



## DREAM WORLDS Artists Image Credits & Guidelines

**Anita FONTAINE**

<http://anitafontaine.com>

### Images:

- KNIGHTSHIFT , 2009, Video Game Modification
- KNIGHMARE , 2009, Video Game Modification

### Additional Information:

Title: Knightshift

Synopsis:

*Knightshift* references themes of high romance and chivalry found in old and new media such as medieval fairytales and videogames. In medieval romances the image of the heroic knight, with his super-human abilities on a quest to slay monsters and dragons was almost real, and reinforced by the jousting spectacle. In *One bad night* the artist makes use of videogame imagery and animated gifs to build a modern jousting spectacle. The knight is shown galloping on his pixelated steed towards the dragon, the opponent, or the dame, attempting to establish a more utopian world.

Author:	Anita Fontaine
Sound:	Brian Close
Owner of the Work:	The artist

### Technical details

Sound:	Stereo
Length:	1.00 mins, loop
Year of origin:	2009
Original media:	Animation

### Premiere in China:

Yes

## Daniel CROOKS

<http://www.danielcrooks.com>

### Images:

- DELTIOLOGY NO.2 – 南京东路 :: NEON NOTATION  
2009, HD video, courtesy of the artist, ANZ BANK & ANNA SCHWARTZ GALLERY.
- DELTIOLOGY NO.17 – 人民广场 :: CALLIGRAPHY  
2009, HD video, courtesy of the artist, ANZ BANK & ANNA SCHWARTZ GALLERY.
- DELTIOLOGY NO.23 – 复兴公园 :: LEFT GRASP SPARROWS TAIL  
2009, HD video, courtesy of the artist, ANZ BANK & ANNA SCHWARTZ GALLERY.

### Additional Information:

Title: Deltiology No.

Synopsis: Presented as a series of 'postcards', Deltiology is a meditation on time, motion and the connection between people and place. Through the use of sophisticated post-production techniques, the traditional cinematic model of 'reality' is reconfigured to offer a new way of seeing. A single slice of the video frame is spread in chronological slices across the screen creating an instantaneous moment of equilibrium. Stationary objects such as buildings and pavements become abstracted into a rhythmic sequence of chronological cross sections while moving objects (notably people) are rendered as much by their temporal as their spatial forms, smeared across time and momentarily caught in an extruded present.

Author: Daniel Crooks  
Sound: Byron Scullin & J. David Franzke  
Editor: Daniel Crooks  
Producer: Jasmin Tarasin

### Acknowledgements:

This project was originally commissioned by ANZ bank for their Headquarters at 883 Collins Street, Melbourne. All stills and publicity material must have the following credit Line. **Courtesy of the Artist, Anna Schwartz Gallery and ANZ Bank**  
Owner of the Work: ANZ Bank

### Technical details:

Sound: Stereo  
Length: 05:23 min  
Year of origin: 2010  
Original media: 4 channel HD

### Premiere in China:

Yes

### Additional notes:

This work has been reformatted from the original work commissioned by the ANZ. The original work had an aspect ratio of 64:9 and duration of 20:15 minutes.

**Warwick THORNTON**

<http://www.samsonanddelilah.com.au>

**Images:**

- SAMSON AND DELILAH - Marissa Gibson (Delilah) and Rowan MacNamara (Samson) 2009 , Production Photograph
- WARWICK THORNTON with Marissa Gibson (Delilah) and Rowan MacNamara (Samson) 2009, Production Photograph
- DELILAH -Marissa Gibson, 2009, Production Photograph
- SAMSON - Rowan MacNamara, 2009, Production Photograph

**Additional Information:**

Synopsis: A combination of the feature film trailer and a scene excerpt from the film Samson & Delilah.  
Author: Warwick Thornton.  
Sound: Liam Egan  
Editor: Roland Gallois (feature editor) & The Solid State (created the Trailer)

**Acknowledgements:**

Owner of the Work: Scarlett Pictures Pty Ltd

**Technical details:** . Quicktime video

Length: . 3 mins

Year of origin: 2009

Original media: 35 mm film

**Premiere in China:**

The feature film has screened in China in 2009, however this excerpt is a new compilation and has not be played before.

**Additional notes:**

Permission is only given for the excerpt to be screened at the Beijing site.

The moving image must not be screened on the website.

If an excerpt of the work is to be shown for promotional purposes then only the first section is permitted (up until the point where Delilah gets into the car).

Stills of the work can be published on the website, in a promotional book or for other promotional purposes.

**Peter MILLER**

<http://www.perpetualocean.com>

**Images:**

- *MICROSPORE: PINKEYE 4*, 2010, Generative Video Animation
- *MICROSPORE: BLUE FILIGREE 2*, 2010, Generative Video Animation
- *MICROSPORE: ABYSS ANGEL 5*, 2010, Generative Video Animation

**Additional Information:**

Title: Microspore

Synopsis

In *Microspore* the viewer examines some mathematically spawned 'lifeforms' as if through a microscope. The floating, rotating, translucent, glowing, filamented creatures of this liquid world are hidden numbers made corporeal. As such, this is a kind of 'dream world' that lives alongside, and is embedded deep within, what we usually accept as reality.

Author: Peter Miller

Sound: Peter Miller

Editor: Peter Miller

**Acknowledgements:**

Owner of the Work: Perpetual Ocean P/L

**Technical details:**

Direct file render for Sanlitun. Pixel for pixel 1344 x 384.

Compression: Mpeg4

Sound: Embedded AAC

Length: 3'30"

Year of origin:2009

Original media: Image derived from digital mathematical algorithms/ direct render to QTHD

**Premiere in China:**

Yes

**Jess MACNEIL**

<http://jessmacneil.com/>

**Images:**

- AQUEOUS TRACE, 2009, Video Loop
- AQUEOUS TRACE (DETAIL), 2009, Video Loop

**Additional Information:**

Title: Aqueous Trace

Synopsis: *Aqueous*

Author: Jess MacNeil

Sound: Jess MacNeil

Editor: Jess MacNeil

Additional Credits: Technical assistance by Dan Kripac

**Technical details:**

video reformatted for the purposes of this exhibition to 1240 x 384  
quictime mov file, apple pro res 422, sound enabled

Sound: 48khz, 16 bit stereo sound, aiff (included on video file)

Length: 2 minutes 17 seconds on an infinite loop

Year of origin: 2009

Original media: High Definition digital video (Blu-ray)

**Premiere in China:**

Yes

**Additional Notes:**

As this work is a version of the original Aqueous Trace work, The Tile should be retained but amended to include (detail) where it refers to the Sanlitun screen - ie '**Aqueous Trace (detail)**'.

In any promotional material use whole images of the original work ( ie the work with 3 lanes of swimmers in the ocean pool ) when referring to these the normal title, '**Aqueous Trace**', should be used, apart from any promotional material or subsequent press that shows images of the work up on the screen (ie after it is installed with one lane of swimmers in the ocean pool)), which should refer to it as '**Aqueous Trace (detail)**'.

**Troy INNOCENT**  
<http://troyinnocent.net>

**Images:**

- AUTOGRAF, 2009, Generative Drawing Software
- AUTOGRAF VIDEO, 2009, Video Still Image

**Additional Information:**

Title:	autograf
Synopsis:	<i>autograf</i> is an asemic writing system that recombines marks and gestures used in graffiti tagging to generate languages both familiar and alien; its tags look like letters but remain indecipherable.
Author:	Troy Innocent
Sound:	Troy Innocent
Editor:	Troy Innocent

**Acknowledgements:**

Owner of the Work: Troy Innocent

<b>Technical details:</b>	video excerpt of generative system
Sound:	stereo Length: 30 minutes
Year of origin:	2009
Original media:	generative drawing software

**Premiere in China**  
No

**Kate RICHARDS**

<http://katerichards.net/>

**Images:**

- TRAVELS IN BEAUTIFUL DESOLATION, 2010, Single channel video stereo sound. Produced in the Nocturnal games engine.

**Additional Information:**

Title: *Travels in Beautiful Desolation*

Synopsis:

*Travels in Beautiful Desolation* is a video flythrough of Gondwana a fictitious 'open cluster' galaxy created inside a Nocturnal.. Gondwana is imagined here within the confines of our own galaxy, The Milky Way. "Gondwana" is visible in the southern skies, and has its own constellations that represent key themes of contemporary consciousness and culture.

Author: Kate Richards

Sound: Kate Richards

Editor: Kate Richards

**Additional Credits:**

Programmer: James Hudson, Nocturnal Inc.

Games engine developed by Nocturnal.

Images with kind permission of the Research School of Astronomy and Astrophysics (RSAA), Mt Stromlo, Australian National University Canberra.

With thanks to Prof Brian Schmidt and Stefan Kellar RSAA; James Hudson and Melinda Rackham.

**This project has been assisted by the Australian Government through the Australia Council, its arts funding and advisory body**

Owner of the Work: Kate Richards

**Technical details:**

Single channel video 1240 x 384, stereo sound. Produced in the Nocturnal Games Engine.

Duration: 2' 45"

Year of origin: 2010

Original media: games engine and astronomical data.

**Premiere in China**

Yes

## CHUNKY MOVE

<http://www.chunkymove.com/>

### Images:

- MORTAL ENGINE, 2008, Performer Lee Serle, Photo Andrew Curtis.
- MORTAL ENGINE, 2008, Performer Harriet Ritchie, Photo Andrew Curtis.
- MORTAL ENGINE, 2008, Performer Charmene Yap, Photo Andrew Curtis.
- MORTAL ENGINE, 2008, Performer Antony Hamilton, Photo Andrew Curtis.

### Additional Information:

Title: Mortal Engine

#### Synopsis:

Mortal Engine is a dance-video-music-laser performance using movement and sound responsive projections to portray an ever-shifting, shimmering world in which the limits of the human body are an illusion. Crackling light and staining shadows represent the most perfect or sinister of souls. Kinetic energy fluidly metamorphoses from the human figure into light image, into sound and back again. Choreography is focused on movement of unformed beings in an unfamiliar landscape searching to connect and evolve in a constant state of becoming. Veering between moments of exquisite cosmological perfection and grotesque evolutionary accidents of existence, we are driven forward by the reality of permanent change.

Author: Chunky Move

Credits: DIRECTION AND CHOREOGRAPHY Gideon Obarzanek  
INTERACTIVE SYSTEM DESIGN Frieder Weiss  
LASER AND SOUND ARTIST Robin Fox  
COMPOSER Ben Frost  
COSTUME DESIGNER Paula Levis  
LIGHTING DESIGNER Damien Cooper  
SET DESIGN Richard Dinnen and Gideon Obarzanek  
PERFORMERS Kristy Ayre, Sara Black, Amber Haines,  
Antony Hamilton, Lee Serle, Charmene Yap

Acknowledgements: **Chunky Move is supported by the Victorian Government through Arts Victoria and the Commonwealth Government through the Australia Council, its arts funding and advisory body.**

Owner of the Work: Chunky Move.

### Technical details:

Length: 5 minutes  
Year of origin: 2008  
Original media: Live performance

### Premiere in China

Yes