent for experiential artists by fostering opportunities for them to expand the reach of their work through collaborations with museums, collectors, visual and performing arts festivals, architects, municipalities and place-makers. Superblue provides these partners with unparalleled expertise and support for the production, installation and presentation of large-scale experiential works, through collaborative presentations, public and private commissions and acquisitions.

In the coming years, Superblue will open new experiential centres across the U.S. and internationally and is developing augmented and virtual reality platforms for artists who are exploring our rapidly evolving relationship with the digital realm.

For more information about Superblue, visit superblue.com or follow [@superblue.art](#) on Instagram and [@superblueart](#) on Twitter.

About Design Miami/

Design Miami/ is the global forum for design that delivers unique design experiences through its celebrated fairs, events, curated digital platform and online shop, designmiami.com. Since launching our first fair in 2005, Design Miami/ has dedicated efforts to the elevation and celebration of design. This year, Design Miami's biannual collectible design fairs will take place from September 21 – 26 in Basel Switzerland (rescheduled from June 2021 dates) and from December 1 – 5 in Miami Beach, Florida. Each fair will feature selling-exhibitions of museum-quality 20th and 21st century furniture, lighting, and objets d'art from the world's top, expertly vetted galleries. In December 2020, Design Miami/ unveiled the Design Miami/Podium concept at the Moore Building in Miami, Florida - a curated selling exhibition drawing on Design Miami's network of international galleries and designers - and are thrilled to present Design Miami/Podium

x Shanghai in partnership with Made in House this November 4 – 14, 2021. All Design Miami/ fairs and exhibitions are now presented in a hybrid format. Exhibited works are available to purchase for a limited time on the expanded digital platform, designmiami.com. In addition to a click-to-collect shopping experience at Design Miami/Shop, Design Miami's online event experience features 3D interactive tours, virtual programming and engaging storytelling at the Forum Magazine.

About MindMaze

MindMaze is a brain technology company at the intersection of neuroscience and analogue artificial intelligence. The brain-machine interface platform has already launched FDA-cleared products in hospitals and clinics globally. Founded in 2012, the company's U.S. headquarters are in San Francisco, CA, with technology development based in Lausanne, Switzerland. With a presence in 20 countries, MindMaze operates across the healthcare, media and automotive industries.

MindMaze has developed proprietary hardware and software for bio-sensing, motion capture, haptics and electrical stimulation that functions as a platform that replicates multimodal synchronisation of all sensory inputs the brain experiences; and is used for its novel neuro-solutions in healthcare, gaming, transportation, and others.

Further information: mindmaze.com

About Therme Mind

Therme Mind is a joint venture between wellbeing leader Therme Group and neuroscience pioneer MindMaze. Therme Mind integrates MindMaze's groundbreaking neuroscience technology into Therme's holistic approach to wellbeing, to methodically redefine the role of preventive health in our culture and society. Under its initiative MYND, Therme Mind adapts MindMaze's medical-grade neurotechnology for application in architecture, design and arts projects, to create digital, multi-sensorial solutions that promote mental and physical wellbeing. Through biofeedback-based experiences that interact with users' mind-body functions, MYND invites selected artists to create interactive artworks, addressing questions of mental health and wellbeing.

Further information: thermemind.one

About Therme Art

Therme Art works with internationally renowned artists and architects, as well as emerging talents, to commission and develop site-specific artistic projects that challenge the limitations of conventional exhibition spaces and redefine contemporary art viewing. Therme Art provides the resources and means required to fulfill artists' visions which cannot be realised in galleries or museums, regardless of their complexity, production, installation and long-term maintenance. Therme Art's artists challenge the limitations of conventional art spaces, whether it be playing with the architectural elements of an environment, developing entire ecosystems or creating immersive installations that transform visitors' experiences.

Therme Art's most recent collaborations include its acquisition of the 2021 Serpentine Pavilion, designed by Sumayya Vally and Counterspace, marking its third consecutive year in partnership with Serpentine to support its annual architecture programme, its development of three major projects at the 17th International Architecture Exhibition—La Biennale di Venezia, *The Garden of Privatised Delights*, co-curated by Madeleine Kessler and Manijeh Verghese; *Mutual Aid* by Pnat and plant scientist Stefano Mancuso; and *Resurrecting the Sublime*, an immersive installation

merging art and biotechnology by Sissel Tolaas. Jeppe Hein's artistic project *Today I Feel Like... Manchester* 2021, was a recent part of Therme Art's collaboration with Manchester International Festival.

Further information: therme.art

About Therme Group

Therme Group is a leading global wellbeing provider designing, constructing and operating the world's largest wellbeing facilities. Its contemporary urban development proposition incorporates environmental concepts to re-integrate nature into everyday life. Therme Group's facilities combine its innovative sustainable technologies with human-oriented design. Drawing upon the tradition of ancient thermal baths, which were designed to be healing, social and egalitarian settings, Therme Group builds environments that nurture the mind and body for visitors of all ages and demographics, creating healthy and resilient communities.

Further information: thermegroup.com

Press contacts:

Superblue

Resnicow + Associates

+1 212 671 5161

Sarah McNaughton/ smcnaughton@resnicow.com

Barbara Escobar/ bescobar@resnicow.com

Design Miami/

Camron PR

+44 (0)20 7420 1700

Sarah Ferrall/ sarah.ferrall@camronpr.com

Grace Englefield/ grace.inglefield@camronpr.com