

SwanQuake

the user manual

We are pleased to announce the publication of *SwanQuake: the user manual*. The book looks at the crossover of videogames and art and features a series of commissioned essays on subjects such as: *Art is DOOMed: The spawning of game art* by Shiralee Saul and Helen Stuckey (curator of Games Lab at the Australian Centre for the Moving Image) and *Gaming, Uncanny Realism and Technical Demonstration* by David Surman (senior lecturer in computer games design, University of Wales).

The book is part of the *SwanQuake* project by *igloo* - the creation of a surreal semi-abstract inhabited world, home to a series of potential encounters. This unique ongoing project explores virtualisation, realtime 3-D and motion captured performance. However, despite the title 'mashup' of computer game *Quake* and traditional ballet *Swan Lake*, there are no targets, health points, wins or dying swans here.....

The User Manual opens the *SwanQuake* project up to discursive reflection and expansion through its selection of articles and essays. In the first section, *the User Manual* takes you through some of the processes of making *SwanQuake* including sound composition, choreography and computer animation work. Also in section one is a modicum of do-it-yourself instructions and two views on *igloo's* work in relation to the wider field of digital arts practice and culture.

In the second section, *the User Manual* broadens the scope of the discussion to include the ontology of game art, analysis of perspective in 3-D spaces, 'uncanny' realism and collisions between game artistry and commerce.

igloo are BAFTA nominated artists Ruth Gibson & Bruno Martelli who create gallery installations, video works, online projects and performances which have been shown internationally at festivals and events including 52nd Venice Biennale, ISEA, Transmediale....

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