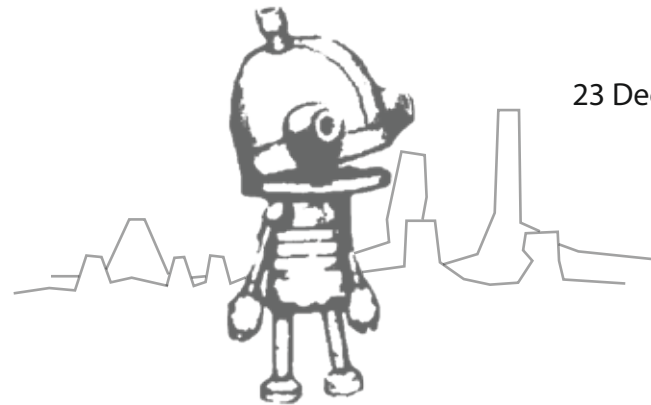# Amanita Design

23 December 2016 – 9 January 2017

KiBela, space for art
MMC KIBLA, Maribor

Amanita is among the best groups in the world; creators of modern-day computer images and digital realities, characterized by the proverbial Czech talent for illustration, a sense of humor, playfulness, and beauty, as well as original music, created either by themselves or through collaborations with Czech-based music bands. Their highly esthetical, technology-supported outputs produce a one-of-a-kind experience, a genuine buzz in the space where they are presented.

Moreover, the Maribor exhibition is an opportunity to test and delve inside all of their games, to experience the intermedia manifestations of this extraordinary interdisciplinary group in the domain of contemporary arts and virtual realities.

http://amanita-design.net/

In MMC KIBLA, Amanita Design is showcasing their entire production, available to users / visitors, and especially interesting for the children, since these are didactic artworks that help to build our ecological and social awareness.

Beside other artworks and products they've created three substantial computer games: Machinarium (2009), Botanicula (2012), and Samorost 3 (2016) as a sequel to Samorost (2003), which was their starting point and Samorost 2 (2005). All three will be displayed with an addition of other web-games, interactive music videos and amazing graphic prints. Machinarium was developed over a period of three years and they financed the project with their own savings. The marketing budget for the game was a scant  $1,000. Until this year it has sold over 4 million units and on the critic aggregate sites, the game has an average score of 85%. The player character, a robot called Josef (named after Josef Čapek, the creator of the word "robot" and brother to Karel Čapek) is searching for his girlfriend Berta.

They have received numerous world-famous awards for their work, including Ars Electronica, Webby Award – winner in games category, Best Indie Game in the Mac App Store, Story / World Design Award, Best Soundtrack, Best Indie Game, Excellence in Visual Art Award, Best Web Browser Game, nomination for Top Talent Award (nominee), and BAFTA – British Academy Award (nominee).

Amanita Design is a small, independent game development studio based in the Czech Republic. It was established in 2003 when Jakub Dvorský completed his thesis project at the Academy of Arts in Prague by creating a free online flash game called Samorost. In 2005, animator Václav Blín joined the studio and Samorost 2 was created. Since then, our team has expanded further to include several excellent collaborators – musicians Floex and Dva, programmers David Oliva, Peter Stehlík and Jan Werner, painter Adolf Lachman, sound effects expert Tomáš Dvořák and animator Jaromír Plachý. Besides making computer games, the studio has also created music videos, websites, animated works, and illustrations, and has done production design as well.

The exhibition will be showing until 9 January 2017.

Opening 23 December 2016, at 8 p. m.

KiBela / MMC KIBLA, Maribor

KiBela, space for art, is open on weekdays between 9am and 10pm and

Saturdays between 4pm and 10pm (closed on Sundays)