

Ivo Serrat

Rendered Environments

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Spain

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Project Statement

Rendered Environments is a fictional body of digital work built from a library of modular architectural elements, scanned textures, and procedural light.

The series uses repeated corridors, waiting areas, terraces, and transitional spaces. Small inconsistencies are introduced intentionally: scale shifts, impossible reflections, duplicated objects, and light sources without visible origins.

For portfolio review, each work is presented as a still image with concise medium information. Where a work also exists as a moving-image loop or installation, the caption should identify that presentation context.

Artist Statement

I create digital images and short moving-image works from 3D scenes that resemble incomplete public spaces.

My process starts with simple architectural models, scanned surface textures, and procedural lighting. I deliberately leave many environments under-resolved: doors lead nowhere, signage is missing, furniture is repeated, and exterior light behaves more like memory than simulation.

The finished works are presented as still images, short loops, and occasionally projected installations. I am interested in the point where a synthetic space stops reading as a design proposal and begins to feel psychological.

Ivo Serrat is a fictional digital artist based in Barcelona. His practice combines 3D modelling, procedural image-making, moving image, and projection.

His fictional exhibitions and screenings have focused on synthetic architecture, simulated light, and the emotional character of digitally constructed spaces.

IVO SERRAT

Lives and works in Barcelona, Spain

Selected solo exhibitions

2026 *Rendered Environments*, Espai Vector, Barcelona, Spain

Selected group exhibitions

2025 *Synthetic Rooms*, Projection Hall 3, Lisbon, Portugal

2024 *Soft Architecture*, New Media Week, Madrid, Spain

Residencies

2025 Signal Lab Residency, Signal Lab, Lisbon, Portugal

Education

2018–2020 MA Digital Arts, Institut Nova Imatge, Barcelona, Spain

2014–2018 BA Fine Art, Escola Litoral, Valencia, Spain

Grants & awards

2024 Digital Image Commission, finalist, Digital Image Commission, Barcelona, Spain



Rendered Environment V
3D render, archival pigment print
100 x 140 cm
2026



No Exterior

Single-channel 3D animation, 2 min 40 sec loop

112.5 x 200 cm

2026



Waiting Room 03

3D render, archival pigment print

100 x 140 cm

2025



Corridor Without Exit
3D render, archival pigment print
90 x 140 cm
2025



Public Interior I

3D render, archival pigment print

100 x 100 cm

2025

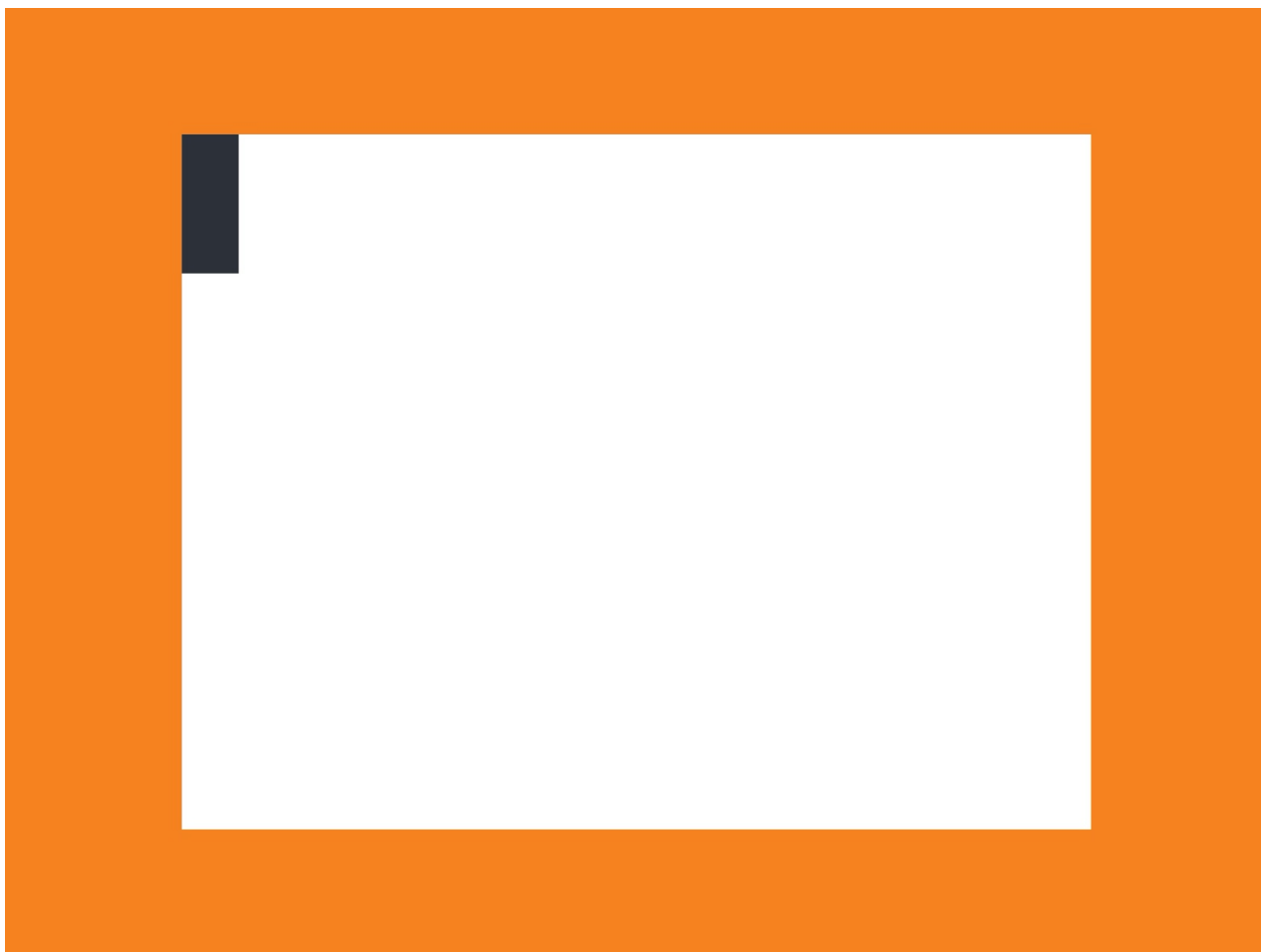


Terrace, 18:40

3D render, archival pigment print

90 x 140 cm

2025



Pool Without Water

3D render, archival pigment print

100 x 140 cm

2024



Repeated Seating

3D render, archival pigment print

100 x 140 cm

2024



False Reflection

3D render, archival pigment print

100 x 140 cm

2024

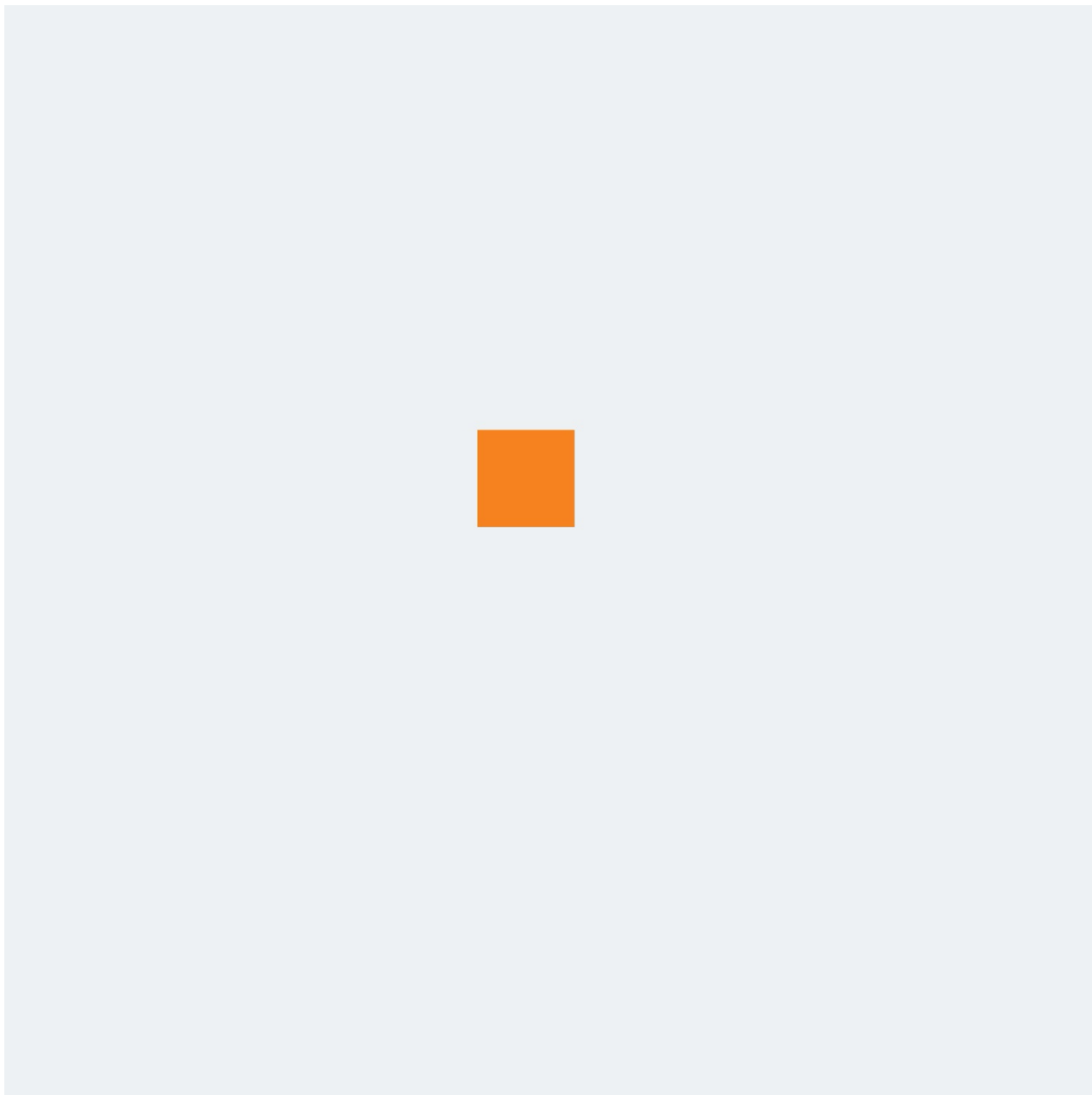


Door Study II

3D render, archival pigment print

90 x 120 cm

2024



Missing Sign

3D render, archival pigment print

100 x 100 cm

2024



Light Without Source

Real-time 3D environment and projection

112.5 x 200 cm

2026

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