

University of Brighton, Grand Parade Gallery

Communal

Communal is a public programme of events drawing on research, community projects and creative practice across Brighton, using the gallery as a public space for open discussion and the exchange of ideas. All the events listed here are free and open to all, you can pop in for five minutes, stay as long as you like, or just walk through.

The Communal Library includes a number of texts and books which visitors are welcome to read. Please return them to the shelf when you are finished for others to enjoy.

3 March to 12 May 2019

Project title: Out of sight, out of mind

Tuesday 12 March – Thursday 14 March, 10.00am – 5.00pm daily

Artists: Paul Sermon, Charlotte Gould, Jeremiah Ambrose

This project will present the outcomes of a two-week residency by a research team from the University of Brighton, School of Art in September 2018 on the Mar Menor, a 170 km² saltwater lagoon on the south east coast of Spain. The team were invited to undertake practice-based research on the changing ecosystem of this unique natural landscape, resulting from damages caused by intensive agriculture, increased tourism and rising sea levels. The project proposal has been developed by a team of three artists from the School of Art, each bringing specific experience and knowledge of 360° video to undertake the research and create a unique understanding and manifestation of the changing ecosystem of Mar Menor. This includes Paul Sermon who is currently working on collocated telematic experiences in 360° live video environments, Charlotte Gould's work on developing immersive 360° animated augmented reality and PhD student Jeremiah Ambrose who is working on gaze controlled navigation through 360° video narratives. The overarching aim of this project is to create a unique interactive 360° video experience of the Mar Menor that manifests the anthropocene effects on this natural landscape as augmented surreal and metaphysical interpretations of the artist's experiences during the residency and available scientific data of the Mar Menor ecosystem. Through environmental, social, economic and cultural observations and encounters

the team will create an immersive 360° environment that incorporates both video and audio recordings with augmented imaginary and predicted realities transformed from scientific data in obscure and profound guises. Following the residency the team will collate the gathered material to produce a 360° telematic installation that will incorporate live audience interaction within the original 360° video experience.













