

arebyte

PROPHECY

Auriea Harvey
Curated by Pita Arreola

12 September 2025 – 21 December 2025
arebyte 25-27 Camden Road, NW1 9LN

[Press Preview](#)

Thursday 11 September 2025 4:30 pm

Opening Evening

Thursday 11 September 2025 6:30 pm

Curator Tours

Thursday 25 September 2025 7:00 pm

Thursday 13 November 2025 7:00 pm



London, Aug 22 2025: arebyte is pleased to present [*\(This room is a sculpture called\) PROPHECY*](#), a body of newly commissioned work by pioneering multi-media artist **Auriea Harvey**. Curated by **Pita Arreola**, the exhibition marks the launch of arebyte's Digital Art Centre, a new home for the organisation's art programme and a hub of artist studios and creative workspaces in the heart of Camden.

Harvey's first solo exhibition in the UK, *PROPHECY* is an allegorical rendering of a spiritual journey, charting a course to reclaim grace and unity amid a landscape of disconnection and collective suffering. At its core lies a deep yearning for empathy amongst fractured societies.

Sentiments and themes that resonate with

the concerns of British mystic, artist, and poet **William Blake** (1757–1827), who more than two hundred years ago created a series of engraved prophetic books that in their own interdisciplinary capacity combined poetry and vivid imagery. Rooted in his exposure to London's rapid and exploitative urbanisation and his visionary experiences, Blake came to view himself as a prophet, using his art to critique the moral, political, and spiritual conditions of his time.

Imbued with the same radical charge, *PROPHECY* carves its own mystical immersive system through a pollination of figures from Catholic faith with epic tales drawn from Greek mythos. Through this composition, Harvey presents the virtues and flaws that characterise a

society ruled by technological frameworks, and invites us to explore the potential of spirituality and collective human action to emancipate oneself from algorithmic control.

Bringing together motion capture, holograms, AI-generated choreography and 3D printing within an interactive installation spanning three immersive chambers, *PROPHECY* is a counterstrategy to the pacifying impacts that contemporary technologies like AI and social media have on our perception of reality, calling for a rediscovery of spirituality and the empowerment of collective action. Harvey offers a poetic resistance to digital opacity, proposing that prophecy in the 21st century might not be about prediction, but about feeling, embodiment, and transforming the tools that govern us.

PROPHECY begins in the first exhibition chamber by showcasing the chaos and destruction of a past, present and future where prophetic visions were disregarded and humanity was led asunder. This vision is embodied by the partially reconstructed ruins of *RED RAM I* and *RED RAM II* (2025), two digitally sculptured idols whose fragmented forms are spread across a scaffold of screens, forming the gateway

to a forsaken city that visitors must pass through.

Between these sculptures, a pile of discarded prophecies fall from the ceiling, indecipherable texts and pictographics symbols. Beyond the gate, visitors are drawn towards a pair of small holographic altars presenting ghostly apparitions of Iphigenia (2025) and Isaac (2025), two sacrificial figures. Reflecting on these martyred children, characterised by virtues of selfless devotion, Harvey momentarily asks us to reflect on the suffering of children in places of ruin and war today, before opening a passage onto the exhibition's second chamber.

Continuing their journey, visitors enter a sanctified space that immerses them between projections of the prophets Daniel, Elijah, Ezekiel and Jeremiah, illuminating two full lengths of the gallery walls. Forming part of Harvey's *Prophets* series (2025), these newly commissioned digital animations were produced through a layered process of remediating Biblical passages.

Centred amongst the projected prophets, an oracle takes the form of an interactive tablet. Interfacing with *Idol.app* (2025), visitors are invited to encrypt their own



prophetic warnings by typing on a sequence of body parts and shapes, pressing keys embossed with eyes, ears, mouths and other symbolic fragments. As a black-box of complexity, the oracle represents the power of technology in directing human actions while simultaneously referencing our inability to truly understand these technological communication systems and the ways they shape our individual and

collective actions.

Viewed once more as a descendent to Blake, (*This Room is a Sculpture Called*) *PROPHECY* is readable as Harvey's own prophetic book. This body of work is an exploration of how belief systems, both spiritual and algorithmic, shape our understanding of the world.

Auriea Harvey is a Rome-based digital pioneer whose practice materialises virtual elements into physical reality. From her groundbreaking Internet art roots to contemporary 3D scanning and printing processes, she creates sculpture, software and installations that navigate between digital and tangible worlds. Her art historical influenced, technology-driven approach reimagines mythology, bodily transformation, and figurative traditions.

Pita Arreola is arebyte's new Head of Programme. A London-based curator and co-founder of Off Site Project, a curatorial platform supporting emerging international artists working in digital media, Pita has curated over 200 artists from across the UK, Europe, Asia, the Middle East, the USA, and Latin America. From 2021 to 2024, she was Curator of Digital Art at the Victoria and Albert Museum. She is co-editor of *Digital Art: 1960s–Now* (Thames & Hudson, 2024), a landmark publication exploring global histories of digital art.

About arebyte

Founded in 2013, arebyte is a leading organisation in the field of digital and emerging media art, exploring the impact of technology in our contemporary society through an ambitious programme of exhibitions, performances, workshops, and educational activities both in person and online. Based in London, our work spans Virtual Reality, Augmented Reality, Motion Capture, Computer Generated Images, Net.Art, Artificial Intelligence, blockchain technology, and more, pushing the boundaries of the artistic medium, curatorial practices and audience engagement.

In parallel with our artistic programme, arebyte supports London's creative community by working with private landlords, developers, and local authorities to provide affordable studios and co-working spaces. Through these placemaking initiatives, we've built a thriving community of over 300 artists, makers, and designers across the city.

For press enquiries, images, or interviews with the artist or curator, please contact:

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