

NGV NEWS

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YEARS

23 December 2010

NGV Studio

The Ian Potter Centre: NGV Australia



The newest space at the National Gallery of Victoria is NGV Studio. This unique space will celebrate Melbourne's dynamic cultural networks and engage community groups, with a particular relevance to younger audiences.

Located at the corner of The Atrium and adjacent to the NGV Kids Corner at Federation Square, NGV Studio will present a program of fresh and lively exhibitions, installations and events that will actively involve many of Melbourne's cultural communities.

NGV Studio will provide opportunities for community groups to present their art and culture, engage in key events and festivals and provide a space that promotes experimental art forms. This

space encourages innovation and experimentation in content, context, interpretation and display.

The first event to be held in NGV Studio will present work by four of Melbourne's leading Street Art Crews. This studio project allows viewers to watch the crews create their work from The Atrium at Federation Square until the space opens to the public in 2011.

Visitors to this exciting display will also be able to comment on these street art presentations online at the NGV's Twitter page. #ngvstudio.

The first crew to kick off the contest in December will be Formula 1. Established in Melbourne in 2005 with just 5 members, the group has now grown to 14 artists who have collectively worked across many Australian and international street art scenes.

The artists collaborating in Formula 1 include the original members SIRUM, HOOKR, PILFA, PERSO and DETCH as well as new like-minded members SHEM, GRATER, Amelia Lackman, PHAT1 (NZ), MONSTER (FR), GIRO, PLEA and G.ROCK.

David Hurlston, Curator Australian Art, NGV, said: "This is an exciting new development at the NGV. Watch this space evolve over the coming months as we present the work of some of Melbourne's best Street Art Crews."

The crew that receives the most comments via Twitter and Facebook will be selected to show their work at the NGV Studio when it officially opens in 2011.

Jeremy Gaschk, Guest Project Coordinator, said: "The NGV Studio provides a unique opportunity for Street Art to be presented as a legitimate art form. This is an exciting project for the crews to be involved in and it's a great way to kick start this new space at the NGV.

NGV Studio is located at The Ian Potter Centre: NGV Australia.

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NGV Studio: Street art event announcement

The Ian Potter Centre: NGV Australia

The NGV has announced the installation by Everfresh, created as part of the NGV Studio preopening event, received the most comments via Twitter and Facebook awarding them the honour of creating work for the opening exhibition at NGV Studio.

Over the past few months, four Melbourne street crews – Formula 1, Everfresh, AWOL and SDM – have transformed the space with their dynamic art.

Dr Gerard Vaughan, Director, NGV said: “NGV Studio encourages innovation and experimentation. 2011 is the NGV’s 150th anniversary and it’s a wonderful opportunity celebrate contemporary art and artists in this milestone year. I encourage everyone to visit NGV Studio and watch this space evolve.”

David Hurlston, Australian Art Curator, said: “The rules are that there are no rules. We're deliberately trying to keep it as open as possible so that we can engage with artists in new ways.

“Thanks to all the crews for their extraordinary work, and also to all of those supporters who commented via Twitter and Facebook,” said Mr Hurlston.

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Follow the developments of NGV Studio at ngv.vic.gov.au and via Twitter and Facebook.

NGV Studio is located at The Ian Potter Centre: NGV Australia. FREE.

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Image Caption:

NGV Studio, © Everfresh, NGV Photo Services



Wednesday 3 August 2011

INHERENT VICE

24 hour drawing marathon, 4-5 August 2011



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From 16 July to 16 August, the National Gallery of Victoria is proud to present the newest project at NGV Studio – *Inherent Vice*. Watch as eight cartoonists from Melbourne vacate their studios to come together and collaborate on comic art, DIY publications and their own larger projects.

The artists are zine makers, web cartoonists, late night scribblers, street artists, authors of ‘serious’ comic book literature and active members of this city’s small press community.

Although normally most comfortable when hunched over a drawing table or light box in the more cloistered corners of Melbourne’s suburbs, for five weeks they are working at NGV Studio, drawing, painting, printing and binding in full view of the passing commuters.

From 10am tomorrow, 4 August to 10am on Friday 5 August, the eight *Inherent Vice* cartoonists will work collaboratively with visitors to NGV Studio on an anthology of comics. Visitors will be encouraged to choose their own projects and do whatever it takes to finish them by morning. Artists under 18 years of age will be welcome between 10am and 6pm for a shorter marathon.

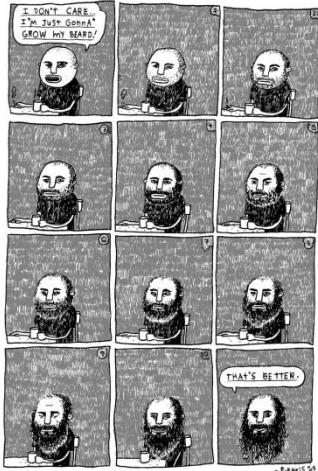
The tradition of a 24 hour comic book challenge began when cartoonist Scott McCloud dared his friend Steve Bissette to draw a 24 page comic book in a single day. Since then, 24-hour comics have become a rite of passage for cartoonists worldwide.

Beckett Rozentals, Assistant Curator, Australian Art, NGV said: “This really is a unique opportunity for everyone to get involved in Melbourne’s small press community at the NGV. Through *Inherent Vice* we hope to introduce Melburnians to this fascinating process otherwise kept behind doors. I encourage everyone to come and participate on 4 August. This 24 hour free event is not to be missed.”

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Frances Lindsay, Deputy Director, NGV said: “Visitors to NGV Studio will have the chance to see what goes on behind the closed doors of a cartoonist’s studio where comic art and independent comic books are made.

“Since opening, Melbournians have embraced NGV Studio by showing their support both in presence by visiting the space at all hours of the day, and online too. The support has been phenomenal.”

Located at the corner of the Atrium at Federation Square, NGV Studio presents a changing program of exhibitions, installations and events that actively involve Melbourne’s youth.

NGV Studio provides opportunities for groups to present their art and culture, engage in key events and festivals, providing a space that promotes experimental art forms. This space encourages innovation and experimentation in content, context, interpretation and display.

NGV Studio is open Sun–Wed, 10am–5pm and Thu–Sat, 10am–10pm. Entry is free.

Get involved! If you have an idea or proposal for NGV Studio please email ngvstudio@ngv.vic.gov.au

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THE ARTISTS

Rebecca Clements

Rebecca Clements is a cartoonist and illustrator who has worked on video games, book illustrations and animation storyboards. She is currently working on a children's book while also publishing several web comics including *KinokoFry*, *Me and G*, *Secret Mystery Diary* and children's comic *Ruffle Hall*. Rebecca's colourful works are full of imagination inspired by tea drinking, video games and children's books. She is also passionate about environmental sustainability and social justice.

Michael P Fikaris

Michael P Fikaris is a self taught artist who began self-publishing his short comics in 1993. As a passionate painter and collaborator, Michael founded Silent Army.org as a way of bringing Australian artists together. He has since released many artist books and organised numerous exhibitions. Michael has recently completed a longer illustrative narrative to be released in three parts later this year.

Pat Grant

Pat Grant is a cartoonist, writer and zinemaker. He has spent the last year in his studio drawing a graphic novel about localism and racism on Australian beaches and the coming of strange blue-skinned foreigners. Pat is a doctoral Candidate at Macquarie University where he is undertaking creative research on the process and poetics in cartooning.

Simon Hanselman

Simon Hanselman has been writing, drawing and self-publishing comics since the third grade. His comics, often autobiographical or about funny animals and dreams have been reproduced as pamphlets, origami, hardbacks and videos. Currently Simon is a quarter of the way through a 1000 page teen drama and 52 pages into a 300 page psychological thriller. He also makes music, produces a late night talk show and is writing a novel.

Michael Hawkins

Michael Hawkins completed his Bachelor of Fine Art in Tasmania in 2001 before editing a comic anthology and curating the accompanying launch exhibition. In 2006 he relocated to Melbourne where his paintings and drawings have appeared in numerous exhibitions. Michael has contributed to comic anthologies and self-published his own small press comics culminating in the recent publication of *Corey: the Dweller in the Hollow*.

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Sarah Howell

Sarah Howell is an artist and event producer interested in comic books, zines and community cultural development. In 2004 Sarah co-curated an exhibition of Australian comic book art titled *The Dark Woods*. Sarah's illustrations have been published in the *Emerging Writers' Festival Reader* and *The Lifted Brow*. She has also self-published zines including *One Day in August*, *She Could Still Feel...* and *The Smell of Peppermint*.

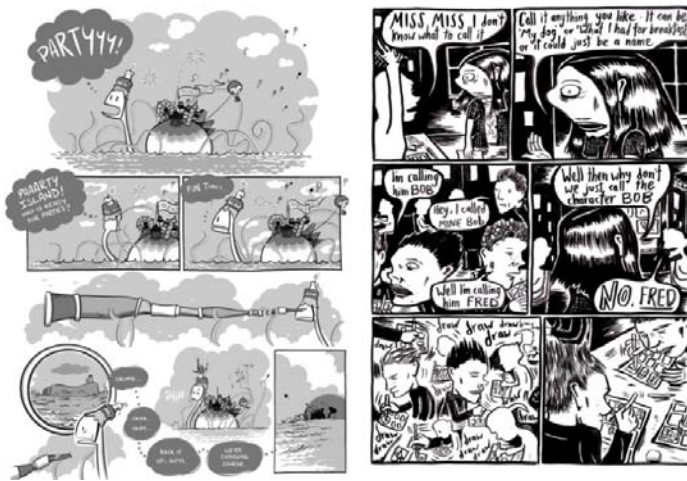
Ben Hutchings

Ben Hutchings has been drawing comics for sixteen years. He makes a living producing the comic strips *Tales From the Pub* and *Lesson Master* for Picture Magazine Picture Magazine as well as the occasional strip in MAD Magazine. He is also a reputable coin designer, children's book illustrator and 3D photographer.

Mandy Ord

Mandy Ord is a comic artist and illustrator. As well as self publishing, her work appears in a variety of local and international anthologies and literary journals. In 2008 her first graphic novel *Rooftops* was published and this month a book of short comics, *Sensitive Creatures* will be published. Mandy also teaches comic workshops to community groups and schools.

24 HOUR DRAWING MARATHON



The NGV invites cartoonists, comic art ninjas and compulsive drawing maniacs into NGV Studio for a 24 hour drawing marathon beginning at 10am tomorrow, 4 August. The aim of the marathon is to encourage quick thinking and loose drawing.

The eight resident cartoonists from *Inherent Vice* will be working on a collaborative 24 page comic book and visitors are encouraged to choose their own projects and finish them by morning. Artists under eighteen are welcome between 10am and 6pm for a

shorter marathon while adult artists are encouraged to burn the midnight oil until the official finish at 10am on Friday 5 August.

EVENT OUTLINE

- 10am** The eight artists along with visitors will begin the 24 hour drawing marathon. NGV Studio will be set up with three drawing areas, with paper supplied
- 11am–12 pm** All ages drawing table with Sarah Howell
- 2–3pm** All ages drawing table with Rebecca Clements
- 6–11pm** Trails drawing session with Michael Fikaris involving fun games with pens and sticks
- 12–10am** Guests will be encouraged to choose their own projects and do whatever it takes to finish them by 10am

Interior Dialogue

Interior Dialogue is the work of Virginia Overell, Matthew Benjamin and Nic Tammens in the NGV studio space at Federation Square, developing individual and collaborative practices. Weekly shows will act as pauses in the process of occupying the space. The occupancy is expanded through the artist's peer groups and existing collaborations to create dialogues that transcend our exclusive use of the space and implicate the interior/exterior relationships that occur on every level: artistically, institutionally, personally. The work produced will be made with reference to the space itself, but also an exploration of generic ideas of the 'interior' from the fields of design, architecture, popular culture and social media.

Game/Play

24 September - 6 November 2011



On 24 September the National Gallery of Victoria will open the latest project at NGV Studio, *Game/Play*. *Game/Play* will explore the evolution of digital games, presenting an insight into the new wave of independent game development.

Visitors to NGV Studio will be able to play a range of independent games and enjoy displays of concept and game related art, including design sketches and character studies.

Game/Play will also consider the evolution of contemporary board games and how they are influencing the emergence of digital games.

During the past 30 years games have evolved into a varied and vibrant cultural activity. In recent years, the increasing power and accessibility of technology has provided new opportunities for artists and creators.

Project Curator Paul Callaghan said: "The development of video games over the past few decades has allowed creators and artists to explore this dynamic, stimulating and highly expressive medium as an art form.

"The *Game/Play* exhibition showcases new and unique artistic video games while highlighting their visual influences and the holistic aspects of games and play," said Mr Callaghan.

NGV Studio is a contemporary exhibition and event space that provides opportunities for audience and artist engagement. It promotes new and experimental art forms, encouraging innovation and experimentation in content, context, interpretation and display.

Frances Lindsay, Deputy Director, NGV said: "Since opening, Melbournians have embraced NGV Studio by showing their support both in presence by visiting the space at all hours of the day, and online too. The support has been phenomenal."

For further information about the exciting range of interactive programs as part of *Game/Play*, please visit ngv.vic.gov.au.

NGV Studio is open Sun–Wed, 10am–5pm and Thu–Sat, 10am–10pm. Entry is free. *Game/Play* is a collaboration between the National Gallery of Victoria and Freeplay.

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IMAGE CAPTION: *Once Upon a Spacetime Costume Design* by Tim Goschnick 2011