Anti-Gone

A Performance in Mixed Reality by Theo Triantafyllidis

Based on the original comic book by Connor Willumsen

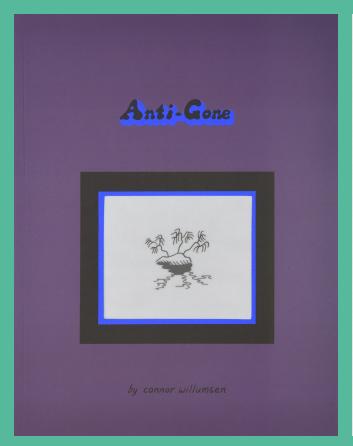


to the ruins of civilization. Spyda and Lynxa are a couple navigating this world frictionlessly. On their sailboat, they glide from shopping to movies to psychedelic drugs. In a damaged world where you can have anything you want, what's the cost?

In a post-climate change world, environmental catastrophe has become

normalized. Cities are sunken, yet the vestiges of late-capitalist culture -

consumerism, inequality, social unrest – live on, clinging like barnacles





The Script : Anti-Gone, 2017 Comic Book y Connor Willumser



world raging with late-capitalist rebellion and excess, *Anti-Gone* is a quest for happiness in the sunken city, where the characters shop, score drugs, and hotbox cinema.

Spyda and Lynxa, are avatars powered by the VR headset and

Part theatre, part Twitch.tv, this groundbreaking play is a

feature-length livestream game telecast, whose central characters,

mocap suit worn by stage actors who game the sprawling virtual

world fresh with each performance. Set in a post-climate change







Anti-Gone is a new mixed reality performance by artist Theo Triantafyllidis, inspired by the comic book of the same name by Connor Willumsen. Anti-Gone incorporates live performance with real time simulation to explore the social impacts of technology, privilege and the beginnings and ends of worlds.

Adapting the mechanics of open world video games, Triantafyllidis revises traditional narrative into a continuous simulation, taking place in a meticulously crafted 3D world, full of visual signifiers of paradise: a bright blue ocean, lush multicolored vegetation, a sunken city lit by glowing sunsets. This world is also riddled with social unrest and mutation, a post-climate change world where environmental catastrophe has become normalized. The vestiges of late-capitalist culture - consumerism, inequality, social unrest - live on, clinging like barnacles to the ruins of civilization. This work features Spyda and Lynxa on their sailboat, as they glide from shopping to movies to psychedelic drugs, and social unrest. Using a motion capture suit and virtual reality headset as embodied interfaces, actors perform both onstage and in the virtual world. Performing alongside them on-stage. Triantafyllidis and his team of game engineers direct and shape the world in real-time.

Triantafyllidis' hybrid theater becomes a mirror of the demands made by the hyperactive disorientation and confusion of our mediated "real" lives and class gap tensions. The virtual world Triantafyllidis has created is a portrait of the complexities of our world, consumed by the game-logic of the virtual worlds we'd like to inhabit. As the fourth wall becomes merged with the audience's perception, *Anti-Gone* proposes an alternate perspective of universal concerns for the present and future, which may very well already be our past.













ARTIST BIO

Theo Triantafyllidis (b. 1988, Athens, GR) is an artist who builds virtual spaces and the interfaces for the human body to inhabit them. He creates complex worlds and systems where the virtual and the physical merge in uncanny, absurd and poetic ways. These are manifested as performances, mixed reality experiences, games and interactive installations. He holds an MFA from UCLA, Design Media Arts. He has shown work in museums, including the Hammer Museum in LA and NRW Forum in Dusseldorf, DE and galleries such as Meredith Rosen Gallery, the Breeder, Eduardo Secci and Transfer. He was part of Sundance New Frontier 2020, Hyper Pavilion in the 2017 Venice Biennale and the 2018 Athens Biennale: ANTI-. He is based in Los Angeles.

Format: Proscenium Stage, Immersive Projection

Venue Type: Black Box Theater OR Gallery Space

Duration: 75 mins, no intermission

Seating: 50-500

Upcoming Performances:

<u>Mediterranea 19 Biennale</u> - San Marino

ONX Studio Showcase - 645 Fifth Ave, NYC

Additional Material:

<u>Trailer</u> - <u>Sundance Performance Excerpts</u>

Website - Stills & Screenshots

Press Release (Sundance)

Tech Rider

<u>Artist's Bio</u> - <u>Artist's CV</u> - <u>Artist's Website</u>

Anti-Gone Comic Book (Excerpt)

Recent Performances:

Sundance New Frontier

BFI London Film Festival

Pop Montreal X Fondation PHI

Gray Area Festival

<u>Human Resources Los Angeles</u>

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Writer (Original Comic Book)
Connor Willumsen

Production Manager Polina Miliou

Key Collaborator Matthew Doyle Cast Lindsey Normington Zana Gankhuyag Sam Congdon

Composer and
Live Music Performance
Cameron Stallones

Game Engine Performer Rachel Ho

Lead Programmer Stalgia Grigg

Lead 3D Character

Designer Joseph Melhuish

3D Artists Sara Drake Ryan Decker Siyao Zheng

Video Editing *Eleni Korda* Commissioned and Produced by Onassis Culture

Motion Capture by Noitom MoCap

Barco Projectors

Special thanks to
The Breeder, Athens
Meredith Rosen Gallery, NY
Sundance New Frontier
Human Resources, LA
UCLA Design Media Arts
Bitforms Gallery, NY