# 'LUCID CITY' EXHIBITION

Full Commentary
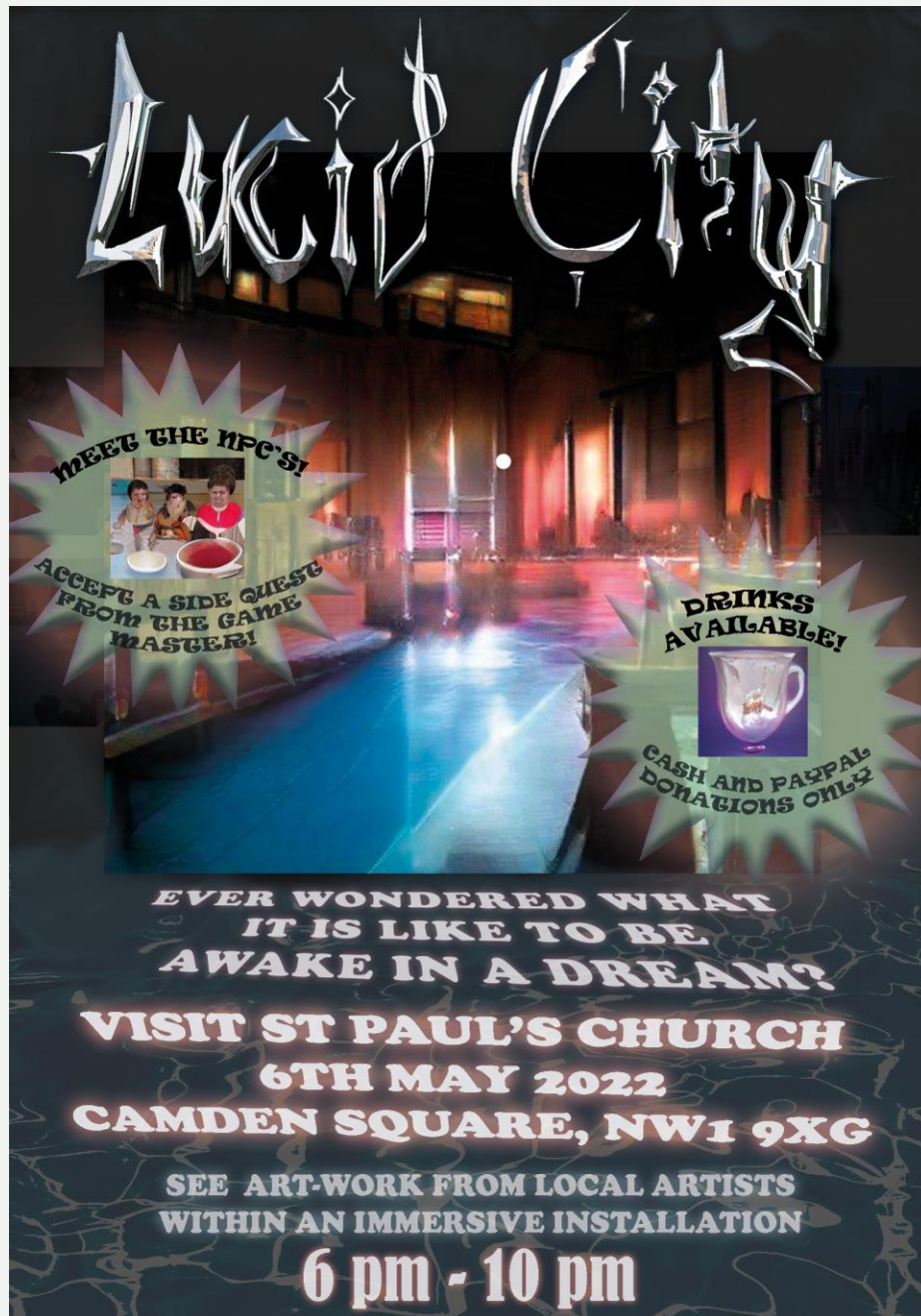
INTRODUCTION AND PROMOTION

Lucid City Flyer

Lucid City was an exhibition I curated and coordinated, which took place in Camden, London.

My goal was to create a sublime, dreamy atmosphere surrounding the installation of Above Reproach, and art-work from other artists, presenting dream pieces. Therefore, the propagation of the submission into the absurd extends to the moment you enter until you leave.

I chose a community hall, St Paul's church, Camden square, where the space was both a church and any empty hall, where the events taking place within it interchange on a common basis.
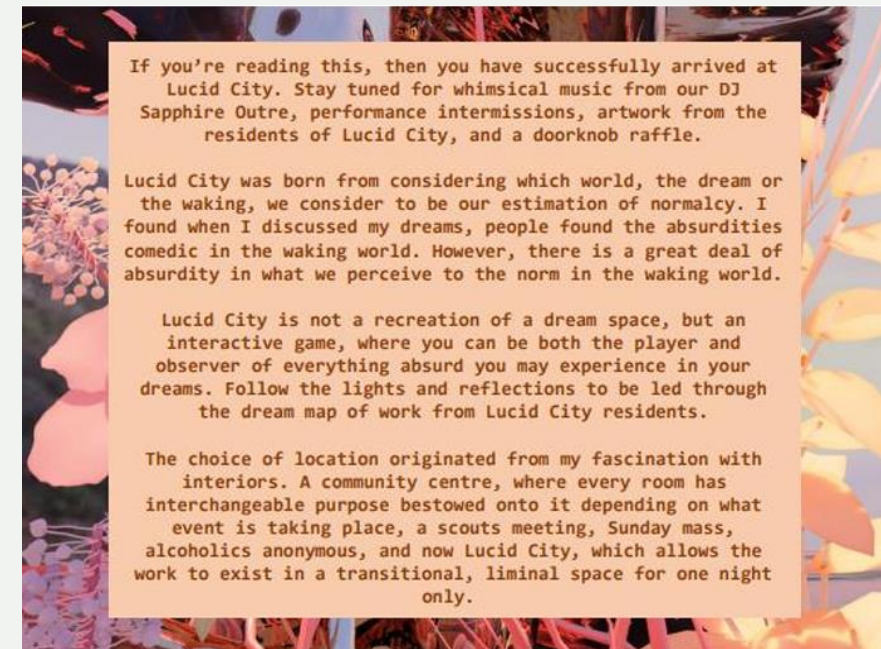
Lucid City promotional information

INTRODUCTION AND DESIGN

Lucid City Pamphlet

Lucid City Saloon Menu

Upon entering the space, we attempted to exercise some absurdities, an environment where it would be wise for the audience to reality test and count their fingers. The name Lucid City, came from the likeness it has to the word lucidity, where we are conscious roaming through this dream-like atmospheric space. It became a community, and the audience were therefore visitors they could both interact and be the and observer of this obscure community. The drinks displayed on the menu were made using artbreeder, an AI image programme, and named after references in the Sims 3, the life simulation game. We had DJ Sapphire Outre play dreamy, ambient instrumentals

I wanted to create a solitary observation of the installation, to evoke the familial feeling of solipsism in the dream world, which is difficult to achieve in a collaborative space. The singular peep hole and headphones was an attempt to do this. To immerse them from the moment they step in and out the exhibition.

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SITE AND SPACE

The evening began with lots of natural light, as it became darker outside the whole lighting of the room transformed, the coloured lights became more saturated, and it felt as though the temporality of lucid city was dawning. They guided the audience through a collection of many different people's art. Lucid City was a community, a space with collections of sculptures, performance, painting and installation from other artists.

PERFORMANCE

Another element I inserted into Lucid City was an interactive performance that extended throughout the entire show. I asked the actors to assume the characters of the butcher and the beekeeper. I referred to them as the NPC's. NPC stands for non-playable character. Popularised by video games, the NPC's are characters that you cannot play as, but can interact with for challenges and tasks. They do not have conscious identities, and simply assume the role they have been afforded, this is often occupations. They act as an accessory to the player's journey. They both approached visitors and entice them to accept a challenge. If they agreed, they were handed a raffle ticket. The raffle was for a collection of doorknobs, of course, irregular and bizarre, maintain a surreal experience.

AUDIENCE

The butcher and the beekeeper were the vendors of Lucid City and were there to aid the audience in their journey through Lucid City. Interacting with each other also, visitors were encouraged to utilise the ability to interact with the NPC's. I found it interesting how well the audience responded to the characters. Many were interacting, accepting challenges, and genuinely seemed excited about the possibility of winning a doorknob.

REFLECTION

Reflecting on the exhibition, I thought about how understanding and accessing the sublime and the absurd is hugely about the willingness of the audience to submit themselves to experiencing such an adverse side of the reality we are so used to. A large part of the audience having a positive reception was them saying they felt very immersed. In the discussion of dreams, I feel as though I am connecting with people more deeply, and I have appreciated the vulnerability that people have shown me in discussing their deeply personal dreams. It is the study of how we all react to the world around us that I am interested in pursuing further, and how we have the gift of dreams that allows us to experience a non-physical, non-committal version of reality, which allows us to be more introspective, and I believe emphatic, understanding each other better.