Machinima
The unconventional meeting ground between gaming and visual arts culture

Machinima, an Australian-first exhibition, will open on Thursday 20 July at QUT’s new-media gallery space The Block.

This exhibition highlights a growing insurgency as contemporary art forms develop outside of traditional art fields, bringing brand new art forms to the fore.

Machinima as a genre is in its infancy, developing out of a traditional gaming culture which advocates user control and appropriation or manipulation of the gaming experience.

It combines filmmaking, animation and game development in a real-time virtual video game environment. Machinima artists appropriate content from existing platforms like Second Life, The Sims or Unreal Tournament and develop their own narratives.

The exhibition Machinima presents an historical timeline featuring over 60 machinima works; from the first clunky video game films created using Quake and Doom in the mid-90s, to an international showcase of contemporary film and artworks by acclaimed artists including Friedrich Kirschner (Austria) and Chris Howlett (Australia).

The free exhibition also houses a Gamers’ Lounge, for fans to re-visit five seminal video games.

According to QUT’s Michaela Hartland, a member of the curating team, Machinima represents the meeting ground between gaming and visual arts culture.

“Over the last decade, it has developed into a rich creative medium, allowing practitioners to experiment with storyline, humour, aesthetics, and social message,” she said.

Leading Austrian practitioner Friedrich Kirshner will open the exhibition on Thursday 20 July, 6.00pm. Friedrich is a filmmaker, visual artist and software developer. He re-purposes computer games and realtime animation technology to create animated narratives and interactive performances.

His work has been shown at various international animation festivals and exhibitions, including Laboral Gameworld, Gijon; American Museum of the Moving Image, New York; Ottawa International Animation Festival, Canada; and the Seoul Media Art Biennale, Seoul. In addition was the director of the Machinima Filmfest in New York in 2008. He is currently working on the open-source realtime animation software “moviesandbox”.

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Machinima will be on display at QUT’s The Block from 20 July to 7 August 2010.

* Friedrich Kirschner will be in Brisbane from 18-22 July

** A selection of high-res images of works are available on request

Media Contact
Alison Clifford
Senior Marketing Officer, The Block | QUT Creative Industries Precinct
(07) 3138 3248 or a.clifford@qut.edu.au
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Machinima

20 July to 7 August 2010
The Block, QUT Creative Industries Precinct
Corner Kelvin Grove Road and Musk Avenue, Kelvin Grove
(07) 3138 5495 | ciprecinct@qut.edu.au | www.ciprecinct.qut.edu.au

Exhibition Hours:
Tuesday and Wednesday 2.00pm-6.30pm
Thursday and Friday 2.00pm-7.30pm
Saturday 4.00pm-7.30pm

Admission is free

Chris Burke, This Spartan Life, 2005-. Halo 2 Machinima still. Courtesy of the artist.

Lance Shield, Broken Rainbow Cloudy Night, 2008, 03:09. Second Life Machinima still. For Real-Un-Real, The Danish Arts Council, Netfilmmakers.dk, Annette Finnsdottir (the Director of Netfilmmakers.dk).