

# Personal Work

Ariel Baron-Robbins

Application for Assistant Professor of Drawing, Art + Art History

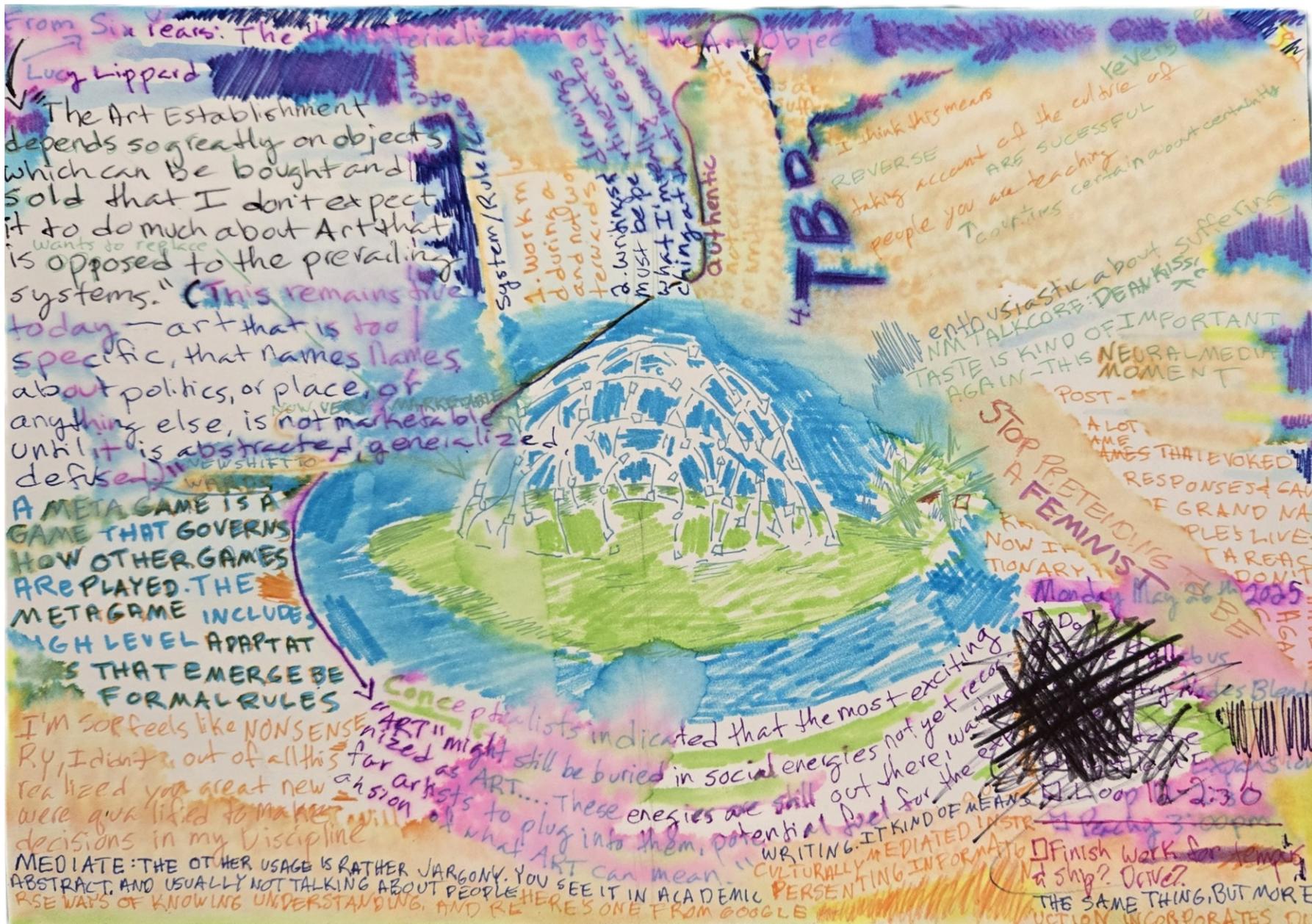
Go to [https://arielbaron-robbins.com/FIU\\_Drawing\\_IMAGES/Personal/personalimages](https://arielbaron-robbins.com/FIU_Drawing_IMAGES/Personal/personalimages) to see Animations and Videos



Groupthink, ink on paper, 7 x 12 inches, 2026



JUSTASKME, ink on paper, 7 x 12 inches, 2026



stop.pretending.to.be.a.feminist, 7 x 12 inches, 2025

AI can't mimic many things, or it can  
 (cultural exchange, context, gut instinct)  
 We are feeling creatures first  
 AI is just a new toolkit. Using it is evolving with  
 the times. Turntables to laptops, etc.  
 you still have to react to what was created  
 what does a world look like when humans are NOT the  
 smartest creature in the room?  
 We become the QUESTIONERS.

drives our infrastructure  
 All of them are saying that  
 these are the ineluctably

**Discernment**  
**Judgement**  
**Value**  
**TASTE**

Distribution of weights, distribution of viewpoints  
 you should be able to customize your own weights

WHY IS BEAUTY IMPORTANT?

Beauty → Novelty  
 what really matters is NOVELTY

Eric Wollberg - Prophetic AI

LUCID DREAMS through AI-powered hardware  
 Believes this inspired by prophet's dreams will help humanity



question mimic but never understand (?)

AI as Co-Creator / ai can actually be more empathetic than other narcissistic humans.  
 Amg Wu - Manifest  
 - ABRAN MALDONADO - CREATE LABS

**STUDIO IS DATA STREAM**  
**SKETCHBOOK AS STUDIO**

MOTHER GAMES - applies a reflective AI layer using player data to allow them to discover more about themselves  
 Hyperpersonalization

All information being fed into the AI is human created. This is the 1st time the fastest growing companies are NOT built on value of artist is point-of-view and workflow (process) consuming the human user's data.

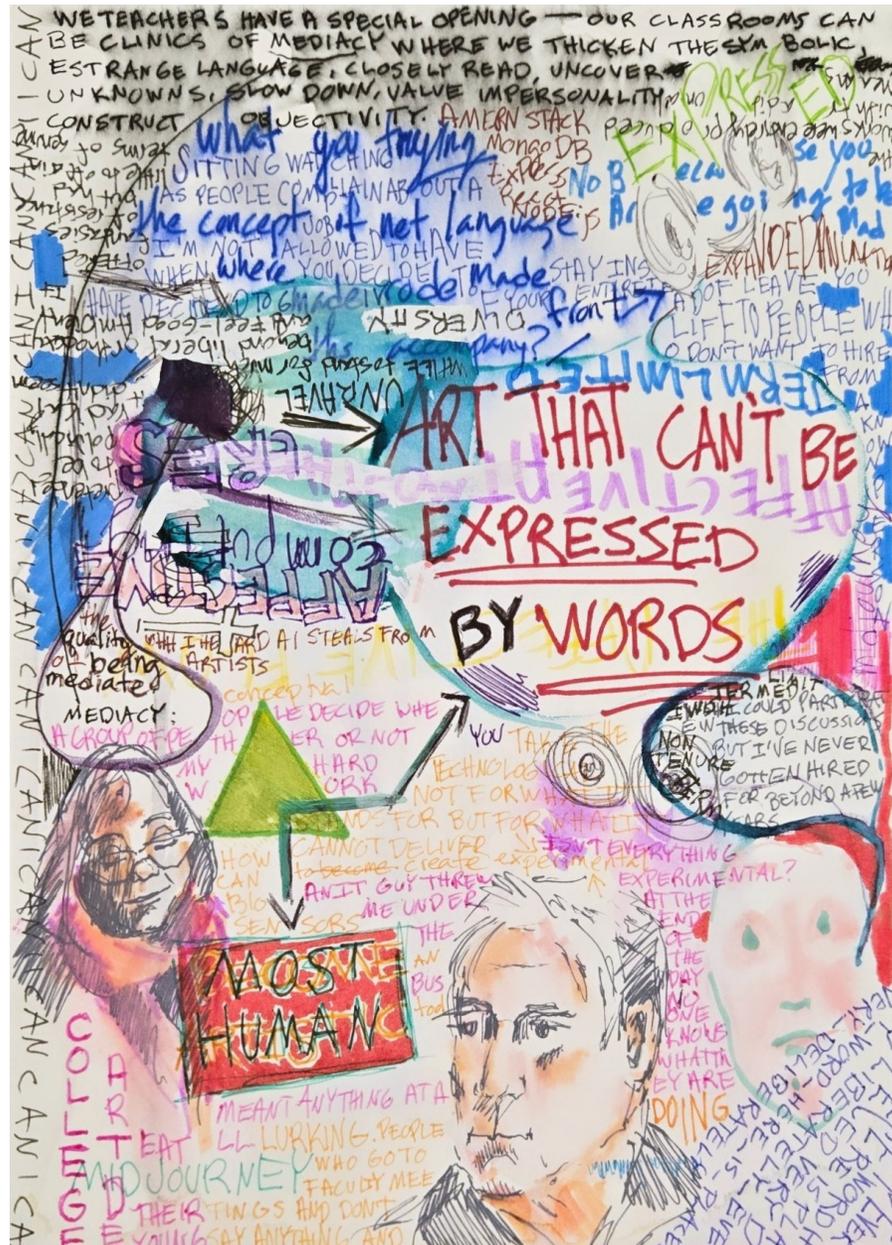
BEAUTY IS ELUSIVE TO IDENTIFY BUT (taste) WE SHOULD ALWAYS STRIVE FOR.

So long as there are unfulfilled human aspirations historically, humans will create machines and then be even more productive. - Arun Sundar

What happens when we automate intellectual LABOR?



studio\_is\_a\_data.stream, 10 x 7 inches, 2025



i.wish.i.could.participate, 12 x 7 inches, 2025

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Ariel Baron Robbins  
Cycles

Feb 3-28, 2024

Documentation of my exhibition 'Cycles' in MIFA. Includes a Corner Drawing and a VR Landscape Drawing, which is drawn on the gallery's walls. The VR Landscape Drawing was done while wearing a VR headset and looking at a landscape through the viewpoint of myself creating a Drawing on the Highline.

corner drawing at home, boca  
raton, fl, 2013





Drawing on the Highline, digital video, New York City, 2009



This video revisits an action I first performed in 2009: Drawing on the Highline. It is part of an ongoing series, where the same gestures will be repeated at intervals, separated by years, until the repetition is no longer possible.



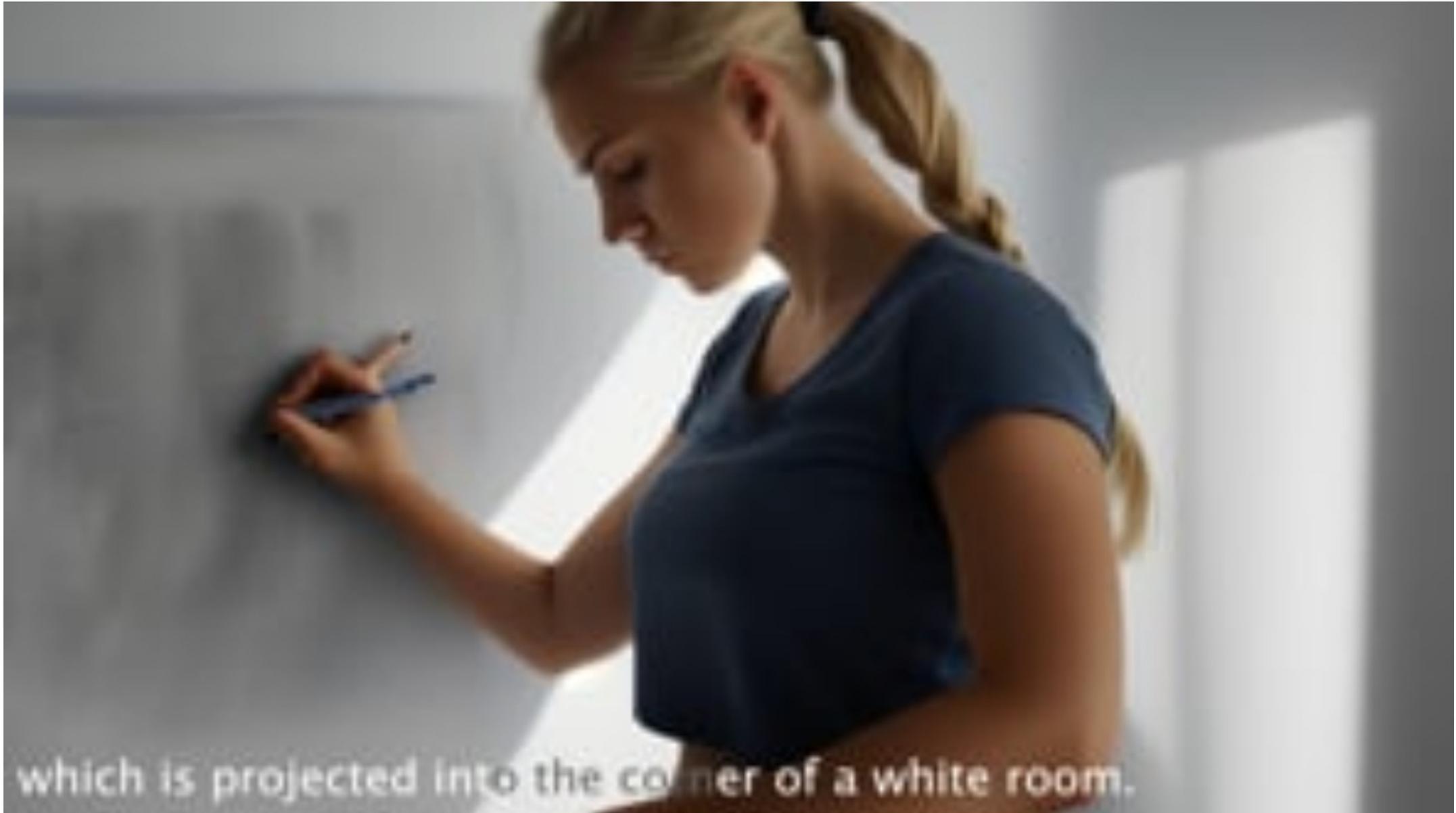
Drawing on the Highline, digital video with AI, New York City, 2023



Drawing Shadow, video, 2009



Drawing Shadow, video, 2015



which is projected into the corner of a white room.

A Woman Drawing her Own Shadow, digital video with AI, 2024



site-specific video drawing created for the A Different Frame of Mind exhibition at the Contemporary Art Museum (CAM) on USF's campus, 2014 Tampa, FL



ADFOM, digital animation, 2026



ROTA, digital video, 2009

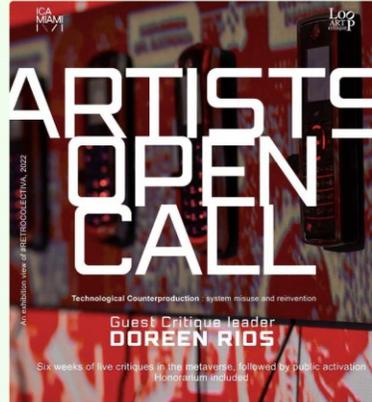


ROTA react, digital animation, 2026

Loop Art Critique is a large artwork that hosts art critiques and experimental exhibitions. Join a critique group through an Open Call or check out the exhibitions below. [More Information](#)

Get an email when shows go live:

Subscribe



### Open Call

Media artists are invited to join a special Critique Club with Loop Art Critique and Guest artist Doreen Rios.

Open Call



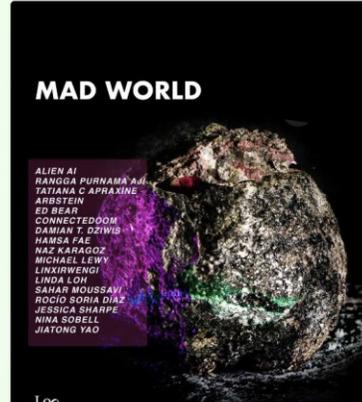
### The Under 5mb Show

a group exhibition of artists from Loop Art Critique  
July 2025 - July 2026

### Family Reunion

The Loop Family Reunion is a chance to reconnect with the Loop Art Critique community through workshops, talks and a group show.

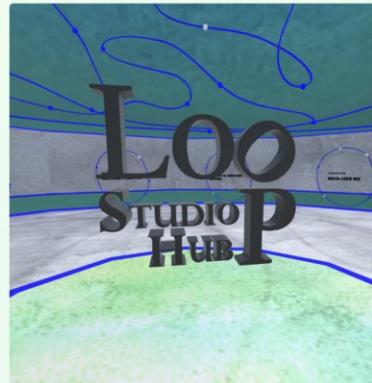
Enter Metaverse

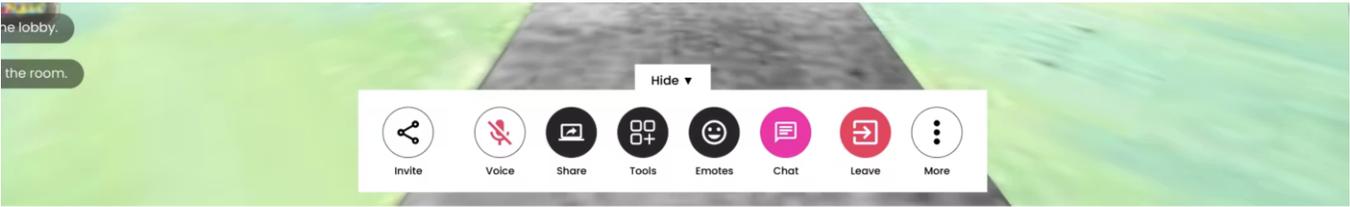


### The Salon

Experience the Offline Activation of Mad World, Miami Art Week Join us for an immersive offline activation of Mad World and a talk with Ariel Baron-Robbins, Director of Loop Art Critique, presented in collaboration with MUD Foundation during Miami Art

Enter Metaverse





## Loop Art Critique

Loop Art Critique (Loop) is an artwork and pedagogical platform that facilitates dialogue and community amongst artists using digital tools. The program's goal is to create an online space where artists share new and in-progress work, without the pressures of large social media platforms or the market. Sessions feature opportunities to discuss artists' works and practices, as well as access to leading international art professionals.

The program entails six week semesters annually, with a small cohort selected via Open Call. Each cycle, a leading guest artist, collective or arts worker, reviews submissions to determine the participants. Guests may propose a semester-long theme, and participate in critique sessions; as well as present a public talk online. At the end of each cycle, a public (digital) exhibition showcases the work developed during the session.

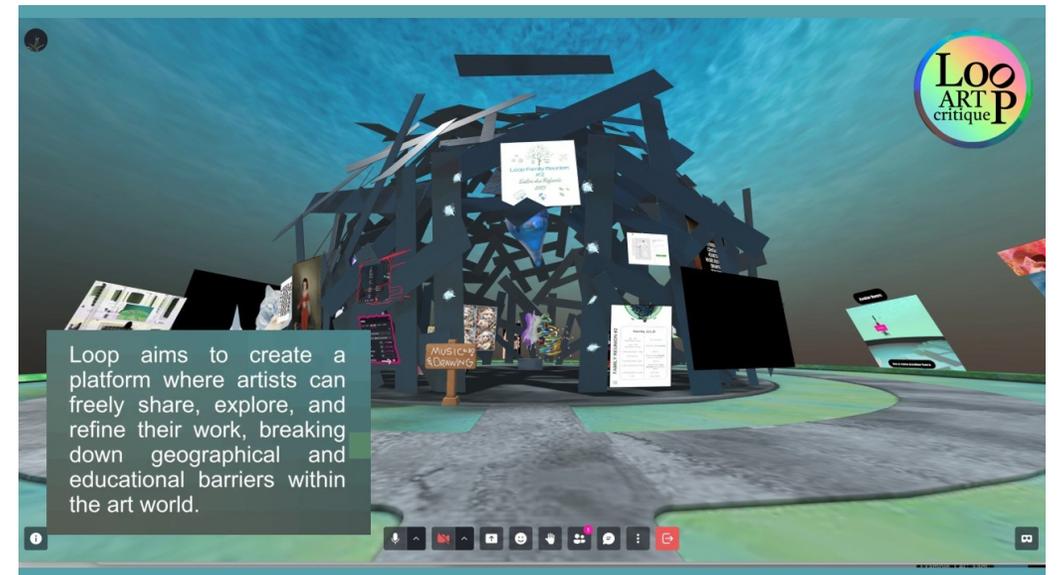
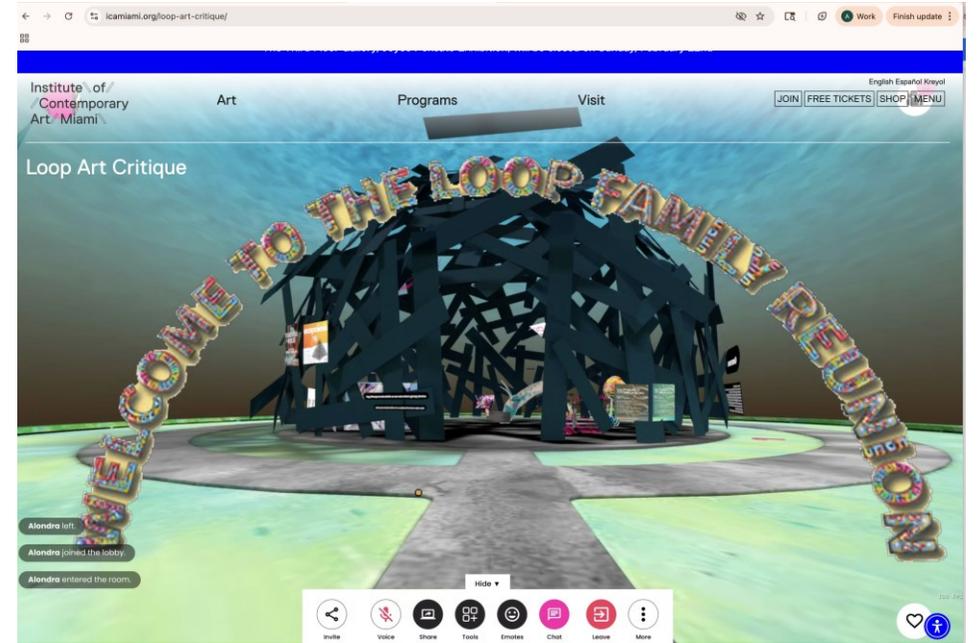
Each July, Loop hosts a multi-day Family Reunion for all alumni and guests. Hosted online, the event format is entirely shaped by the community, and features activities not limited to talks, workshops and live events. Past reunions have included skill-building workshops, creative writing workshops, live VJ sets, communal drawing sessions, artist talks, and performances.

Submissions to Loop are anonymous, and require no artist statements or CVs. Artists are welcome to share their identity during the process, but it is not a requirement.

Loop is an artwork created by Ariel Baron-Robbins in 2022. Digital infrastructure for Loop has been developed and supported by Mud Foundation, which provides its XR Creator Studio free for participants.

**Applications for the Spring Semester of Loop will open in November.**

VISIT LOOP HERE





in progress critique, 2024



Lincoln Road 5:30 - 6:30 am (artcenter), 1280 x 720, digital video, 2015

5:30 - 6:30 AM,  
Lincoln Road, 48 x  
48, plexi-mounted on  
dibond, 2015





4 Lines, earth drawing created during Vermont Studio Center, digital video, 2014



site-specific piece created outside the Florida Atlantic University Gallery for a Faculty Show, Boca Raton, FL 2013



Covered in Charcoal, 13 x 21, inkjet print on Hannamuehl paper, 2009



Covered in Charcoal: tete, 13 x 21, inkjet print on Hannamuehl paper, 2009



Covered in Charcoal: hip, 13 x 21, inkjet print on Hannamuehl paper, 2009



In the River, digital image  
with drawing, 2015



Out Into, digital photo with drawing, 2017



digital animation with AI, size variable, 2025



The Finish, animated drawing of myself and other runners finishing a race, 2019



\_rundownpastthedogpark\_, digital animation, 2019



Art Basel Miami Beach, digital animation, 2020