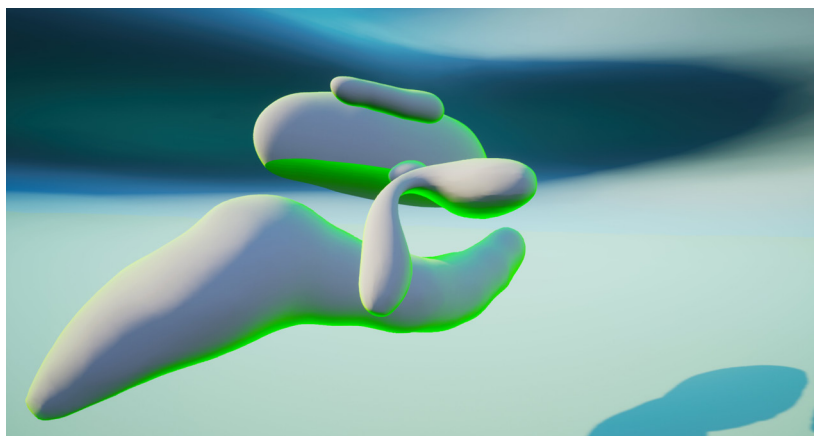
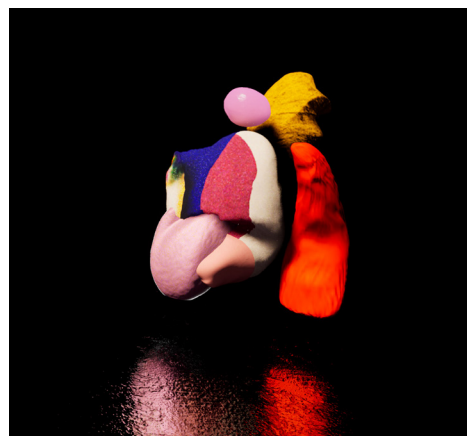


# Tuxedo Residency



© Gibson/Martelli, *PAN + TILT*, 2022-ongoing.



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## Gibson/Martelli *Tuxedo Residency*

Gibson/Martelli are the current artists in residence at Tuxedo Residency, Los Angeles, California. In 2022, among coinciding exhibitions, they showed at the 79th Venice International Film Festival of La Biennale di Venezia, the 66th BFI London Film Festival and Festival d'Avignon.

For Tuxedo Residency, the artists have developed a series of virtual reality experiences using machine learning to generate imagery from prompts, which are then laboriously converted into 3D characters and subsequently animated using motion captured dance. Gibson's deep knowledge of Skinner Releasing Technique (SRT) invents a holographic universe inspired by the extraordinary legacy of Joan Skinner, an American choreographer, teacher, and former dancer with the Martha Graham and Merce Cunningham companies. SRT's poetic imagery originates in the natural world; pedagogical scripts are spoken and used to encourage spontaneous movement. In a neat parallel, both form and motion originate in text.

Intrigued by figuration, abstraction, and notions of embodiment, the artists create avatar forms full of personality but stripped of identifying features where character emerges from motion. They recognise and critique normative body standards in representing what a body is and can become. Using animation techniques and cultural shifts, they challenge concepts of representation drawn from traces of reality.

The viewer's presence is critical in unfolding each artwork – becoming part and partner. Exploring ways for the viewer to determine their mode of interaction as active co-creators in the experience, Gibson/Martelli aims to extend audience agency and sensory experience enabling the spectator to experience inner mimesis and blurring the role of the visitor, spectator, player, and performer.

Tuxedo Residency will host a meet & greet event with Gibson/Martelli on the 10th of June, 2023.

# Tuxedo Residency

## About the Artists

Gibson/Martelli collaborate to develop installations that explore perception, embodiment, and presence in extended reality. Martelli is a programmer, software designer, and visual artist for virtual environments, who trained at Central Saint Martins. Gibson is a choreographer and movement scholar who graduated from the University of Kent at Canterbury.

The artists have over 20 years of experience in technology and interdisciplinary research within higher education and industry sectors at national and international levels. They gained their doctorates at RMIT University Melbourne, holding a joint PhD in immersive and kinaesthetic art. They are currently engaged in a series of projects that explore performance technologies in virtual production events. *DAZZLE: A Re-Assembly of Bodies* is a location-based participatory performance driven by motion-captured live dance, experienced in VR; *Expanded Fields* uncovers something of what it feels like to move inside choreography using the micro-phenomenological interview, film, virtual reality and dance to highlight ideas of proximity and intimacy; and *We Are Here and We Are Everywhere At Once* overlays virtual, physical and natural landscapes of New Zealand in a multi-screen video installation.

Following on from an interest in camouflage and obfuscation, the artists interrogate concepts around surveillance and cryptography. In *Star Gods Moon Rabbits*, a custom machine learning vision system was developed to control characters on twin giant LED screens for a public art commission in Chengdu, China referencing Sichuan *Bian Lian* masked opera. *The Bronze Key* is part of the collaborative experiment *Performing Encryption* with Malmö University, examining archiving practices and critical discourses around open data. The project focuses on saving and encrypting movement sequences and transposing dance into tangible artefacts with much greater longevity than the original digital recordings. With Gazelli Art House, Gibson/Martelli have shown work at three iterations of *Enter Through the Headset*, are on permanent display at the gallery's Virtual Reality Library, and undertook the GAZELL.iO residency in 2016.

The artists use their practice to generate research and develop open-source tools - Gibson is Associate Professor at Institute for Creative Cultures, Coventry University. A Principal Investigator on several UKRI projects, including the AHRC funded *Reality Remix* and *Experience Together*. Martelli and Gibson have worked as artist-researchers on the Goldsmiths EPSRC funded *4i: Immersive Interaction Design for Indie Developers with Interactive machine learning*. For this role, they were involved in designing a gesture-recognising toolkit for VR software developers freely available for Unity and Unreal. Martelli also develops an open-source motion capture streaming software plugin for Unreal *MotionRiver* for high-end mocap systems - the goal is to increase performance sustainability whilst reaching remote audiences.

The artists have a range of multidisciplinary experiences across physical and digital formats, including live dance, theatre, moving image, animation, exhibition, costume, fashion, virtual reality, and social media. The practice draws on several creative methodologies incorporated into interdisciplinary collaborative research projects. This art research provides new perspectives, extends existing knowledge, and materialises a different type of knowledge practice. Gibson/Martelli's practice as research has expanded into lecturing and numerous contributions to publications and journals.

[www.gibsonmartelli.com](http://www.gibsonmartelli.com)

# Tuxedo Residency

## About Tuxedo Residency

Steered by international gallerists, throughout the years the house has been visited by a diverse register of artists, writers, and creative professionals including: Ashley Bickerton, JR, Nabil, Jordan Wolfson, Alex Israel, Adam de Boer and Derek Boshier, whose major mural overlooks the garden.

The space organically developed into an artists' residency, which today aspires to be a collaborative initiative where galleries and art institutions foster engagements between artists and the local art infrastructure.

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