SITE GALLERY

Press Release / 13 April 2021

SITE GALLERY LAUNCHES INTERACTIVE DIGITAL ARTWORK PHANTOM BY SIAN FAN

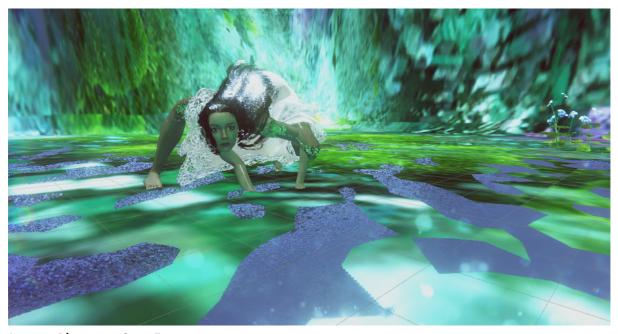


Image: Phantom, Sian Fan

- Phantom by Sian Fan is playable on the Site Gallery website from 12 April 30 June 2021.
- The work is part of Site's <u>Digital Realness online season</u>, exploring the merging of digital and physical realities.
- Join artist Sian Fan and Victoria Lucas for an online talk around Phantom on 29 April.

Site Gallery has launched the next work in their <u>Digital Realness</u> online season, <u>Phantom by Sian Fan</u>. Phantom is an interactive artwork made using Indie game design software and motion capture technologies. The work is presented as a corrupted sub-section within a videogame, playable on the Site Gallery website using computer arrow keys.

Phantom reflects on and responds to the patriarchal tendencies of the gaming industry. The performers in the game subvert stereotypical female videogame characters, denying these superficial tropes.

Each performance disrupts caricatured videogame character movement, contrasting these highly stylised and specific actions with raw and visceral movement patterns. These embodied actions imagine a virtual body learning to move for the first time, whilst being violently interrupted by the dominant existing physical vocabulary of gaming movements.

The work explores the differences between physical and virtual bodies, juxtaposing a physical body at rest, limp and heavy, with the virtual body at rest, strung ridged in 'T' pose. The combined tension between these states breaks down the performers' bodies, creating grotesque digital forms that bend, twist and compress in ways that the physical body cannot.

Drawing on her background in contemporary and aerial dance, Sian Fan performed and choreographed movement sequences using motion capture, allowing for a paradoxically embodied yet disconnected process of creation.

Her work combines movement, the female body and technology to explore embodiment, spirituality and human experience in the digital age.

Online talk: Sian Fan and Victoria Lucas discuss Phantom

Find out more about *Phantom* and Sian Fan's artistic practice by signing up for Site Gallery's free online talk on 29 April, 6-7:30pm. Sian Fan will be talking to artist and senior lecturer Victoria Lucas, and answering questions about her work. <u>You can also watch behind the scenes footage of how the motion capture was created on Site Gallery's website here.</u>

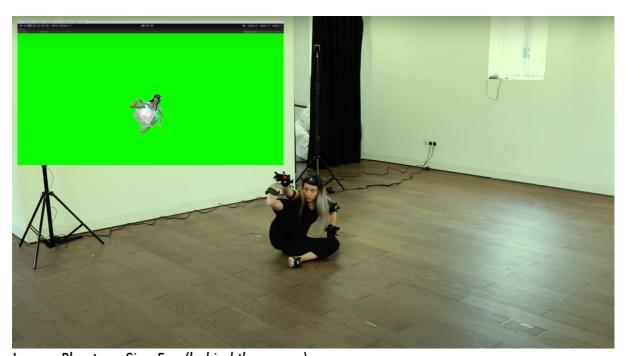


Image: Phantom, Sian Fan (behind the scenes)

About Digital Realness

Digital Realness is Site Gallery's online season running from 4 March – 31 May 2021. The programme explores the merging of digital and physical realities through immersive online exhibitions, discussions, family workshops, reading groups, screenings and more.

The season showcases the work of artists Sian Fan, Rebecca Jagoe and Vishal Kumaraswamy, commissioned through Site Gallery's Fresh Takes programme, and also includes a series of workshops, talks and masterclasses. This includes Family Workshops that have been programmed and developed with <u>Society of Explorers</u>, and New Tricks, Site's digital skills programme. <u>You can find out more about and register for these upcoming events on their website here</u>.

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For more information, images or interviews please contact Rosie Thompson at Site Gallery on rosie.thompson@sitegallery.org.

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ABOUT SITE GALLERY

Site Gallery is Sheffield's contemporary art space specialising in new media, moving image and performance. Pioneering emerging art practices and ideas, Site works in partnership with local, regional and international collaborators to nurture artistic talent and support the development of contemporary art.

Site Gallery is an Arts Council National Portfolio Organisation with revenue funding from Sheffield City Council.

www.sitegallery.org