Dewi Ware

in_cognito()



Artist Statement

I have always been interested in the way we show ourselves to other people, and in everything we try to hide. We live surrounded by screens, profiles and information about ourselves. We leave traces everywhere, even when we are not really aware of it. That contradiction is one of the things that keeps appearing in my work: wanting to disappear while constantly leaving evidence that we were there.

My work comes from the visual culture I live with every day. The Internet, video games, social media, graphic design and the images that surround us are all part of it. I like taking these familiar things and moving them into a physical space, using painting, digital processes, transparent materials and different ways of layering images.

A lot of my work looks simple at first. I like things that are colourful, strange, playful or even a little funny, but I also want there to be something underneath. Camouflage, skeletons, icons and blue have become recurring elements in my work because they allow me to talk about identity, hiding, memory and the traces we leave behind.

This is where *in_cognito()* comes from. It started with the idea of trying to disappear in a world where everything seems to leave a record. Over time, the project has become less about digital identity itself and more about what remains when someone or something is no longer there.

Recently I have been working with cyanotype, which interests me because an image can appear simply through light, time and the contact with an object. For me, it feels like leaving behind evidence of something that was there.

I don't want to explain everything through my work. I prefer making things that catch your attention first and give you something else to think about afterwards.

About the Project

in_cognito() started with a simple question: is it really possible to disappear in a world where almost everything leaves a trace?

The project comes from my interest in the relationship between visibility and hiding. Camouflage is usually something we use to disappear, but I started using a blue camouflage pattern on white surfaces, where it does almost the opposite. Instead of hiding, it makes the presence even more obvious.

At first, the project was closely connected to digital identity and the way we leave information about ourselves online. Over time, it has become something broader. I am now more interested in what happens when something disappears but leaves something behind: a mark, a shadow, an image, a memory or simply the evidence that it was there.

This is why I work with layers and transparent materials such as methacrylate and vinyl. Things can appear, overlap or disappear depending on where you are standing. The work changes as you move around it, rather than showing everything from a single point of view.

More recently, I have started working with cyanotype. I like that the image is created through light, time and direct contact with an object. Instead of simply representing something, the process records that something was physically there.

I see *in_cognito()* as an ongoing project rather than a finished series. I want to keep experimenting with different materials and ways of making traces visible, and to see how something that is absent can still have a physical presence.

Selected Works

in_cognito(): anomaly

2026
Approximately 150 x 130 cm
Transparent acrylic panels
Transparent polymeric vinyl
Stainless steel hardware
Variable dimensions · Layered installation



Details





in_cognito() 1
acrylic on canvas
175 x 115 cm
in_cognito() series
2025



in_cognito() 2
acrylic on canvas
175 x 115 cm
in_cognito() series
2025



in_cognito() 3
acrylic on canvas
175 x 115 cm
in_cognito() series
2026



in_cognito() invisible(1).tmp
acrylic on canvas
40 x 60 cm
in_cognito() series
2026



in_cognito() Last Seen 1
cyanotype on canvas
100 × 60 cm
in_cognito() series
2026



in_cognito() Last Seen 2
cyanotype on canvas
90 × 180 cm
in_cognito() series
2026



in_cognito() Last Seen 3
cyanotype on canvas
90 × 180 cm
in_cognito() series
2026

Artist CV

Dewi Ware

David González Espejo
Visual Artist & Graphic Designer
Palma de Mallorca, Spain

Dewi Ware is a visual artist and graphic designer based in Palma de Mallorca. His practice explores identity, memory and the traces left behind by digital culture, primarily through the ongoing project in_cognito().

He graduated in Fine Arts from the University of Barcelona, after studying Art History at the University of the Balearic Islands. From 2023 to 2024, he worked as Coordinator of Young Artists at the Association of Visual Artists of the Balearic Islands (AAVIB).

Education

2017–2021
Bachelor's Degree in Fine Arts
University of Barcelona (UB)

2016–2017
Art History — First Year
University of the Balearic Islands (UIB)

Projects

Erasmus+ “Paint the Bit”
European Union

Participation as a tester in the development of *Paint the Bit*, contributing to the evaluation of its content, functionality and user experience prior to its final implementation.

Solo Exhibitions

2026
Casal Balaguer · Círculo de Bellas Artes de Palma & Palma City Council

2023
Casal Ciutat Antiga · Palma de Mallorca

Selected Group Exhibitions

2025
Nit de l'Art · Palma
Casa Planas · Palma
Green Nap · Palma

2024
Gallery Icon Zar · Cala Major
Puro Grand Hotel · Palma
Nit de l'Art · Palma
Muse Palma
Knack Art Show · Garage Son Armadams

2023
FIG Bilbao · Bilbao
Nit de l'Art · Palma
Goletart · Binissalem
Monasterio de Sa Real · Mallorca

2022
XV Art i Copes · Sa Pobla
Art Jove 2022 — Finalist · Binissalem

2016
Casal Solleric · Palma de Mallorca

Residencies

2023-2025
Espai Jove Ciutat Antiga
Palma City Council

Affiliations

2023-2024
Coordinator of Young Artists
Association of Visual Artists of the Balearic Islands (AAVIB)

Dewi Ware

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