

ARTECHOUSE DC Resumes Programming with SUBMERGE Project, Its Largest Group Show of Digital Artists Yet

ARTECHOUSE's exhibition gives digital artists a shared stage, anchored by Beyond the Render, a large-scale immersive work powered by Render Network.

WASHINGTON DC, DC, UNITED STATES, August 17, 2026 /EINPresswire.com/ -- ARTECHOUSE DC is excited to resume its programming with SUBMERGE Project, part of the institution's ongoing mission to present innovative art created through technology. The series gives visitors the chance to discover the latest creations at the intersection of art and technology, submerging audiences into the world of digital art. The exhibition opens September 11, 2026, following its successful debut in New York.

The exhibition is anchored by Beyond the Render, a 45-minute large-scale show created in collaboration with Render Network that brings together 13 artist teams — including Emmy winners Emily Yang (pplpleasr) and Maciej Kuciara — transforming ARTECHOUSE DC's floor-to-ceiling projection canvas into a vivid, 280-degree, 18K-resolution digital world to create studio-scale immersive works previously out of reach for



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independent creators, powered by Render Network's distributed GPU infrastructure. Bringing together a diverse mix of acclaimed and emerging voices shaping the future of digital art, Beyond the Render reimagines the possibilities of spatial storytelling.

That shift extends beyond any single artist. "The work on these walls was produced at faster speeds, higher resolution, and by more independent artists simultaneously than anything that's come before," said Tristan Relly, Head of Operators at Render Network Foundation. "That's a fundamental change in how immersive art gets made."



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ARTECHOUSE is also activating auxiliary galleries this edition, with 18 new installations to experience. Interactive Items — a New York-based new-media art collective working at the intersection of real-time generative systems, artificial intelligence, and spatial storytelling — invites visitors to shape AI-generated imagery through voice and gesture, convene AI-embodied philosophers in a living dialogue, and trace how language and meaning evolve over time.

Elsewhere, a second set of installations reimagines Beyond the Render's featured artists' signature imagery as responsive, real-time environments — flamingos that react to visitor movement, a droid that trades places with whoever approaches it, a field of color that ripples with gesture, and an AI character that holds real-time conversation at the exhibition's end screen. Together, these additions extend the show's inquiry into authorship and perception from the immersive canvas into direct, physical exchange.

This expanded presentation arrives at a pivotal moment for digital art. After years of occupying the margins of the traditional art conversation, digital and computational practices are gaining increasing visibility across museums, galleries, fairs, collections, and the broader art market. For ARTECHOUSE, that recognition arrives not as a reaction, but as a continuation of work the institution has been developing for nearly a decade.

"A decade ago ARTECHOUSE was built as a platform for artists who use technology as their medium — not just a stage to show their work, but the tools, infrastructure, and support to help them create it in the first place," said Sandro Kereselidze, Founder & Chief Creative Officer of ARTECHOUSE. "SUBMERGE Project is a tribute to that mission. With every edition, together with partners like Render Network, we're not only giving artists space to be seen — we're giving them

the compute, the canvas, and the runway to realize ambitions that used to be out of reach. That's what it means to turn imagination into impact."

Historically, immersive digital installations at this scale required months of rendering time and access to expensive, centralized infrastructure. For Beyond the Render, 13 global artist teams instead produced 18K-resolution work simultaneously, in weeks, by rendering on a network of thousands of GPUs worldwide; the speed and scale once reserved for major studios, at a fraction of the cost and production time.

"Seeing White Rabbit go from an Emmy-winning 4K piece to an 18K immersive environment in Washington, D.C. is something I couldn't have imagined a few years ago. Not because the creative vision was lacking, but because the infrastructure didn't exist to support it accessibly," said artist Maciej Kuciara. "SUBMERGE Project is a clear signal that the era of independent artists being limited by compute is ending."

Each edition of SUBMERGE Project brings together distinct artistic approaches to examine how technology is changing the possibilities of contemporary art.

SUBMERGE Project opens at ARTECHOUSE Washington, DC September 11, 2026.

About ARTECHOUSE

Founded in 2015 by Sandro and Tati Kereselidze, ARTECHOUSE is a cultural institution dedicated to art created through technology—among the first in the United States to consistently commission, produce, and present immersive digital art. With permanent locations in New York City, Washington, D.C., and Houston, ARTECHOUSE works at the intersection of art, science, and technology to inspire, educate, and empower audiences while providing a platform for visionary creators and pushing the boundaries of creative storytelling. It has collaborated with leading artists including Refik Anadol, Adrien M & Claire B, NONOTAK, Zach Lieberman, and Fuse, and partnered with institutions such as NASA and the Society for Neuroscience on original commissions.

About Render Network

The Render Network Foundation is the governance organization for the world's leading decentralized compute network, the Render Network. The network connects node operators looking to monetize their idle GPU compute power with artists looking to scale intensive 3D rendering work and with machine learning developers looking to tackle AI workloads.

Times and Tickets

<https://www.artechouse.com/artechouse-dc/>

Preview / Public Opening: Opens to the public September 11, 2026.

Daily General Admission: Group appointment sessions available Monday-Wednesday*

- Thursdays: 12pm–8pm

- Fridays: 10am–10pm
 - Saturdays: 10am–10pm
 - Sundays: 12am–8pm
- *Holiday hours available on select Mondays-Wednesdays

Tickets:

- General Admission: \$24/27
- ID Special (Student, Senior, Military, First Responder): \$21/23
- Youth (4–15): \$17
- Child (0–3): Free
- Flexible Entry: \$32 Arrive anytime during operating hours

Location: ARTECHOUSE DC, 1238 Maryland Avenue SW, Washington, DC 20024.

Accessibility: ARTECHOUSE DC is a fully accessible space. Some installations use strong lighting effects and loud sounds; disclosures are posted per installation.

Group Tickets & Private Events: Group rates available for 10+ email groups@artechouse.com. For private bookings, visit artechouse.com/private-events.

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