

Anti-Gone

A Performance in Mixed Reality
by Theo Triantafyllidis

Based on the original comic book
by Connor Willumsen





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





Anti-Gone - Performance Still at Sundance Festival



Anti-Gone - Game Engine Screenshot



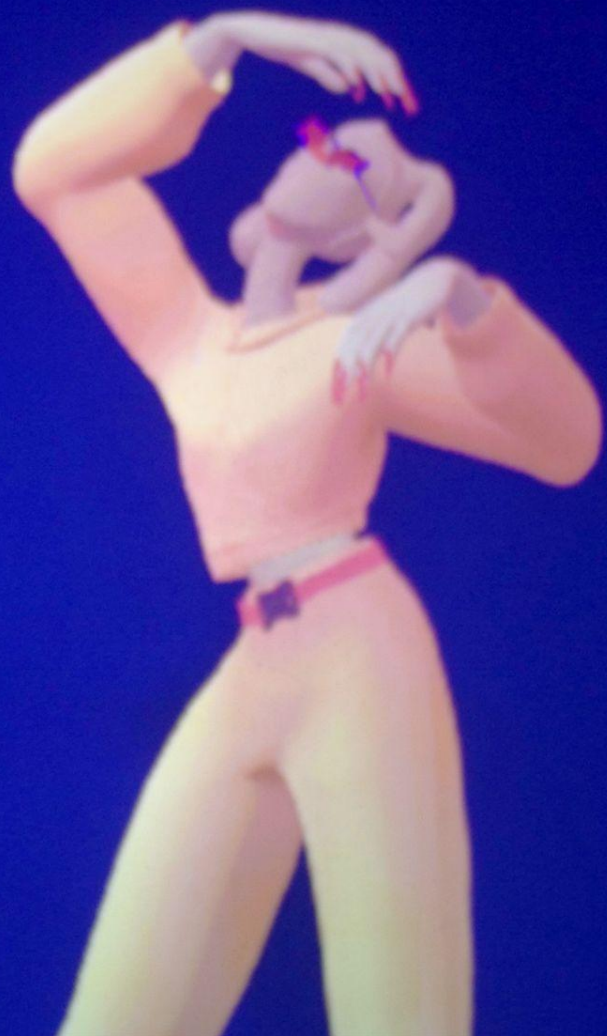
Anti-Gone - Performance Still at Sundance Festival

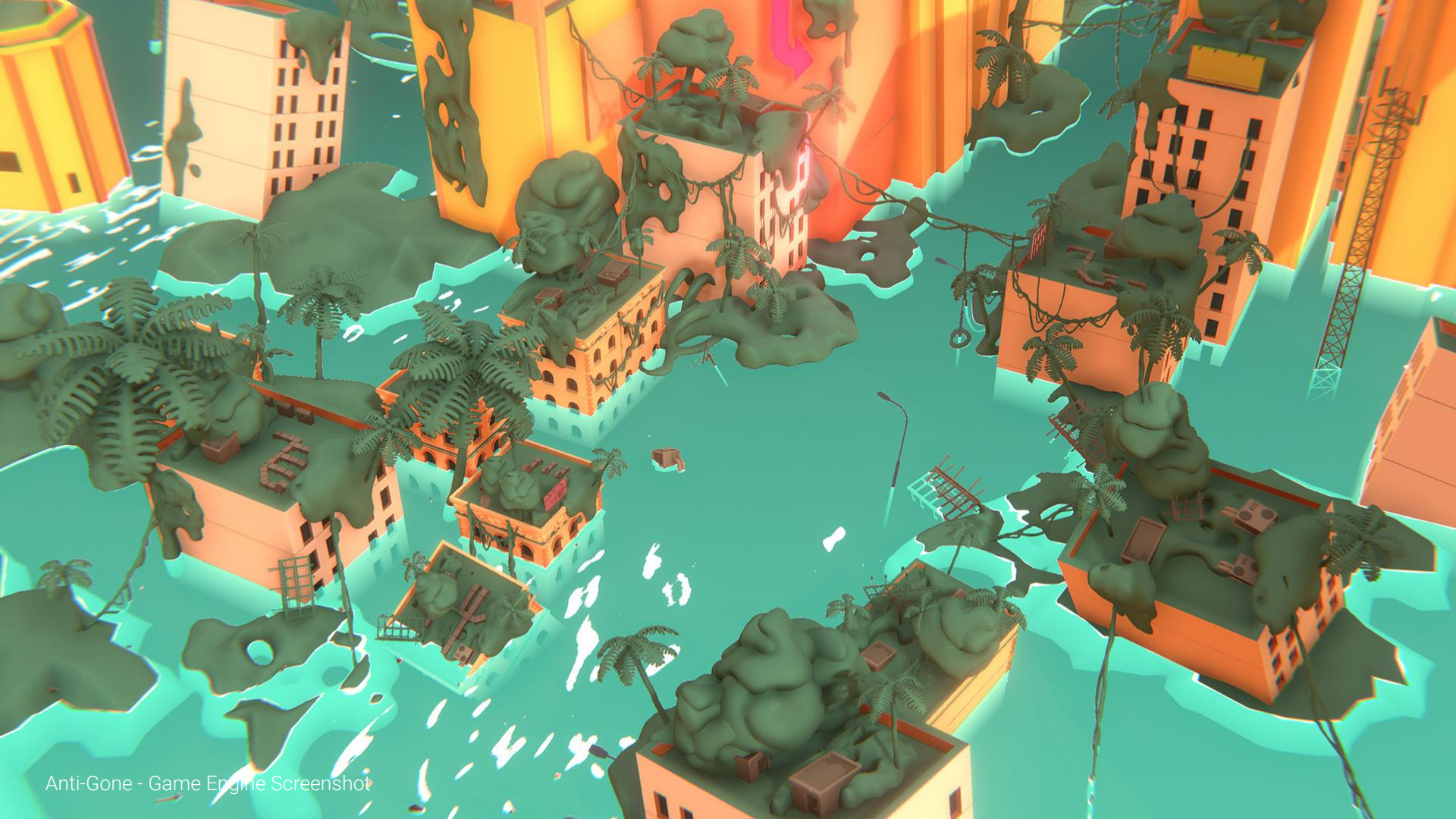


Anti-Gone - Performance Still at Sundance Festival



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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

Additional Material:

[Trailer](#) - [Sundance Performance Excerpts](#)

[Website](#) - [Stills & Screenshots](#)

[Press Release \(Sundance\)](#)

[Tech Rider](#)

[Artist's Bio](#) - [Artist's CV](#) - [Artist's Website](#)

[Anti-Gone Comic Book \(Excerpt\)](#)

Upcoming Performances:

[Mediterranea 19 Biennale](#) - San Marino

[ONX Studio Showcase](#) - 645 Fifth Ave, NYC

Recent Performances:

[Sundance New Frontier](#)

[BFI London Film Festival](#)

[Pop Montreal X Fondation PHI](#)

[Gray Area Festival](#)

[Human Resources Los Angeles](#)

Anti-Gone

A Performance in Mixed Reality
by Theo Triantafyllidis

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

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