

WHITE CLOUD WORLDS

NEW ZEALAND SCIENCE FICTION AND FANTASY ART



AN EXHIBITION
DEVELOPED AND TOURED BY
THE DOWSE

AVAILABLE FOR TOUR FROM JULY 2011



Jeremy Bennett, *Shadow Lands Vista*

INTRODUCTION

The Dowse Art Museum is proud to present for tour *White Cloud Worlds*.

White Cloud Worlds is a first-of-its-kind popular culture exhibition which showcases the diverse and unique work created by New Zealand science fiction and fantasy artists. Working with a collection of 26 artists and illustrators who work within the digital, new media and film genre, this ground breaking exhibition showcases the conceptual artwork and illustrations which have graced the screen, graphic novels and games around the world.

White Cloud Worlds is a partnership project, developed by The Dowse and Ignite Inc: artist Paul Tobin and Project Manager Kate Jorgensen, both of whom are leaders in the New Zealand science fiction and fantasy art community. Ignite Inc. is producing a lavish hardcover book titled *White Cloud Worlds: An Anthology of Fantasy and Science Fiction Artwork from Aotearoa New Zealand*, which is being published by Harper Collins in 2010. The exhibition includes a selection of artwork from the book which will be launched in conjunction with the exhibition.

The Dowse is offering this unique exhibition to facilities around New Zealand from July 2011.

THE EXHIBITION

With the creation of *The Lord of the Rings*, Peter Jackson's multi-award winning trilogy and James Cameron's recently released *Avatar*, the creative energy, sophistication and technical prowess of New Zealand's Film industry has been thrust into the international spotlight. This success has inspired great energy within the fantasy art community and allowed the genre a much more widespread, and popular, profile. *White Cloud Worlds* is the first time fantasy art will be seen in a contemporary gallery context and we envisage it will be especially popular with regular visitors, while encouraging new audiences to visit the gallery.

There will be approximately 40 images featured in *White Cloud Worlds*. The work includes sketches and concept drawings, finished digital prints, sculpture and paintings. The artworks are supported by artist statements and biographical information as well as industry information to encourage emerging artists.



Jeffrey Lai, *Assassin*

SOME OF THE ARTISTS

- JEREMY BENNETT** Jeremy was the visual effects art director on *The Lord of the Rings* and *King Kong*. He paints traditionally and in Photoshop and currently works as an art director for gaming heavyweight *Valve* based out of Seattle.
- GREG BROADMORE** Greg is a senior concept designer at Weta Workshop. He is most well known for *Dr Grordborts Infallible Aether Oscillators*, a line of limited edition antique rayguns and the creation of the world these guns exist in.
- CHRISTIAN PEARCE** Christian loves robots and cars. He was recently part of an exhibition called 99 DS, which featured 99 illustrations of cars or 'Deadly Sleds' that he had drawn on his Nintendo DS handheld game console.
- FRANK VICTORIA** Frank loves comic books and before his current position at Weta Workshop was a comic book writer and illustrator. He has had two comic books published in France and worked for the well regarded Belgium magazine *Spirou*.
- PAUL TOBIN** Paul is the art director for the *White Cloud Worlds* book. He is a senior concept artist at Weta Workshop and has worked on their publishing projects along with films such as *Avatar*, Andrew Adamson's *Prince Caspian* and *King Kong*.
- SIMON MORSE** Simon is regarded as a comic book genius. In New Zealand you may recognise his work on *Illicit* clothing and album covers but in America and Japan his comic books are huge. His *Chopper Chick* series is a favourite among serious comic book aficionados.
- BEN STENBECK** Ben has been drawing stuff since he was old enough to hold a pencil. Over the last ten years he has worked as an illustrator and designer in everything from film to comics and games. In 2002 he wrote, produced and directed (along with Mike Asquith) the award winning short film *Zombie Break*.
- DAVID MENG** David is a painter, illustrator and sculptor. Creating creatures is his one single passion. David feels that sculpting is his strongest arm and he is contributing some of his incredible creature sculptures to *White Cloud Worlds*.
- JAMIE BESWARICK** Creature design is something that has always fascinated Jamie Beswarick. He is a sculptor at Weta Workshop and lists *Gollum* and *King Kong* among his creature credits.
- STEPHEN LAMBERT** Stephen has a love of all things mechanical and technical. He is a designer and animator whose sculptures have been hugely influenced by these loves.



Greg Broadmore, *Alien Wall*



David Meng, *Man with Dogs*

EXHIBITION CONTENT

Approximately **40 artworks**, including digital prints, paintings and pencil sketches

Approximately **8 sculptural pieces**

Biographical text panels and labels.

SPATIAL REQUIREMENTS – Approximately 85 running metres.

SPECIAL REQUIREMENTS – Venue to supply general exhibition lighting | Barriers for some 2D works.

EDUCATION LEARNING OUTCOMES

The learning programme to accompany *White Cloud Worlds* is based around creating worlds and storytelling that will send your students imaginations soaring. The *White Cloud Worlds* touring pack will include a curriculum based learning plan for education staff. The New Zealand Curriculum linked learning objectives for this exhibition are as follows:

THE ARTS–Visual: Describe the ideas other objects and images communicate.

ENGLISH–Listening, Reading and Viewing: Students will show a developing understanding of ideas within, across and beyond texts. Students will use their personal experience as well as world and literacy knowledge confidently to make meaning from texts.

INDICATIVE COSTS

Approximately \$8,000 plus GST per venue. Plus the cost of freight to the next venue.

TARGET AUDIENCE

Young Adults | Tweens (10–13) and their families | School students | Science fiction and fantasy fans | Comic book readers | LOTR and NZ film followers | Science fiction film lovers | Emerging artists/illustrators | Graphic designers

CONTACT DETAILS

Bev Eng, Loans and Tour Manager | **The Dowse Art Museum** PO Box 30-396, Lower Hutt

T (04) 560-1476 **E** bev.eng@huttcity.govt.nz