

Digital 2026 : Computala

LCB Depot's exhibition & events programme highlights work from different creative practices every month.

In January 2026, in partnership with New Media Art Club, we present COMPUTALA Digital Arts Festival. This year's theme is "AI" – a hot topic right now. COMPUTALA is interested in critical discourse around using it in creative practice.

Exhibitions and events run from **12th – 30th January 2026**

Find out more [@lcbdepot](https://twitter.com/lcbdepot) or at lcbdepot.co.uk/event/computala2026



DO ANDROIDS DREAM OF ELECTRIC NOISE - #9

Dan Quill / Zeitwarp

'DO ANDROIDS DREAM OF ELECTRIC NOISE' is an internationally exhibited multiform series of recursive artworks & artefacts exploring human culture in a machine age set within an 'only forwards' entropic universe.

The series includes physical installation, audiovisual digital/video art, PHREAK MUSIC soundscapes, singular objects and limited edition prints.

Individual works from 'DO ANDROIDS DREAM OF ELECTRIC NOISE' have been exhibited in both physical and digital form in Lisbon, San Francisco, Bangkok, Austin and Oakland.

Inspired initially by a throwaway reply by the artist in an panel discussion on the future of digital culture in Lisbon in 2023 the title of the series is a nod to Philip K Dick's 1968 sci-fi novel.

Thematically, the headline focus is on the ongoing Promethean dynamic between humanity and technology. However - both superficially and subtextually - the series is also a commentary on the influence of both a nostalgic halcyon/Ozymandian past and visions of a utopian/dystopian future on contemporary human perspectives - and their consequent reverberations on society, economics, politics and climate.

This seven foot high physical installation exhibit is the 12th piece in the series. It is constructed entirely from salvaged/pre-landfill, and second hand materials. The geological textured surface is comprised of multiple layers of water based enamels mixed with fine silica. The base plinth features a custom geological surface made from more paint and silica along with 60 carats of diamond dust - (a by-product of the cutting & polishing process.)

There is a lot more information on this dedicated page:

zeitwarp.com/dadoen-nine

Artist Bio

Dan Quill / Zeitwarp is a full-time 'Garage Artist' producing 'organic' post-conceptual digital art, augmented reality activations, music/sound, live-art, physical installations, immersive physical paintings and unique IRL artistic objects & artefacts.

Work is released in distinct thematic series with a consistent aesthetic. The key themes are: 'transience / obsolescence / transformation' and 'significance / attachment /transmission'.

These interconnected triplet structures are considered through the lens of a Promethean tension between humanity and technology set inside an entropic 'only forwards' universe.

Work is produced from real physical objects and images (paintings) under an overarching 'Re-Make / Re-Model' principle.

ZWRP/Zeitwarp artwork and creations have been exhibited internationally both in physical and digital form in Miami, Lisbon, Berlin, Bangkok, Milan, San Francisco, etc.

Other major global art destinations are available...

“Given the lack of any kind of formal art training, education or classification, everything that I produce would normally be categorised as ‘outsider art’ or perhaps more accurately “art brut” (raw art) - I prefer the term Garage Art.”

Beyond exhibiting, Dan has featured as a talking head at tech conferences, panel discussions, workshops and on podcasts - with a focus on the implications, opportunities and response of creators, curators and consumers of human culture to emerging disruptive technologies

Dan is based near Cambridge in the UK.

[@zeitwarp](#) everywhere - but not particularly active anywhere.

zeitwarp.com