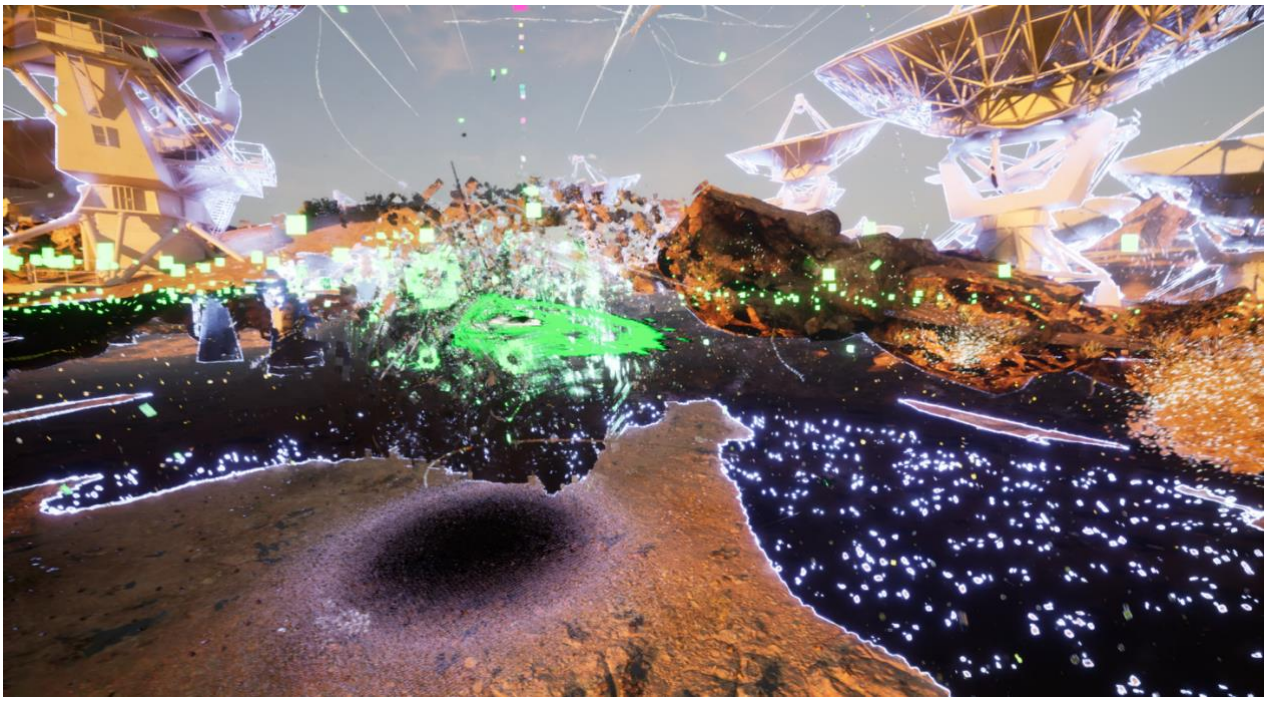


Digital Meetup: Systems at Play

V&A South Kensington
Friday 23 October 2026

Join an evening of creative experimentation developed with arebyte Digital Art Centre.

Installations



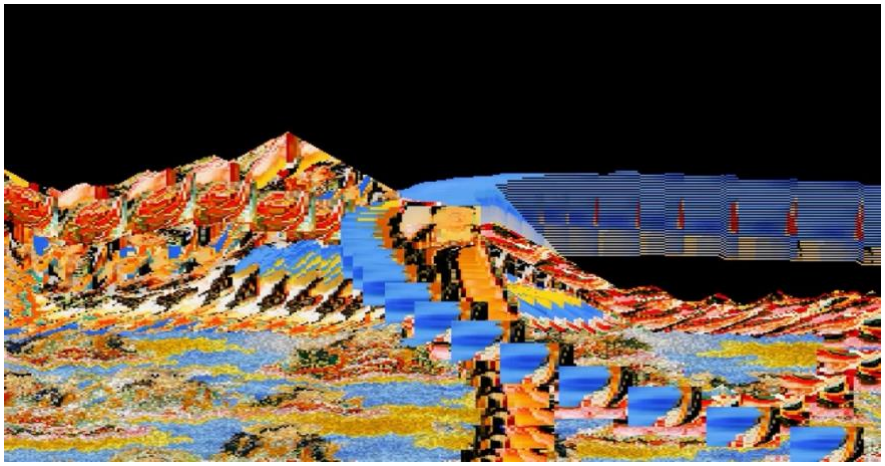
Generative Interactive Visuals by Olivia Ema (@_oliviaema)

Shape the space in real time by generating visuals using TouchDesigner. Discover how the artist uses this software to explore sacred geometry and cultural memory as tools for reimagining reality.



Drawing Robots (Machines at Work) by Emir Johnston (@emir.johnston)

Create collaborative paintings with two robots that respond to their environment, the audience and each other. Emir has programmed these autonomous machines to produce original paintings through each live performance.



NEVER TOO LOUD!!! by Maria Than (@blurbnation)

Draw mandalas with your voice using Maria's custom coded digital sand painting experience. You will be able to express yourself by screaming, praying or singing through a phone. This installation combines Tibetan sand mandala practices with AI-generated Vietnamese Pure Land Buddhism imagery.

Maria Than is the Artificial Intelligence and the Digital World Adobe Creative Resident at the V&A. The Adobe Creative Residency is supported by the Adobe Foundation

Workshops



Glitching Memories Workshop by Ambie Drew (@ambiedrew)

In this workshop, artist Ambie Drew will demonstrate how to create 3D-scanned interactive images from everyday objects, transforming them into digital souvenirs of memories. Gain insight into how to incorporate these 3D assets to custom backgrounds and produce unique glitch art.



Mapping Landscapes with Satellite Data Workshop by Freddie Sanders (@f_sanders_)

Discover how to source data from satellite imagery to produce interactive landscapes using Blender, a free and open-source 3D creation software. Learn about how satellite images are influencing human relationships to place and nature.

Note: Download the free software Blender to your laptop in preparation for attending Freddie Sanders' workshop. A limited number of laptops will be available to borrow with the software installed.

Processing Community Day Show & Tell

As part of Processing Community Day, the evening will feature a community Show & Tell celebrating creative coding, digital art and interactive design.

3 Ns and an M: Grass by Genetic Moo (@geneticmoo)

This interactive work extends our Digital Design Weekend project, which connects pioneering computer artists with the V&A print collection. Here, we respond to the land and grass inspired artworks of Camille and Charles Bangert, a creative-coding couple from the 1960s who used computers to simulate nature.

Cartas&Cartas by Maria Leonor Banha (@crartck)

Cartas&Cartas (Letters&Letters) is an experimental project inspired by the platform FutureMe and the idea of sending letters (emails) to your future self, connecting code to handwriting and fortune-telling devices. It encourages us to think of our future wishes and bits of advice.

Motion Tales by Shredha Joseph, Yana Kiryakova, Nuray Tursynbek and Jahniyah James

Motion Tales is an interactive reading experience that reimagines reading as a physical act. Built with p5.js and ml5.js for ages 7 and up, it uses gestures and body movement to control how the text moves on a screen, so you can wave, pinch or move your way through a story.

“Racks” by Timothy Yufit (@_yufit_0)

A digital archive of abandoned and dismantled bicycles on the streets of London. All of them once belonged to someone, sometimes for years. Some still carry stickers and traces of former ownership. But after being scavenged for parts by thieves, they have been neglected and continue to linger on the streets, tied to racks, slowly being dismantled further.

Cover image by Freddie Sanders