

21 September 2011

Digitalis Commissions announced

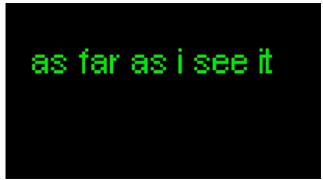


Image: Bradley Manning Had Secrets (production still) @ Adam Butcher

Animate Projects, with support from the Jerwood Charitable Foundation, is pleased to announce that Adam Butcher, Lizzie Hughes, James Lowne and Matilda Tristram have been selected for the Digitalis Commissions, short films exploring the digital space as a site for artistic production and engagement.

Each artist will receive £2,000 to develop their idea into short films, which will be premiered at BFI Southbank in December 2011 and exhibited online at animateprojects.org and on other digital platforms, including Vimeo and iTunes. The online exhibition will also include interviews with the artists.

The projects were selected by a Jury comprising of: Abigail Addison, Assistant Director, Animate Projects; Nick Bradshaw, Web Editor, Sight & Sound Magazine; Susan Collins, artist and Director of the Slade School of Fine Art; Gary Thomas, Director, Animate Projects; and Sarah Williams, Coordinator, Jerwood Visual Arts.

The commissions are part of Digitalis, a strand of activities for 2011 that have a focus on the potential of the digital space as a site for artistic production. Animation is at the forefront of digital innovation, in creative and scientific fields, and Digitalis offers a pause for thought about what the impact of digital might mean.

Notes to editors:

You can find out more about the Digitalis Commissions at: http://www.animateprojects.org/films/by_project/digitalis/digitalis_commissions

About the Artists

Adam Butcher - Bradley Manning Had Secrets

The story of Bradley Manning, not as a Wikileaks 'hacktivist', but as a young American soldier simultaneously going through a crisis-of-conscious and a crisis-of-gender-identity.

Adam Butcher has been writing and directing since 2006. His first short Arcadia (2008) won a Filmstock Audience Award and a Screentest Technical Achievement Award. Adam directs music videos and charity promos, and also designs and programs freeware computer games. He also works as a creative, making trailers for BBC Two and other UK channels. Visit http://www.adam-butcher.co.uk/

Lizzie Hughes - Fountain

A particularly long slow zooming shot of an especially exuberant fountain will be digitally manipulated frame by frame so that the size of the fountain within the frame of the screen remains constant for the duration of the film.

Lizzie graduated from The Slade School of Fine Art with an MFA in 2002. In 2010, she completed a residency at the ACME Fire Station Building in London, and in 2011 completed a residency at Wysing Arts Centre, Cambridge. She is exhibiting at The Hayward Gallery in winter 2011, then in 2012 will be curating an exhibition at The Stephen Lawrence Gallery, London. Visit http://www.lizziehughes.net/

James Lowne - Our relationships will become radiant

Three narratives unfold together. Inside a vast nature reserve sits a solitary building, a café, where an important meeting is being held by executives. Outside in the park, people lounge about taking many pictures of themselves wearing fancy garments and viewing their own portraits. Meanwhile, the dormant wildlife fades away.

James Lowne graduated in Fine Art from St Martin's in 2000. He then worked in post-production and animation in Soho where he learnt editing, computer animation and 3D rendering. Alongside his commercial work he makes music videos and continues to draw and write extensively. Visit http://www.jameslowne.com

Matilda Tristram - Emoticonversation

An experimental, abstract comedy for devices such as iPhones or iPads, using the existing imagery of emoticons as digital material.

Since graduating with an MA in animation from the Royal College of Art in 2008, Matilda has worked as a writer and developer for Ragdoll Productions and as a director and animator on music videos and virals. Her own films continue to screen at festivals internationally. In 2011, Matilda produced a 76 page anthology of her comics. Visit http://www.mmaattiillddaa.com/

Digitalis

The Digitalis Commissions are part of Animate Digitalis, a provocative strand that sets out to explore, question, subvert or confound our expectations of art and 'the digital', and intended as a focus on and further debate around the potential of the digital space as a site for artistic production. Animation is at the forefront of digital innovation, in creative and scientific fields, and Digitalis offers a pause for thought about what the impact of digital might mean.

The strand includes: Animate OPEN: Digitalis, an online exhibition of eleven works; Digitalis Commissions: four new works for online exhibition, supported by the Jerwood Charitable Foundation; Digitalis Dialogue: a screening and panel event, a free publication featuring critical writing and information about the commissioned and exhibited works, and a discussion event.

About Jerwood Charitable Foundation

The Jerwood Charitable Foundation is dedicated to imaginative and responsible revenue funding of the arts, supporting artists to develop and grow at important stages in their careers. It works with artists across art forms, from dance and theatre to literature, music and the visual arts. Visit http://www.jerwoodcharitablefoundation.org/

About Animate Projects

Animate Projects champions experiments and creative risk taking in animation across a broad spectrum of practice. It is the only UK organisation dedicated to commissioning and exhibiting innovative animation online and on digital platforms. Since 2008, animateprojects.org has received over 800,000 visitors and has an international reputation as a place to encounter outstanding work by British artists.

Animate Projects is supported by the National Lottery through Arts Council England.

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