

Press Release

AN EXPERIMENT IN COLLABORATION

Private View: 29 July 6.30 – 8.30pm

Exhibition dates: 30 July – 31 August 2008

Address: Jerwood Space, 171 Union Street, London, SE1 0LN

Exhibition Open: Mon – Fri 10 - 5, Sat – Sun 10 – 3* Closed Bank Holidays

Admission: Free

6 ARTISTS + 6 COLLABORATORS = 6 EXPERIMENTAL PROJECTS

What happens when 6 artists are asked to choose a collaborator to work with in new ways? Who will they choose? What will they want to make? How will the process work? Will these collaborations continue after the exhibition? Will they fail? Will this opportunity encourage the artists to collaborate in the future? How does the collaborative working process differ to their usual ways of working? What are the benefits or disadvantages of working collaboratively?

An Experiment in Collaboration looks at the intricacies of artists operating as part of a team or partnership, laying bare the process and opening it up to scrutiny. The ongoing project is collaborative on every level: curator, writers, design team, artists and associates, share ideas, negotiate changes and make decisions about possibilities and outcomes.

An Experiment in Collaboration forms part of the **Jerwood Visual Arts** series of exhibitions and initiatives to support and promote emerging talent. 6 artists were invited to choose a collaborator to work with and to submit proposals for an experimental project that looked at the process of collaborative practice including:

- Gemma Anderson + forensic psychiatrist Dr Tim McInerney and three of his patients from Bethlem Hospital, London = a series of revealing portraits;
- Daniel Baker + computer game designer Ricky Haggett = a computer game of the artist's fictional world of 'Glob';
- Michael Pybus + Dazed & Confused magazine = a series of fashion photographs set within Pybus' painting/sculptural installation;
- Paul Richards + artists: Jason Dungan, Jenifer Evans, Claire Hooper, Edward Peake, Guy Rusha & Gili Tal, Joe Walsh = an experimental film for cinema;
- Karen Tang + architect Daniel Sanderson = a Modernist building titled 'Modern Molluscs';
- Artist collaborators Jackson Webb + biophysicist Dora Tang = chemical drawings that challenges the role of the 'author' within collaborative practice.

The exhibition will begin a conversation about collaborative working practice through a series of experiments and interconnected dialogues while allowing for each of the collaborators to explore a new way of working, drawing either on the other's expertise, ideas, knowledge or experience. The process of each of these artist collaborations will be available to view in an online blog: www.experimentincollaboration.blogspot.com

Two discussions, open to the public, will take place during the exhibition: **Monday 11 August and Thursday 21**

August 6 - 8pm 2008. A catalogue, with foreword by Tamiko O'Brien and Mark Dunhill, designed by The Partners will accompany the exhibition. The catalogue will be launched on Thursday 21 August from 6 - 8pm.

Exhibition curated by Sarah Williams.

For further information please contact: Sarah Williams, Jerwood Space, 171 Union Street, London, SE1 0LN T. 020 7654 0171 E. sarah.williams@jerwoodspace.co.uk www.jerwoodvisualarts.org www.jerwoodspace.co.uk

Notes to editors

Jerwood Visual Arts is an umbrella structure that celebrates and supports the key annual visual arts awards and prizes supported by the Jerwood Charitable Foundation including: the Jerwood Drawing Prize, Jerwood Sculpture Prize, Jerwood Contemporary Makers, Jerwood Moving Image Awards, Jerwood Contemporary Painters and Jerwood Photography Awards.

Collaborations:

Gemma Anderson is collaborating with **Dr Tim McInerney** of Bethlem Hospital London to create etched portraits of both psychiatrist and patients. The portraits are drawn from life collaging the individuals' personal history/diagnosis and medication to form an image. Referring to the history of psychiatric ideas the portraits deal with the humours and pseudoscientific beliefs from bygone eras. By visiting Bethlem Hospital (London) and Knockbracken Hospital (Belfast) regularly, knowledge has been shared between the artist and doctor. Access to wards was granted and permission to draw the patients within the hospital. The dialogue with the patient plays a key role as they help to form their own image.

Daniel Baker and **Ricky Haggett** are collaborating to produce a computer game based on Baker's fictional world of 'Glob'. Glob is a universe of anthropomorphic characters - tiny grey figures carrying red balloons, monkey-like creatures with long winding tails, flaming eyeballs, and giant disembodied heads that spew forth smoke and flying monsters. Across the debris-strewn, virtual spaces of Glob, these creatures and characters are engaged in battles, power struggles and ambiguous deeds. Within the game the player is encouraged to interact with, and direct, these tiny acts of poignant strangeness, in an ambivalent God-like role. At once confusing and entertaining, the game provides a rich landscape of interactions, a world that conforms to its own logic, in which minute changes can have massive repercussions. Heroes and villains are interchangeable, and tragicomic violence is commonplace.

As the project developed, Baker and Haggett generated a blog, where they could exchange ideas and images, record progress, and post the latest versions of the game. It will be available to view during the exhibition at: www.barkwayraddow.wordpress.com A playable version of the game will be available at www.gleanofglob.org. The soundtrack to the game was produced in collaboration with Andy Baker.

A collaboration between **Michael Pybus** and **Dazed & Confused** magazine aims to explore the link between art and fashion through a direct collaboration. This involves the two worlds interacting together to produce a series of images which play with the idea of display, fetishization, and surface. Dazed & Confused have held a photo shoot with selected models set within an installation of works by Michael Pybus. The Dazed and Confused team include: Photographer: Jenny Hueston, Stylist: Kim Howells, Hair: Amiee Robinson using Bumble and Bumble, Makeup: Hiromi Ueda using Dermalogica, Accessory designer: Fred Butler, Photographer assistant: Jamie Smith, Makeup assistant: Kaori Mitsuyasu, Models: Charlotte Pallister at Models 1 - Julien, Pilar at Select.

Paul Richards has collaborated with artists **Jason Dungan, Jenifer Evans, Claire Hooper, Edward Peake, Guy Rusha, Gili Tal** and **Joe Walsh** to produce an experimental film for cinema titled "On Second thoughts, Eddie!". The film set out to investigate group production and interaction, taking influence from the working structure of Hans Richter's film "Dreams That Money Can Buy" (1947) and a wide range of art, literary and filmic sources ranging from an American soap opera to science fiction. Richter's film was feature length for cinema distribution and contained a narrative superstructure, which held together dream sequences by his contemporaries including Marcel Duchamp, Ferdinand Leger and Max Ernst.

"On Second thoughts, Eddie" is a portrait of the artist Eddie Peake, who appears in a variety of guises and contexts. Eddie is both the film's protagonist and the link enabling the film's grammar and construction. He is a phantasm or pure character, who follows an Odyssean journey through real and imagined time.

'Modern Molluscs' is a collaboration between artist **Karen Tang** and architect **Daniel Sanderson** which has grown out of their mutual appreciation of Modernist architecture and conversations about nautical experiences. Sanderson works on many scales within the built environment; Tang's sculptural practice investigates the rapid development and social experience of cities. Both are fascinated by marine life, particularly molluscs and deep sea animals. For the exhibition, they will collaborate to make a modernist structure loosely based on Le Corbusier's rooftop building on Unité d'Habitation. However, this iconic structure would be invaded and inhabited by fantasy molluscs and other imaginary marine creatures.

Jackson Webb, an artist collaboration between Mark Jackson and Charlotte Webb are working with biophysicist **Dora Tang** on a project which acknowledges dialogue as a medium, and which is characterised by a fluid series of exchanges and flows. The work has taken the form of an documented ongoing conversation, as well as a series of 'Chemical Drawings' that were created by dropping laser dyes and solvents onto paper. The resulting images are seen as self-propelled instances of pattern making, which are 'un-authored' by any of the collaborators. The self-creating chemical drawings can be seen as a metaphor for the collaborative process, in which authorship becomes outside of the individual and is propelled in a shared, reflexive space. Furthermore, the work raises epistemological questions about the relationship of knowledge to the visual, and the nature of research in Art and Science disciplines.