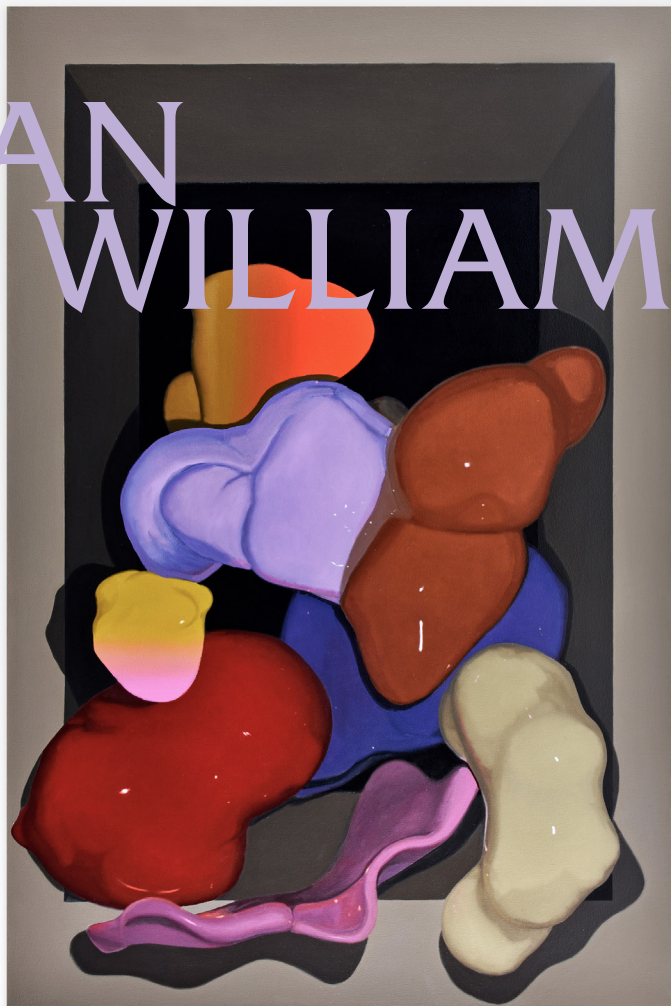


BOOTH E4

MELBOURNE ART FAIR 2025

IAN WILLIAMS



MOORE CONTEMPORARY

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IAN WILLIAMS
Bombastic, 2025
oil on canvas
180 x 120 cm

IAN WILLIAMS

As someone who grew up experiencing the rudimentary beginnings of video games and CGI, and having observed its evolution into the convincing hyperreal environments of today, it became apparent to me as a painter to draw similarities to the evolution of still-life and the impact of this rich visual history on new technology.

IAN WILLIAMS

Since graduating with First Class Honours from Curtin University in 2018, and an earlier Advanced Diploma at Central Institute of Technology in 2011, Ian Williams has participated in over twenty-five group exhibitions and several solo exhibitions.

Williams is interested in the interpretation of reality within virtual environments and how this can be expressed through painting. He references the found objects and substructures within video games, employing the conventions of still life painting to explore the properties of the virtual everyday object. The genre of still life typically presents inanimate subject matter, yet Williams' paintings originate from the moving digital world. His commanding compositions toy with real world phenomena such as gravity, scale, and forces of collision.

Williams has been acknowledged with numerous industry awards, and his work is in public collections including Artbank, Curtin University, University of Western Australia, Central Institute of Technology, and St John of God Healthcare, along with significant private collections. He is currently a lecturer in painting at Curtin University.

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BOOTH E4

MELBOURNE ART FAIR 2025



JOSHUA
WEBB

MOORE CONTEMPORARY

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JOSHUA WEBB
Smoke, 2023
Accura and automotive lacquer
140 x 102 x 102 cm

JOSHUA WEBB

I seek to materialize the ethereal, capturing the essence that hovers between distinct forms. Handcrafted and algorithmically shaped, Smoke stands as a dynamic Rorschach—its form bending and weaving with every gaze. It's a reflective dance of abstraction and geometry, inviting us to individually interpret its interplay of perception and revelation.

JOSHUA WEBB

Following qualifications in art, sculpture, teaching, and animation from Rhode Island School of Design, Brown University, Curtin University, and University of Western Australia, Joshua Webb has exhibited across Australia, the USA, and Europe.

Webb's art practice is built upon the principles of problem solving in form. He creates impossible problems and then uses a combination of theory, form and technique to design, invent and engineer the unimaginable. The objects and scenarios born from this process are an abstraction of the surrounding cultural ecosystem.

Working predominantly with light, concrete and plastic, Webb uses a combination of new digital technologies and traditional building techniques to push the limitations of the physical world. Webb's most recent projects have been significant sculptural works commissioned for the public realm or corporate collections such as in the new Chevron Headquarters, Perth.

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