

# PARALLAX

DR. NICOLA PLANT: SOLO EXHIBITION  
A DIGITAL IMMERSIVE EXPERIENCE

16TH FEBRUARY - 12TH APRIL 2019

PRIVATE VIEW: 15TH FEBRUARY 2019  
OPEN 10-6PM MONDAY TO FRIDAY  
VENUE: AMAR GALLERY, 48 PENTON STREET, N1 9QA

*Weekends by appointment only. Please contact the gallery*

Nicola Plant's exploratory practice invites the audience to use their own inherent expressivity as the research matter of a work that assiduously examines how it can be possible to translate the visceral experience of our inner flux of emotions and sensation into a communicative form of movement?

Parallax is a movement-based interactive VR artwork. The audience communicate with one another by intuitively performing hand expressions and gestures that sculpt a shared malleable object existing in the virtual space between them. Although possessing its own base rhythm, the form entrains to the movements within these expressions. By materialising the embodied dynamics of human expression onto a virtual entity, the piece aims to uncover the characteristic rhythms and qualities within each audience member's movements that allow for expression to cross the boundary from an inner private world to a human connection.

Installation by Dr. Nicola Plant. Featuring light by Annie Tådne, sound by Metalogue.

Dr. Nicola Plant is a digital artist, programmer and researcher with a Ph.D in Media Art and Technology at Queen Mary University of London. Nicola's research interests are human movement and expression, embodiment, intersubjectivity and the vicarious experience of empathy. Her research asks: What qualities of movement convey the intangible aspects of human experience? What does it mean to be embodied? How can technology augment or embody the experience of embodiment? Specialising in motion capture, she makes movement-based interactive installations and experiences.

Annie Tådne works within the intersection of art and technology. Her interests lie in the synthesis of art, media, technology and architecture, where space and time are paramount in all of her creations. She explores spatial and embodied cognition through audiovisual and performative modes of expression. Lately, she has inquired into certain aspects of post-digitalism, where the combination of light, sound, space, materials, and structures can give new resonance to how we consider art and technology, and amplify the construction of a reality that is active, dynamic and co-evolutionary.

Metalogue is the solo moniker of multi-disciplinary sound artist and programmer Robin Fencott. Based in London, Robin has performed internationally and released music on labels including Abstrakt Reflections, Section Twentyseven and Holotone. He is one half of post rock/IDM outfit Microscopists, co-runs an experimental club night called Towards Collapse and frequently collaborates with film makers, VJs, and digital artists. Robin holds a Ph.D in Music Computing and is a freelance software engineer, producing code for interactive installations, animatronics and mobile apps.