



2025

11-20 Dec
Copeland Gallery

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THE EXHIBITION

A mixed media exhibition that explores how Black creatives are rewriting the visual language of virtual worlds & identity.

It Takes A Village...

None of this would be possible without the support from the many hands that played a part in bringing Black Lines of Code to life so beautifully...

Black Lines of Code Team:

Danielle Udogaranya, Chisom Fadeyi, Lynsey Routledge, Chioma Udogaranya

Many thanks to our Volunteers:

Yaxuan Sun, Victoria Modi-Celda, Jagjeet Singh, Faith Mbewe, Femi Lawal. Jalisa Abeid, Fatima Hussain, Mariana Cruz, Genesis Williams- Mcmillan, Mollie Boxall, Celini Mak, Kimora van de Stadt, Ladell Smith, Marley Sharples, Ami Koya, Kia Fullerton, Rebecca Woodman, Shanshan Zhang, Mariana Cruz, Madeleine Keates, Shuyi Wang.

Partners & Sponsors:

The Sims Team

With special thanks to: Tiara Puglisi, Luke Hardwick, Miah Shahene

British Council Team

With special thanks to: Briony Hanson, Eneni Bambara-Abban

Ubisoft Team

With special thanks to: Stefan McGarry, Silvia Gomis-Lopez

Production:

KitMapper Team

With special thanks to: Ryzsard Lewandowski, Helena de Pulford

PR:

Listen Up Biz PR Team

With special thanks to: Joe Philip, Lauren Chester, Rihanna Osman, Dujon Fairweather

Gallery Space

Copeland Park

With special thanks to: Chloe Elie

with many thanks and gratitude to our sponsors and partners...





< FOREWORD >

DANIELLE_UDOGARANYA

Curator, CEO & Founder, EBONIX

To be able to celebrate the last 10 years in such a way, is so much more emotional than I anticipated it would be.

No one can tell you the signs to look out for when your purpose is presented to you. For me, it wasn't visual, or something I could hear or feel. It was deeply spiritual. As a young woman who struggled to feel seen in this world, accepted for who she was, it was my desire to tell my truth through games that led me on this path toward self-discovery in 2015.

As I reflect on my childhood, I remember having such a love for the arts and technology, that in bringing an exhibition to life that brings those two loves together feels extremely healing to my inner child.

Black Lines of Code represents what happens when we dare to demand more and are the change we want to see. When blackness, technology and creativity become intersectional, we are evidencing there are no limitations.

I am honoured to be in a position where I can platform the creatives whose impact will resonate with many who have never felt seen, celebrated or created with love in virtual worlds.

Thank you for trusting me with this vision I had for us..

**GAMES ARE
MIRRORS, WHEN
THEY ERASE US,
THEY FRACTURE US.**



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1_INTRODUCTION

An overview of the vision behind Black Lines of Code, setting the scene for an exhibition rooted in culture, creativity, and the rewriting of digital space through Black imagination.

2_EXHIBITION THEME

A closer look at the ideas driving the exhibition, exploring how Black creativity reshapes virtual worlds, challenges dominant design norms, and opens new paths for representation.

3_EXHIBITION HIGHLIGHTS

A guide to the key installations, artworks, and interactive elements across the space, giving visitors a sense of what they can experience as they move through the exhibition.

4_ARTIST PROFILES

A snapshot of the international contributors whose work powers the exhibition, featuring artists, technologists, and storytellers working across many forms and disciplines.

5_INNOVATIVE PRACTICES

An exploration of the methods and approaches shaping the work on display, from worldbuilding and digital bodies to creative tools, pipelines, and emerging technologies.

6_CLOSING STATEMENTS

Reflections on the journey of bringing Black Lines of Code to life, and a look forward to the ideas, collaborations, and cultural shifts this exhibition hopes to inspire.

Creation
Atrigé Xia

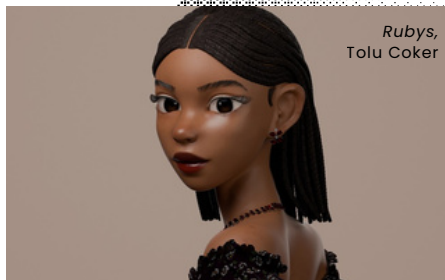
< EXHIBITION HIGHLIGHTS >

A look at the moments, makers and ideas that shape Black Lines of Code.

20+

INTERNATIONAL CONTRIBUTORS

Works from Black creatives across the UK, US, Canada, Europe, Barbados and Nigeria will celebrate the richness and diversity across borders.



IMMERSIVE INSTALLATIONS

Visitors will experience work that blends sound, motion, code, storytelling, and sculptural forms, creating moments of reflection and discovery.

OPENING NIGHT TALKS WITH BRITISH COUNCIL AND UBISOFT

Two conversations anchor the launch night, bringing together artists, and industry leaders to look at identity, technology, and the politics of visibility in digital spaces.

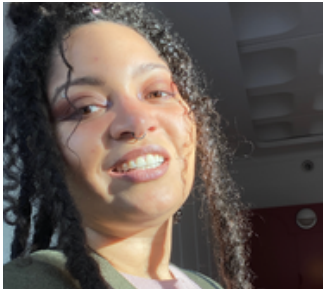
10 YEARS

OF IMPACT, INNOVATION AND INCLUSION

The exhibition marks a decade of Danielle's work reshaping how Black identities appear in virtual worlds. From early Sims creations to global partnerships, this milestone reflects a long-standing commitment to access, representation, and cultural change.

< ARTIST_PROFILES >

This section brings together the artists, technologists, storytellers, and makers who shape the soul of Black Lines of Code.



PROF. A.M. DARKE

United States
Artist & Scholar // Founder,
Open Source Afro Hair
Library



ATIGRÉ FARMER

ATIGRÉ_XIA
United States
Digital Artist & 3D Designer



BELLAYNA LOPEZ

United Kingdom
Animator, Game Designer
& Narrative Designer



CRANDON DILLARD

United States
CEO & Creative Director,
Afrime Studios Inc.

< ARTIST_PROFILES >

Across these pages you'll meet creators working in 3D art, game development, robotics, creative technology, digital fashion, and mixed media.



**DANIELLE
UDOGARANYA**

United Kingdom
Curator, CEO & Founder,
EBONIX



DANIELLE BENTON
RENDER_GODDESS

United States
A mixed media exhibition
that explores how Black



DWAYNE JONES
SYNDICATED_ART

Nigeria
3D Artist



**ENENI BAMBARA-
ABBAN**

United Kingdom
Roboticist & Creative
Technologist

< ARTIST_PROFILES >

Each one pushes at the limits of how Blackness shows up in virtual space, whether through code, craft, or community.



GUS IMONG

Nigeria
3D Character Artist



ISAAC OLANDER

Sweden
Game Developer, 3D Artist
& Founder, Tallgran
Studios



KHRYSTIAN GREEN
KIKOVANITY

United States
3D Surrealism Artist &
Creator



KRISTEN FAGGINS
COCO_ELLEAN

United States
3DArtist & Digital Creator

< ARTIST_PROFILES >

Their methods differ, their disciplines span continents, and their perspectives collide in ways that challenge what digital culture has long taken for granted.



LEX FEFEGHA

United Kingdom
Creative Coder & Game
Designer



MYLISHA EDWARDS

INDIGOCHYLD

United States
3D Artist, Animator &
Designer



NAOMI CHIDOZIE

United States
3D Artist & Animator



NEIL JONES

AERIAL_KNIGHT

United States
Indie Game Developer,
Aerial_Knight

< ARTIST_PROFILES >

What connects them is a shared commitment to building futures where Black imagination sits at the centre, not the margins.



**NNAMDI ECHIEMUNOR
MUNORR**

Canada
3D Character Artist &
Rigger



OLIVIA EMA

United Kingdom
Visual Artist & Creative
Technologist



QĪMARA

Canada
3D Artist



QUINCY WOODARD

United States
3D Artist & Educator

< ARTIST_PROFILES >

Some are reworking old pipelines, some are inventing tools from scratch, and others are carving space through teaching, research, or community practice.



RICH TAYLOR

Barbados
3D Digital Artist



SERINA LOPEZ

United Kingdom
Game Director & Developer



TOLU COKER

Nigeria
3D Character Artist &
Visual Designer

UNORTHODOX

UNORDTHODOX

United States
3D Artist & Virtual Hair
Groomer

< ARTIST_PROFILES >

Together they show how culture moves when Black creators lead the conversation, and how much further the field can go when that leadership is recognised, supported, and celebrated.



VINCEJG

United States
Music Producer, Retro 3D
Blender Artist & Game
Developer




YELZKIZI

United Arab Emirates
3D Character Artist &
Developer, Pixel Hair



EXPLORE FULL ARTIST BIOS
ON OUR WEBSITE

www.blacklinesofcode.com



Serenity
Qimara

Drawing inspiration from her Ghanaian heritage and the vintage elegance of Ghanaian fashion, the especial approach of Qimāra's art lies in the reimagining of mainstream fashion for individuals whose bodies diverge from conventional expectations.

< INNOVATIVE_PRACTICES >

The artists in this exhibition work across many forms, from game engines and 3D modelling to robotics, digital fashion, video, sound, and experimental code.

Their practices stretch across countries and disciplines, each shaped by lived experience and a drive to shift how Blackness moves through virtual space.

“BELONGING IS A DESIGN REQUIREMENT”

– Danielle Udogaranya

Across the exhibition, the work falls into three broad areas that shape how we build and move through digital space.

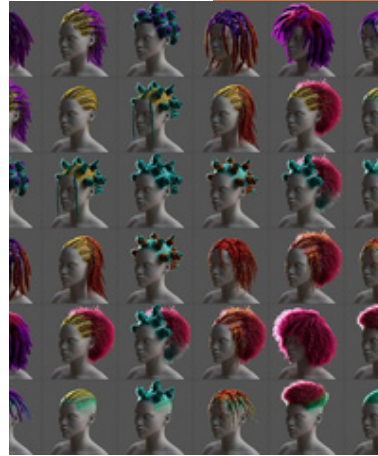
Some artists focus on **worldbuilding**, creating environments and narratives rooted in culture and imagination. Others centre **digital bodies**, pushing for care and accuracy in how Black identity appears on screen. And some work deep inside the **systems** themselves, crafting tools and technologies that change what these spaces can hold. Together, these approaches show the range of Black creativity driving the future of virtual worlds.



Angel Warrior, Gus Imong

Some artists work by building the tools that make everything else possible. Their practice sits inside engines, hardware, AI systems, and robotics labs, shaping the architecture of the digital world at a deeper level.

These makers question who gets to design the backbone of emerging technology and what futures become possible when those systems are guided by Black imagination.

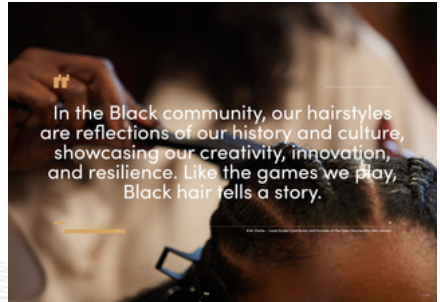


BLACK HAIR MATRIX

Isaac Olander, Tallgran Studios



CODE MY CROWN Open Source Afro Hair Library



In the Black community, our hairstyles are reflections of our history and culture, showcasing our creativity, innovation, and resilience. Like the games we play, Black hair tells a story.

YELZKIZI

Pixel Hair

3D Hair Assets...

Black Lines of Code: The Exhibition

14

Navigation icons: a blue checkmark in a circle, a stylized 'u' in a circle, a stylized 'o' in a circle, and three right-pointing arrows.


"I originally started creating out of a desire for representation. I noticed a lack of inclusive, realistic and authentic hair options across platforms. I felt motivated and excited to change that narrative through my work."

"BRIDGING THE GAP"

UNORTHODOX



"I'm inspired by life itself and the experiences it brings. From my mother to strangers I pass with great hair, everything and everyone becomes a source of inspiration, each moment finding its way into my art."



Made For Me,
Rich Taylor

Rich's work is a deeply detailed visual exploration of Black feminine identity and sensuality, challenging monolithic narratives to celebrate nuance, strength, and joy.

Through intricate detail and emotive posing, they construct powerful narratives that honor the complexity of the Black woman's experience.

This art utilizes 3D media to act as both a contemporary feminist statement and an intentional act of cultural preservation and empowerment.



WE NEVER YIELD

Aerial_Knight

Digital worlds don't grow from thin air. They're built through memory, culture, and an understanding of what it means to create a place where people feel seen. Many of the artists in this exhibition develop environments and narrative systems that push past standard game-world tropes. Their work reimagines cities, salons, archives, and dream spaces through a Black lens, treating worldbuilding as both speculation and reclamation.



ENTER HER PARACOSM
Eternal Toll Studios

"My goal is to create games with black women and girls as the main protagonist."

Serina Lopez,
Eternal Toll Studios



BIBLICALLY INACCURATE
Eternal Toll Studios

Across games, VR, and social platforms, the body is often the first site where representation falters. These contributors reshape that starting point. Through hair, skin, clothing, movement, and style, they develop digital bodies that carry lived experience, cultural reference, and pride.

Their work challenges the limitations of standard pipelines and insists on care in how Black identity is visualised, animated, and worn in virtual spaces.



"PRESS X TO PLAY"
VINCEJG



"BIG AL"
RENDER GODDESS

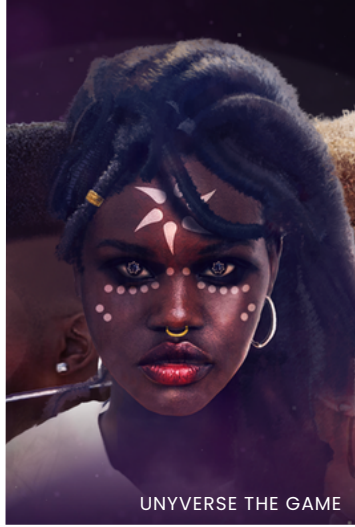
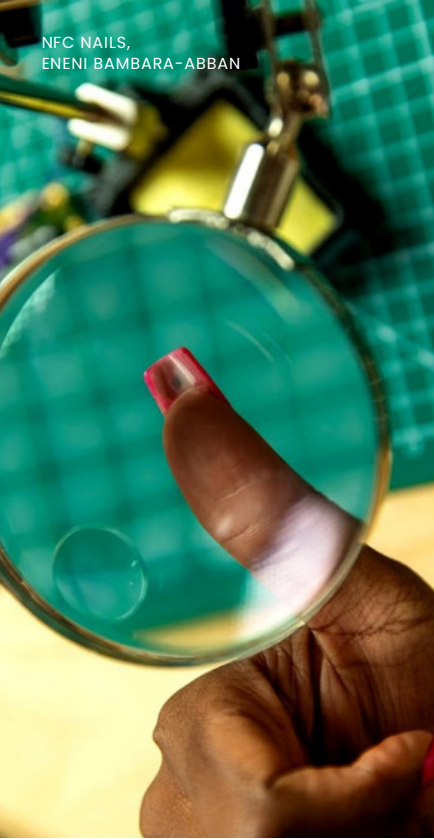


"TRIPPY"
COCO_ELLEAN

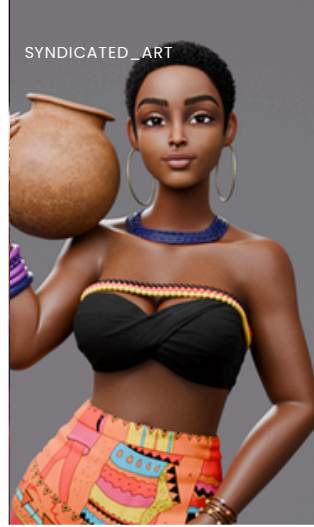


"MINI MAINTENANCE VLOG"
NAOMI CHIDOZIE

NFC NAILS,
ENENI BAMBARA-ABBAN



UNYVERSE THE GAME



SYNDICATED_ART

Hip Hop Poetry Bot

LEX FEFEGBA



ARTISTS TO OFFER MEANING
HIP HOP POETRY BOT IN ACH



MUNORR



INDIGOCHYLD



SPONSOR_STATEMENT

THE_SIMS_TEAM

Electronic Arts

Ebonix is a true innovator. She transformed a gap in *The Sims 4* into an opportunity for meaningful change, setting new benchmarks for authentic Black representation in gaming. From her first piece of custom content, a dashiki, to the many diverse and detailed hairstyles she has since created for the community, her years of dedication have paved an instrumental path towards greater inclusion in *The Sims*. We continue to be inspired by her commitment to improving representation, diversity, and inclusion across video games!

Building on our past successful collaborations with Ebonix, including *The Sims* & Dark & Lovely partnership and *The Sims 4* Urban Homage Kit, we are proud to support Ebonix's next project - the "Black Lines of Code" exhibition.

Authentic representation of people of colour and other marginalised communities has been significantly underrepresented throughout the history of videogames. Inclusivity is one of the core values of *The Sims* - we recognise that inclusion matters, and remain dedicated to ensuring that players are represented and celebrated in our diverse community.

This is why we're so pleased to support the "Black Lines of Code" exhibition - to help support and amplify both the progress already being made, and the work that still lies ahead, for the video games industry.



