

Press release: 24 November 2011

New exhibitions online

Art of Gaming / Let Me Feel Your Finger First / Drawn from Life



Images: OXFAM: Face the Music © Ian W. Gouldstone, Ontologically Anxious Organism 2 © Let Me Feel Your Finger First, Video Mappings: Aida, Palestine IV Ways to the Hospital © Till Roeskens

Animate Projects is delighted to present three new online exhibitions on animateprojects.org.

Art of Gaming, curated in collaboration with Iain Simons, Director of GameCity, explores how visual artists pay homage to gaming, by referencing key characters and well-loved games, and appropriating the tools of videogaming. The artists in the exhibition are: Addictive TV, AL and AL, Ian W Gouldstone and Miltos Manetas.

Animate Projects is also thrilled to present the online premiere of new work by Let Me Feel Your Finger First (LMFYFF). Ontologically Anxious Organism is an ongoing episodic series of short animations and comic strips, which began in 2010. The exhibition presents both Ontologically Anxious Organism (Episode 1) and Ontologically Anxious Organism (Episode 2) alongside a transcribed conversation with LMFYFF with writer and curator Angela Kingston.

The exhibition Drawn from Life is guest curated by writer and curator Stoffel Debuysere, and presents artists' films whose work explores drawing, mapping and Palestine, including the work of artists Till Roeskens, Dominique Dubosc, and Sarah Wood. An essay by Stoffel Debuysere accompanies the exhibition.

-Ends-

Notes to editors:

You can see the exhibitions at the following links:

Art of Gaming

http://www.animateprojects.org/films/by_project/exhibition_space/art_of_gaming

Ontologically Anxious Organism

http://www.animateprojects.org/films/by_date/2011/ontologically_anxious_organism_2

Drawn from Life

http://www.animateprojects.org/films/by_project/exhibition_space/drawn_from_life

About the curators & writers:

Iain Simons is Director of the GameCity festival at Nottingham Trent University, He writes and talks about videogames and CultureTech and co-founded the National Videogame Archive. Visit <http://iainsimons.com/>

Angela Kingston is a curator and writer. Her latest show, Underwater, which includes ten international artists, was commissioned by Towner, Eastbourne, and is on tour to five galleries round the English coast. She's written, for example, an essay for a monograph about Janaina Tschäpe's work for IMMA, Dublin, numerous other catalogue essays, and 'provocations' for APENGINE. Visit <http://www.angelakingston.co.uk/>

Stoffel Debuysere is a researcher, producer and writer in the field of arts and media. He has worked for various cultural organizations including Argos, Muhka Media, Impakt, Workspace Unlimited, Urbanmag, PACKED and BAM, Stoffel is a programmer for the Courtisane Collective and teaches Critical Film Studies at the art academy KASK and Film History at Sint-Lukas, Brussels. Visit <http://www.diagonalthoughts.com>

About the artists:

Addictive TV's line-up is now founder Graham Daniels and mash-up guru Mark Vidler, aka Go Home Productions. The pair met in 2005, through EMI, working together on Mark's album track Rapture Riders. Addictive TV have created commercials and video installations for the likes of Adidas, EA Games and Red Bull. Visit <http://www.addictive.tv/>

AL and AL investigate the shaping forces of fantasy and reality. They began working together at St. Martins art school in 1999. In 2001 they were awarded an ACME residency transforming a warehouse in East London into a blue screen special effects film studio. AL and AL became pioneering artist filmmakers combining live action performance with computer generated 3D environments to create dream worlds in film. <http://www.alandal.co.uk/>

Ian W Gouldstone is a BAFTA-winning filmmaker and videogames designer. Together with renowned designer and scholar, David Surman, he founded the games and animation studio Pachinko Pictures. A native of New York, Ian has spent the last decade in London, making games, films and animated content for a wide range of clients, and in 2007 won the BAFTA for his short animated film guy101. Visit <http://www.pachinkopictures.com/>

Miltos Manetas is a Greek painter and multimedia artist. Manetas has created Internet Art as well as paintings of cables, computers, video games and Internet websites. His work has been collected by Charles Saatchi. He is also the founder of Neen, an Internet-based art movement. Visit <http://cargocollective.com/manetas>

Let Me Feel Your Finger First (LMFYFF) is a London-based comic art project that disseminates comics, animation, live art, drawing & web-based work. At the centre of the project is a family of satirical characters that includes Francis, Uncle Hans-Peter and Ontologically Anxious Organism. LMFYFF exhibits in galleries and online and the animated films have screened at film festivals internationally. Visit <http://www.letmefeelyourfingerfirst.com/>

Dominique Dubosc is a French filmmaker who has been making films since 1968. He has a great interest in Palestine and it's history which can be found in Dominique's extensive filmography of over forty works. Visit <http://www.dominiquedubosc.org/>

Till Roeskens, was born in 1974 in Freiburg (Germany), and now lives in Marseille. Amateur of applied geography, this artist belongs to the family of the explorer-artists. His work comes out encountering a territory and meeting the one who try to outline their ways through it, making them co-authors of his art pieces. Visit <http://documentsdartistes.org/artistes/roeskens/repro3-8.html>

Sarah Wood has been working for the last ten years in film. Her latest film projects have all been an exploration into ideas of the archive using found footage. I Want To Be A Secretary won best film at the Halloween Film Festival 2007, and The Angel of History (2008) (a collaboration with Jersey Film Archive) played in the Jersey War Tunnels with live soundtrack performed by Zan Lyons, as part of the first Branchage Film Festival 2009. Visit <http://wonderfulworldofwoohoo.blogspot.com/>

About Animate Projects

Animate Projects is the only arts organisation in the UK dedicated to championing experimental animation. We have an international reputation for the artistic quality of the work we support, and the Animate Collection, is renowned as the premier online resource of experimental animation. Animate is dedicated to engaging the public, so they can appreciate and debate this most contemporary of artforms. We offer cutting edge animators the space to take creative risk, to explore new forms, tools and processes so they can extend and redefine what animation is, and create radical new work.

Animate Projects 2011/12 programme is supported by the National Lottery through Arts Council England.

Experiments in animation - <http://www.animateprojects.org>

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