



Triple TROUBLE

FAIREY HIRST INVADER

PRESS RELEASE

13.10.2025





HENI Primary releases new collection of collaborative works by Shepard Fairey, Damien Hirst and Invader

HENI Primary releases *Triple Trouble*, a collection of new collaborative works by three disruptive artists: Shepard Fairey, Damien Hirst and Invader. The artworks are currently on view at the *Triple Trouble* exhibition at Newport Street Gallery, which runs from 10 October until 29 March 2026. The original paintings, sculptures, installations and mosaics in this collection are available by application from 13 October 2025 on HENI Primary. The allocation period for the works will be ongoing throughout the duration of the exhibition.

The new *Triple Trouble* works explore the intersections of contemporary art, street culture and pop iconography. Fairey, Hirst and Invader have combined forces to create a series of collaborative works that defy categorisation while amplifying

their shared fascination with repetition, symbols and cultural icons.

The works celebrate both the individuality of each artist and the synergy that occurs when their practices collide.

Familiar motifs, such as Fairey's OBEY iconography, Hirst's spots and cabinets and Invader's space mosaics, have been reconfigured in provocative and playful ways that challenge the boundaries between fine art and street culture.

HENI Editions will also release several new print editions by Shepard Fairey, Damien Hirst and Invader throughout the five-month run of the exhibition. A [registration form](#) is available on the HENI website for those who wish to be notified when the works are released for sale.

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PRESS IMAGES DOWNLOAD:

<https://we.tl/t-qFWu5szDvU>

HENI PRIMARY:

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"Why would I want to collaborate on an exhibition with Space Invader and Damien Hirst? Well, I've long respected both artists because they are intelligent, conceptual, and relentless in their singular creative visions. "Obsessive" might be too mild a description to convey their drive, focus, and prodigious output. I can relate to them. I also admire risk-takers and troublemakers who can withstand condescending, impolite jabs from supposedly polite society. How dare Damien Hirst make art of dead animals in formaldehyde, forcing us to confront death, and then turn around and create undeniably appealing, hypnotically repetitive, content-free paintings of colorful spots! Space Invader had the audacity to take the 8-bit pixelated syntax of an '80s video game and convert it to a street art aesthetic using tile mosaics that are a clever play on these visual analogies, but would seem to have limited long-term potential. Not only has Invader found endless ways to create within the confines of very narrow creative variables, but he has also been arrested many times for his prolific street bombing. Invader has mosaics up in cities worldwide, with over 1,000 in Paris alone. Damien and Invader are visual and conceptual problem solvers who set their own rules. Those qualities inspired me to collaborate with them even though our aesthetics have no natural overlap or compatibility. A clash of styles in collaboration is a risk worth taking, and creativity can solve almost all problems. Malcolm McLaren once told me, "A glorious failure is better than a boring success." So, with that as a guiding principle, what could possibly go wrong?"

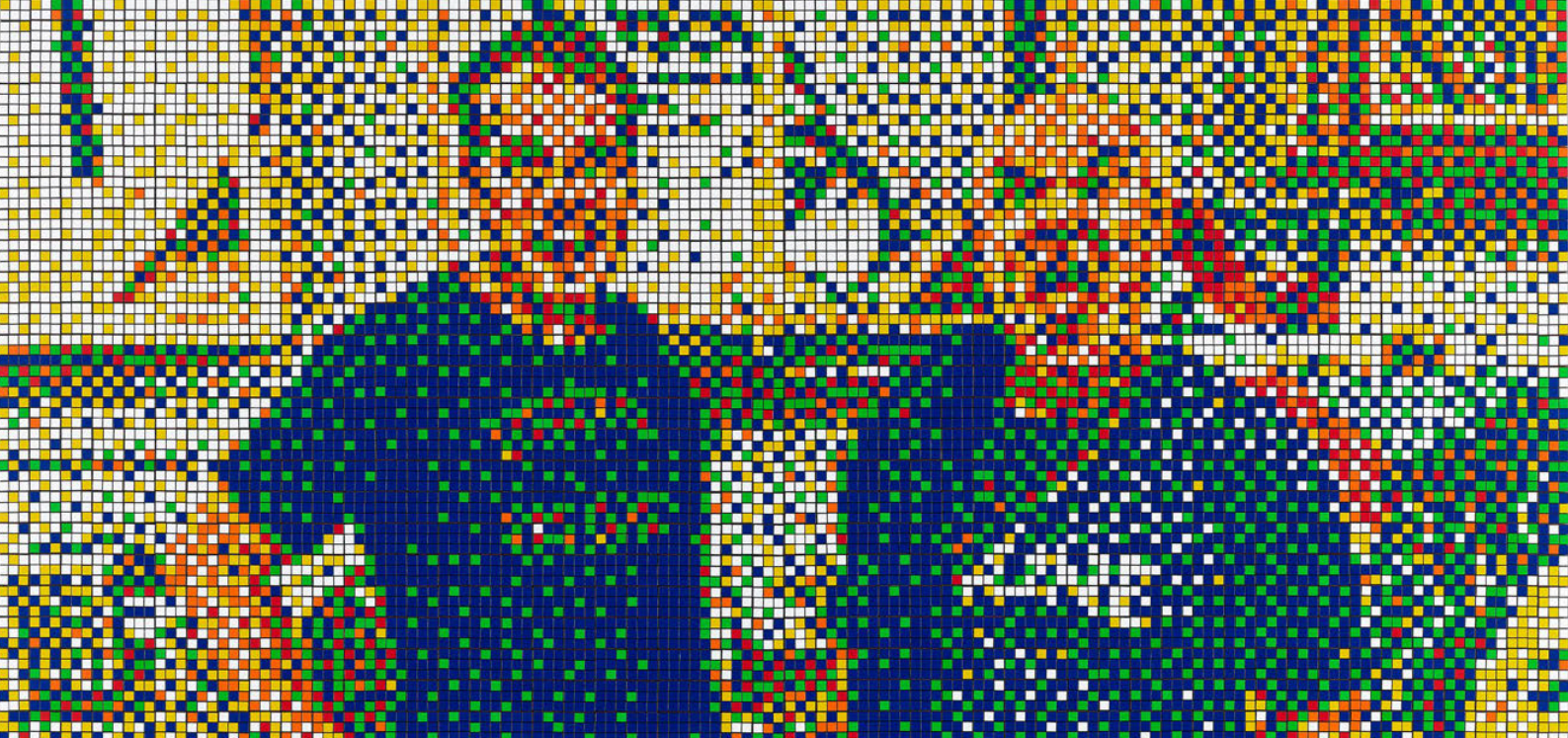
– Shepard Fairey

"What I've really enjoyed is the powerful sensibility of both these guys, and it pushes me to think more, down to millimetres and distances between things and colours, and there's lots and lots and lots of surprises. So I think there's excitement in the differences and in the similarities. Artists can be notoriously difficult to work with whereas these two are very rare in the art world because they're great people as well as great artists. I think anything done well is great art. It's art if you do something well, to such an extreme. We all love punk. I just wanted to change people's minds, I didn't even care what into, I wanted to lay eggs in people's brains. I always thought you have to upset people, but you don't want the art to turn them away. You want to turn them on, want to get a hold of them with that kind of power. But you have to get a hold of them and push them away at the same time to engage them with a violence that they're almost unprepared to accept. And Shepard and Space both do that."

– Damien Hirst

"In addition to being troublemakers of the art world, Damien and Shepard are two art giants whose work I admire. Combining our three styles could only result in some astonishing artworks. The creative process itself was very exciting with hundreds of messages, ideas and artworks travelling back and forth between the three of us. It was a great adventure and I hope the public will enjoy discovering this exhibition as much as we enjoyed creating it."

– Invader



About the Artists

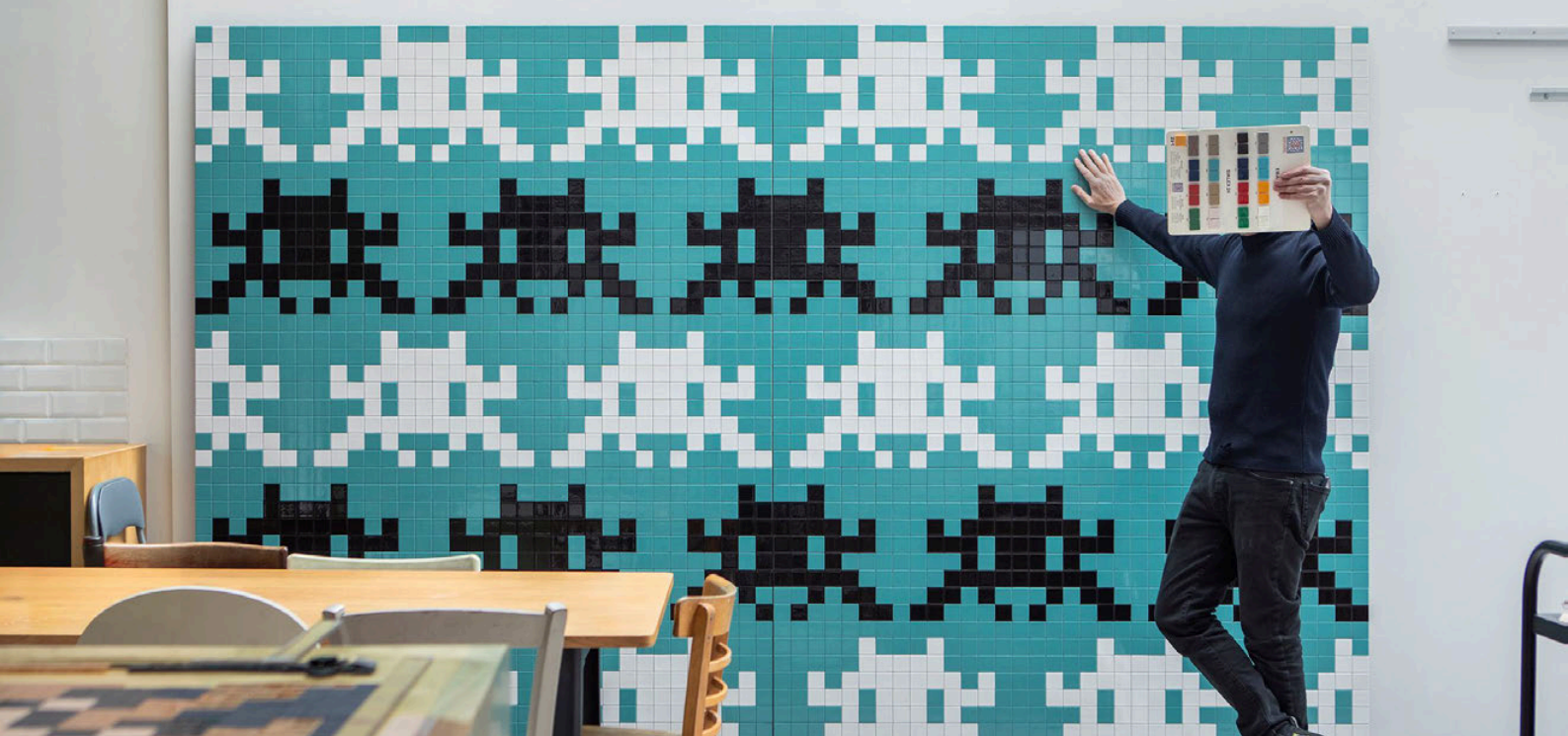
Shepard Fairey

Shepard Fairey is a contemporary street artist, graphic designer, activist, and founder of OBEY Clothing and creative agency Studio Number One. In 1989, while at Rhode Island School of Design studying for his Bachelor of Fine Arts in Illustration, Shepard Fairey created the "Andre the Giant has a Posse" sticker that later evolved into the OBEY GIANT art campaign. In 2008, his portrait of then-Democratic candidate Barack Obama became an internationally recognized emblem of hope. He is known for the "We The People" campaign debuted during the 2017 Women's Marches worldwide. Fairey has painted nearly 140 public murals, become one of the most sought-after and provocative artists globally, changing the way people converse about art and view the urban landscape.

Damien Hirst

Damien Hirst (b. 1965) was born in Bristol, England, and lives and works in London, Devon, and Gloucestershire, England. Collections include the Museo d'Arte Contemporanea Donnaregina, Naples, Italy; Museum Brandhorst, Munich; Museum für Moderne Kunst, Frankfurt am Main, Germany; Stedelijk Museum, Amsterdam; Centro de Arte Dos de Mayo, Madrid; Tate, London; Israel Museum, Jerusalem; Astrup Fearnley Museet, Oslo; Gallery of Modern Art, Glasgow, Scotland; National Centre for Contemporary Arts, Moscow; Museum of Modern Art, New York; Hirshhorn Museum and Sculpture Garden, Washington, DC; Art Institute of Chicago; The Broad, Los Angeles; Museo Jumex, Mexico City; and 21st Century Museum of Contemporary Art, Kanazawa, Japan.

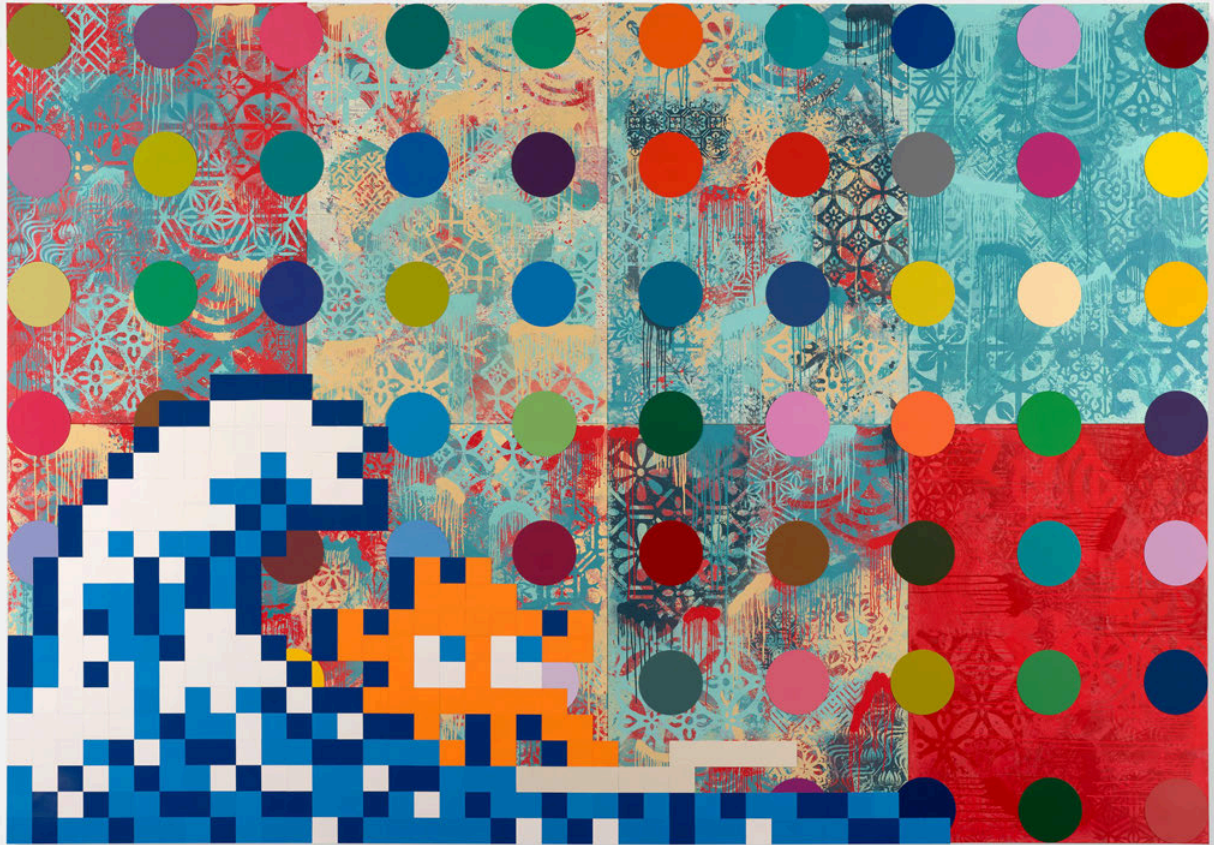
Exhibitions include *Cornucopia*, Oceanographic Museum of Monaco (2010); Tate Modern, London (2012); *Relics*, Qatar Museums Authority, Al Riwaq (2013); *Signification (Hope, Immortality and Death in Paris, Now and Then)*, Deyrolle, Paris (2014); Astrup Fearnley Museet, Oslo (2015); *The Last Supper*, National Gallery of Art, Washington DC (2016); *Treasures from the Wreck of the Unbelievable*, Palazzo Grassi and Punta della Dogana, Venice (2017); *Damien Hirst at Houghton Hall: Colour Space Paintings and Outdoor Sculptures*, Houghton Hall, Norfolk, England (2019); *Mental Escapology*, St. Moritz, Switzerland (2021); *Cherry Blossoms*, Fondation Cartier, Paris (2021); *Archaeology Now*, Galleria Borghese, Rome (2021); *The Weight of Things*, MUCA, Munich (2023-2024); and *To Live Forever (For a While)*, Museo Jumex, Mexico City (2024). Hirst received the Turner Prize in 1995.



Invader

The elusive street artist Invader uses his now ubiquitous pixelated characters to unpretentiously bring art to the masses. Self-described as an Unidentified Free Artist (UFA) whose identity is perennially hidden behind masks and digital pixelations, his pseudonym reflects his artistic practice – to invade (often illegally) spaces with viral art since 1998.

The nearly 90 territories he has invaded include the International Space Station, the seabed off the coast of Cancún and a remote city located at an altitude of 4000 meters above sea level where he had installed his 4000th mosaic in 2021. The discovery of a mosaic by Invader has become akin to an international treasure hunt for the 482.000 players of 'Flashinvaders', the free app he has developed. In a span of 30 years, Invader has expanded his practice into new media, delving into Rubik's Cube sculptures in his *Rubikcubist* series, and produced installations, films and acclaimed exhibitions in galleries and museums worldwide.



Shepard Fairey, Damien Hirst and Invader

Troubled Waters, 2025

Acrylic, spray paint and enamel coated card on canvas

333 x 488 cm



Shepard Fairey, Damien Hirst and Invader

Fight the Power, 2025

PVC tiles and pills on on painted paper

152 x 111 cm



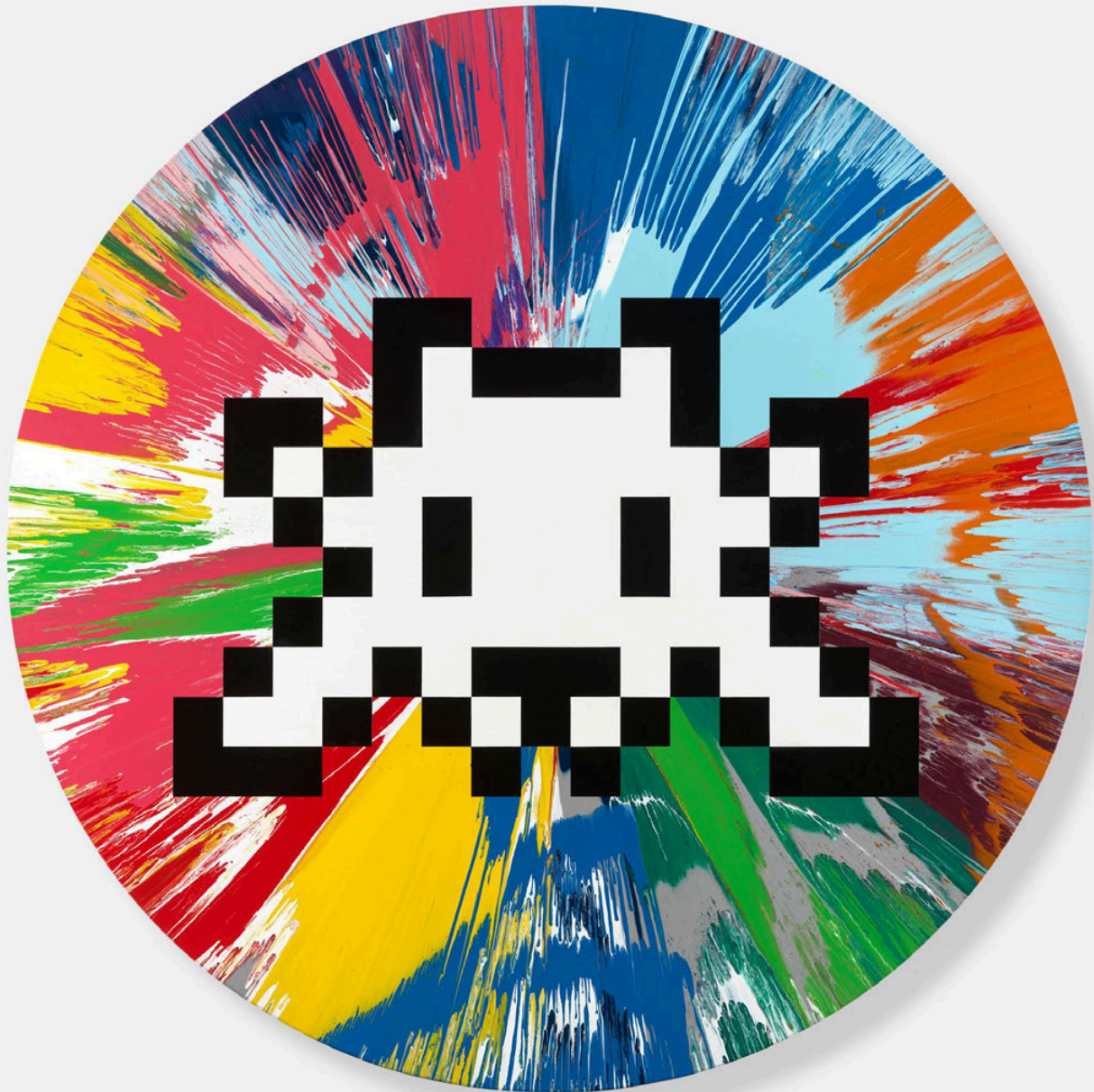
Shepard Fairey, Damien Hirst and Invader

Icon Pixel (with Pills), 2025

Ceramic tiles and pills on wood

185 x 149.2cm





Damien Hirst and Invader

Beautiful Exploding Spinvaded Painting, 2025

Household gloss on canvas

213.4 cm diameter

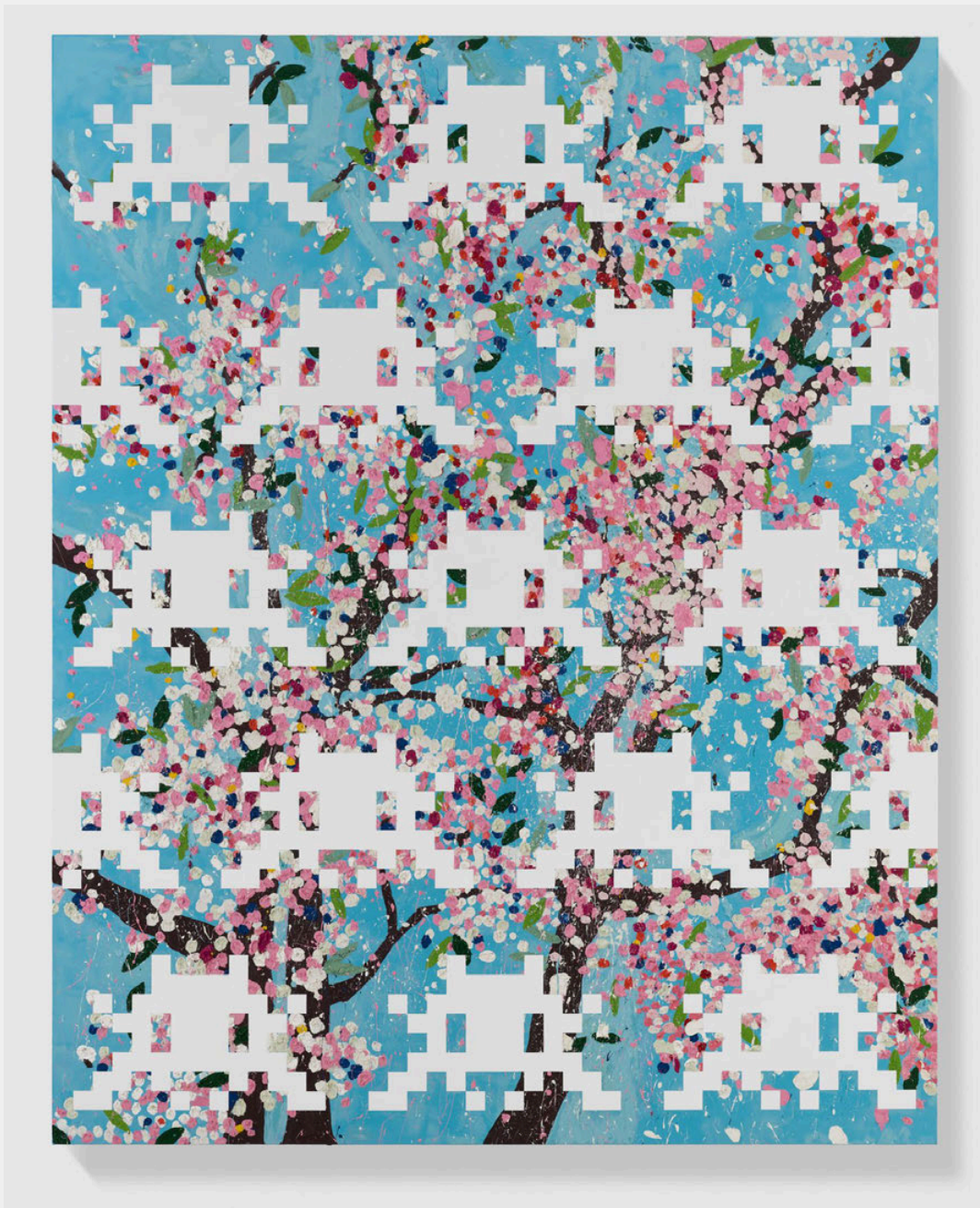


Damien Hirst and Invader

Zombie Joe, 2025

Contents of ashtray on canvas, acrylic and paint

41.8 x 31.8 cm

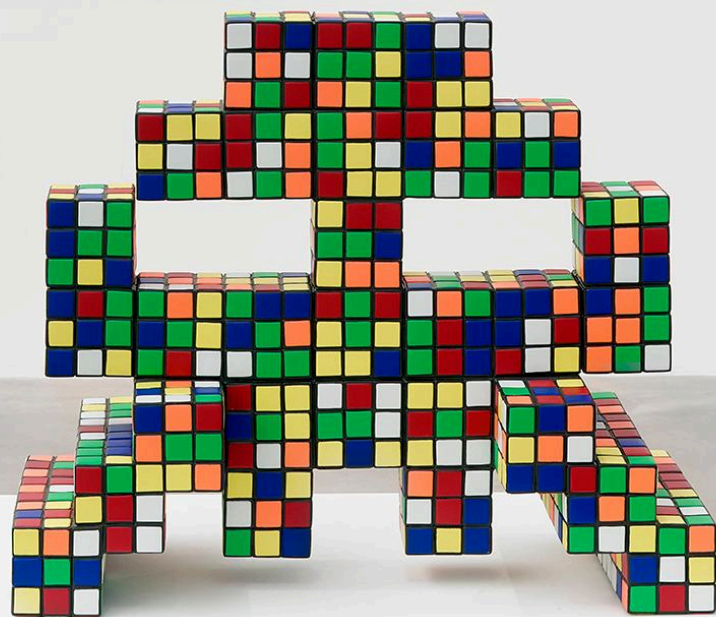


Damien Hirst and Invader

Invaded Blossom, 2025

Oil on canvas

305 x 244 cm





Shepard Fairey and Damien Hirst

Third Eye Butterfly Mandala (Blue), 2025

Paint, oil ink, paper, spray paint, acrylic and
collage on canvas

260 x 183 cm



Shepard Fairey and Damien Hirst

Beautiful Controlling Ornate Mandala 3 Spin Painting, 2025

Household gloss and spray paint on canvas

121.9 cm diameter



Shepard Fairey and Damien Hirst

Kiss Me Deadly, 2025

Household gloss, spray paint and scalpel
blades on canvas

260 x 183 cm



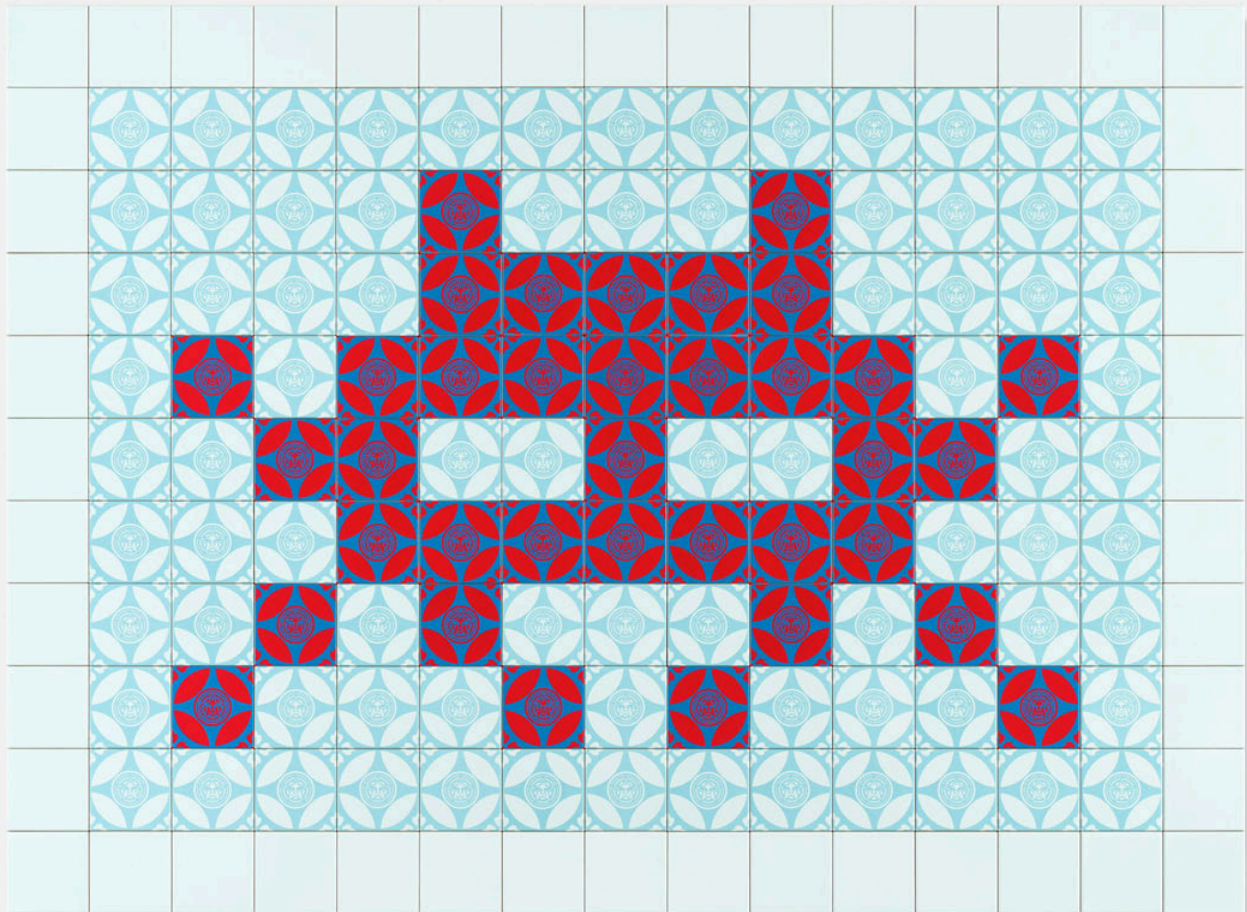


Shepard Fairey and Invader

Planetary Threat, 2025

Mixed media and ceramic tiles on MDF

213 x 335.3 cm

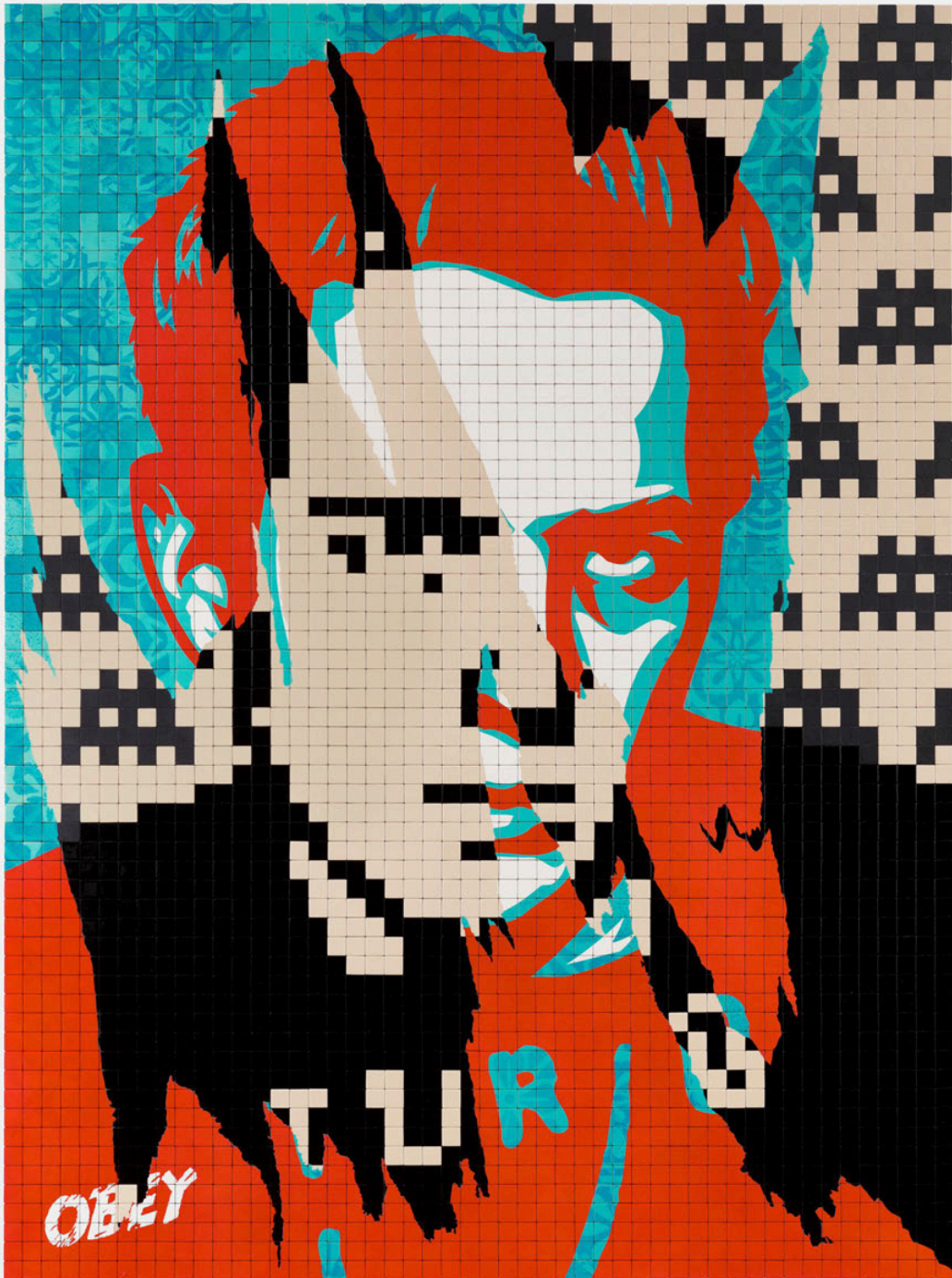


Shepard Fairey and Invader

Positive Space/Negative Space (Red/Blue), 2025

Silkscreened tiles on wood

120 x 170 cm



Shepard Fairey and Invader

Joe Strummer Style Clash, 2025

Ceramic tiles and spray paint on wood

160 x 119.4 cm

About HENI

HENI works with world-leading artists and estates across various sectors including print-making, releases of original artworks, book publishing, films, exhibitions, news and research. Our mission is to make art accessible to everyone by giving people the chance to learn about and collect art.

heni.com

HENI Primary

HENI Primary enables artists to release original works of art on a dedicated digital platform, bringing the traditional fine-art experience online. The platform focuses on the primary sale of original artworks, which have traditionally been handled exclusively by galleries and directly by artists' studios.

heni.com/primary

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