



## Main Space



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### ***Expedition Elsewhere* curated by Amanda Low & Philip Ocampo**

Sonia Beckwith-Cole and Nicole Ji Soo, Dylan Glynn, Amanda Low,  
Kai Lumbang, Kira Reau.

April 6 – May 5 , 2018

### **Written Between the Frames as the Screen Becomes a Portal**

You are used to the animated worlds that you have seen on the screen, but you have seldomly seen what lies beyond the single channel. So, what of the elsewheres of animation? The road ahead is vast and abundant. Use this field guide as an accompaniment on your journey, and go forth.

1. Traveller, ask yourself: What happens between the keyframes?<sup>1</sup> What of the transitory periods in our own lives? Enter *Tween Place* and see for yourself. Morphed bodies by Nicole Ji Soo hide animations of transforming figures by Sonia Beckwith-Cole. Become an expeditioner as you peer through limbs and tufts of yarn in this childlike landscape. What do you see between the frames? Peek under, over, and backwards. Do not limit yourself to travels where you are only stationary- some of the most interesting worlds require much more action.

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<sup>1</sup> In animation, a keyframe is a drawing that defines the starting and ending points of any smooth transition.

2. Beware of the easy ways out; avoid cutting corners. Many cut corners add up into a noticeable lack of effort, when everything is put together. Care for each frame individually, while thinking holistically. Shortcuts on the other hand, are different. It is foolish to put in extra effort when a shortcut can ease your journey. Let this be a caution before you attempt to climb a mountain, you may discover that it is just a really tall hill.
3. All of the lights turn off, and you, Traveller, are alone with your mind. Before you are reminded of your physical body, Dylan Glynn draws you further into the mental plane. Follow him. His face painted and makeup morphing, his mind conjures sequential masks, and variations of them. *Unmasc/Masc Off* invites you to do the same. Glynn's queer personas remind you that it is time to let go. Time to venture into the vast recesses of the mind. Here your mental terrain is no longer pitch black. Can you feel your imagination blossoming? Let it happen. You will be amazed at what you will find and *who* you will find.
4. Sometimes, after frame after frame after frame, you enter into a state where time becomes irrelevant. In this trance-like state, your body will work on automatic and the journey is completed much faster. On automatic, your inhibitions begin to fade away too. For some, it is easy to enter into this state. For others, a symphony of white noise is needed as a catalyst.
5. As children, our naïvety fuels an ignorant bravery. But as adults, we know the dangers of what lurks behind the dark. Kira Reau asks you to become brave again, so that when you see an abyss, you will peer into the dark with curiosity- like an astronaut exploring the deep void of space, or the deep waters of the ocean. In *Into the Depths*, a single light bulb glows invitingly, beckoning you to come closer and closer. Will you float close enough to see the anglerfish appear? Or will you

watch from afar from the realms of safety? I urge you to dive in, and to remember the awe and curiosity that you had as a child.

6. Sometimes you will feel like you have trekked a million miles but have made no progress. You only have so much life force to give, so all actions you take must be considered. Exhaustion is to be expected- this is hard work, after all. If you wander too far and lose steam, do not panic. Fatigue is part of the process, so you must occasionally rest. Be sure to take breaks, drink water and stretch. Wear a warm sweater- preferably over layers so that you can remove it should the temperature become too warm.
  
7. How is your mind, as you stray so far away from home? Lay out the map of your personal cartography. Pinpoint your familiars. Allow yourself to long for home (or homes, in any way that you wish to define it). It is not the same is it? Your emotions overwhelm, and transform these spaces into a singular place. For reference, see *Mimingat* by Kai Lumbang. Moments of personal experience are layered instead of sequenced. Moments amalgamate. Here, the landscape is nostalgic, and quiet. Sift through the frames of home as they weave your narrative together. Stay here, explore your altered past for as long as you need, Wanderer, and resume your travels whenever you are ready.
  
8. This portal that you have opened... from out here it looks just the same but also completely new. This world that you have woven together, it is reminiscent of real life but is also entirely different. The way you observe the world around you through the movements and emotions of others and contextualize it in the creation of new worlds is what makes you an empath. Do you think of the awe of others often when creating your universes? Does it inform your own awe? Real life, reinterpreted, altered through your observations of the real. Your eye is thorough and keen.

9. Voyager, I suggest that you blink; treat this moment as a snapshot. Look down, back up and behind. You have just discovered the timeline, an axis on a physical plane. Now, shoot your head upward and think of a 'Beyond.' The ubiquity of the internet is your way in, so start here: *ORIGINOFTHETHE.NET*. Desktop browser. A succession of code launches you into cyberspace. Amanda Low, as sole Game-maker, outlines linear internet history, and presents it as artifact: Through Hyperlinks, gifs, and jpegs, you can maintain and have free reign over the digiscape. Are you happy that you sought it out? Do you think that you would have noticed that it was all around you if you didn't seek it out? The history of the internet is waiting for you to explore. Now, go!
10. I see that you are confined to your workspace. Animator, you are kind but tired, and your eyes? Focused, but worn. The toggle of the keys, the thousands of frames. The days, the hours, the minutes, the seconds. The *frames* per second. Persist, endure. Never let yourself be underestimated. For tenacity is essential to well equipping one for the adventures that await. Your capabilities far exceed the stereotypes and reputation that this medium has set unwillingly upon you.

These worlds, these universes; all that you have seen thus far is only the beginning. Bounteous are the unknowns that lie even further ahead, and equipped you are for the journey.

Welcome, Expeditioner.

-Amanda Low & Philip Ocampo

This exhibition is presented in partnership with Images Festival.



This exhibition is generously supported by the Ontario Arts Council.

