

Terminus: Jess Johnson and Simon Ward

20 February — 2 May 2021 at Maitland Regional Art Gallery

INFORMATION FOR SCHOOLS

Terminus is an immersive four-dimensional virtual reality (VR) installation that transports the viewer, wearing an individual VR headset, into an immersive imaginary landscape of colour and pattern with human clones, moving walkways and gateways. This is an exciting opportunity for you and your students to experience contemporary Virtual Reality artworks.

Jess Johnson's drawings are transformed from analogue into digital, and from solo practice into cross-disciplinary collaboration, forming the basis of this virtual experience. The participant enters a mysterious universe of alien architecture populated by humanoid clones and cryptic symbols, explored via a network of travellers and gateways.

Check out the *Terminus* education resource located here:

https://nga.gov.au/balnaves/educationresources/johnsoward_educationresource.pdf

VIEWING THE EXHIBITION

Important things you need to know:

- *Terminus* is recommended for students 13 years and older.
- Some of the content may be confronting to some students.
- The viewer of VR artworks will experience a sensation of uncontrolled movement, standing and moving at various heights and speeds and moving in precarious situations.
- The VR viewer may experience motion sickness and discomfort.
- If the VR viewer finds the experience uncomfortable, they can remove the headset.
- There are 10 other artworks by Jess Johnson on loan from the Elliott Eyes Collection to view in *Terminus*.

Booking your students to view VR artworks

- Maximum 15 per group to view VR and other artworks in *Terminus*.
- Students will be broken into groups of 3; for all 3 students to experience one VR artwork will take approximately 18 minutes. There are other artworks to view whilst waiting.
- It will take around 100 minutes for a group of 15 to experience all 5 VR artworks but it is not essential to view all 5.
- School Bookings are for 30 minutes or 60 minutes on the hour per group of 15 to view and experience VR and still artworks.
- Headsets must be sanitised between each use, managed by gallery staff.
- It is expected that students will be supervised by accompanying teachers
- Please get in touch with the gallery to book a *Terminus* experience for you and your students, see below.

The 5 VR artworks

Each VR station has its own title and represents one of five stages in a longer journey of transformation for the viewer. The names reflect the core experience of any given stage: Fleshold Crossing, Known Unknown, Scumm Engine, Gog & Magog and Tumblewych. Considered archetypally, they are *The crossing*, *The respite*, *The lost*, *The tower* and *The psychedelic* respectively.

Other exhibitions on during *Terminus*:

See the MRAG exhibition program here:

<https://mrag.org.au/whats-on/category/exhibitions/photo/>

Links

<https://www.jessjohnson.org/>