

Fantasy of Exit

The project "Fantasy of Exit" is the product of a cross-national collaboration between the artists **Anja Khersonska** (all pronouns), **Gabriel Jeanjean** (he/him), **Jeanot Kempf** (they/them) and their community circles. As a multimedia installation and through its collaborative nature, it explores the themes of identity and specifically gender through artistic research and experimentation, using concepts like glitch feminism, liminality and disidentification.

In the context of an exhibition, it is presented as an installation with different parts, each of them highlighting a different artistic practice. The first part is the transformation of the exhibition space itself, inviting the visitors to become active participants through the immersive exhibition design and furniture that supports the engaging experience.

The second part is a series of portraits of different individuals from Gabriel's immediate community whom he reimagines as multi-layered animated models through his innovative use of 3D printing that creates an illusion of depth, movement and transformation when the portraits are viewed from different angles.

The third part of the exhibit is an immersive experience created as a video game using the before-mentioned models as avatars. These avatars go through multiple horizontal levels of the game and are, again, transformed through its events. These are mainly text-driven and create narratives supported through level designs using the medium of collage and juxtaposition. The video game levels tell stories of challenge and catharsis, very personal accounts of queer resilience and both belonging in community and being pushed into an outsider position in mainstream culture, and finally, the fantasy of exit: the fantasy of escaping a homogenic suppressive society with a limited idea of identity comprised in an individual instead of a genderqueer and neuroqueer utopia.



Previsualisation for the installation of Fantasy Of Exit - 2023



Working Process

The project "Fantasy of Exit" is a group exhibitions projects. Each participant can join with their own practice, work and background.

Additionally, they can also take part in the various "collective works" of the project whose are seen as open-platforms to which individuals are invited to participate at their free will.

With this intend, we collect material, stories, drawings, photography and digital content as a basis for producing modular installation, video and documentation work.

While the project clearly grows in the field of contemporary art, interdisciplinarity is at the heart of our process, aiming to blur distinctions between genres and research fields.

GLOSSAR

Fantasy : A present that you would want to live in, post-evolutionary dreaming, queer utopia

Exit : exiting a space or a state of existence, leaving smth. behind

Drama : the web of storytelling/ mythologies created by humankind in general; simultaneously the process of connecting or longing to connect those narratives to a sense of reality. Mix of dream, drama and trauma.

Liminal : existing inside the threshold between two states of being, often life and death.

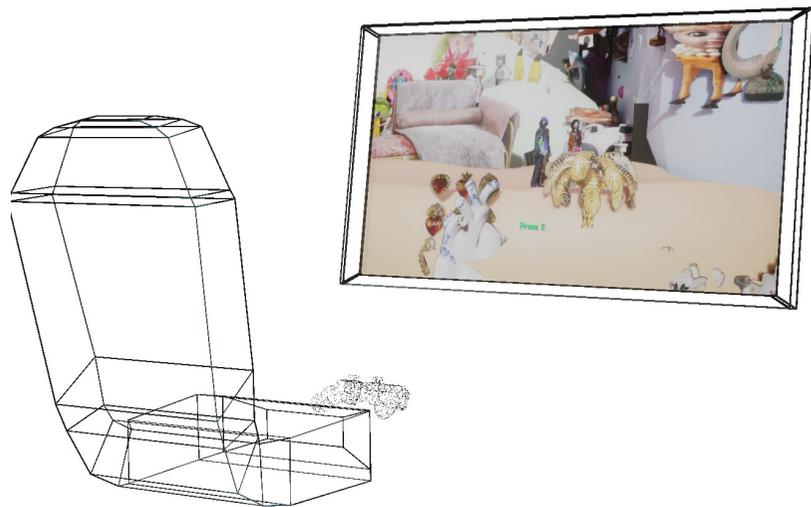
Liminal Space : a location which in itself is a transition between two other locations. Typically these are abandoned, and oftentimes empty - a mall at 4am or a school hallway during summer, for example. This makes it feel frozen in time and slightly unsettling, but also familiar to our minds.

Glitch feminism : is a creative and political exploration of how the internet can expand or glitch the construct of the binary body. It deploys the language of glitch in positing an error within the flawed machine we operate. *See video about Glitch feminism

Installation 1 :

VIDEO GAMES HAVE ALWAYS BEEN USED BY THE QUEER AND TRANS COMMUNITY AS A WAY OF EXITING - A BODY - A STATE - AN OPPRESSIVE SOCIETY. Here, we are exiting or refuting the idea that we need to be saved - the idea that we need to be recognized by the system to exi(s)t.

Our project explores the potential of video games as an objective tool for the forming and breaking down of an identity and a way to exit the realm of the real world in a glitched fantasy matrix.



Installation 2

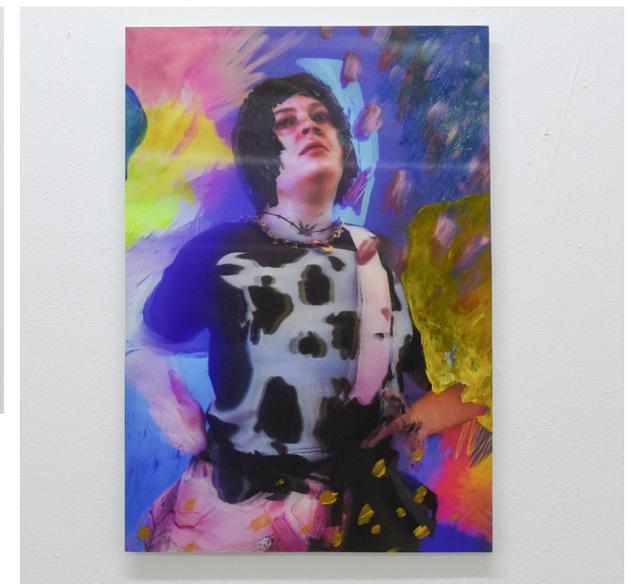
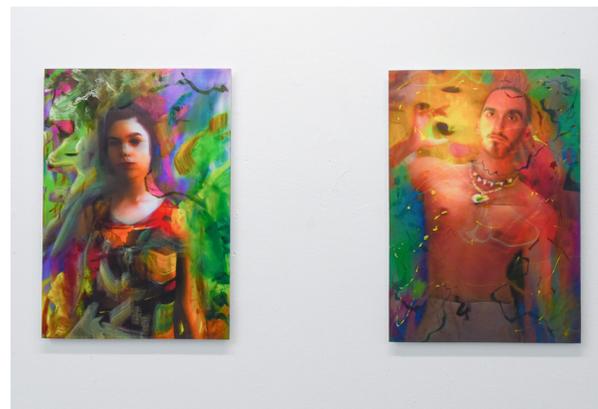
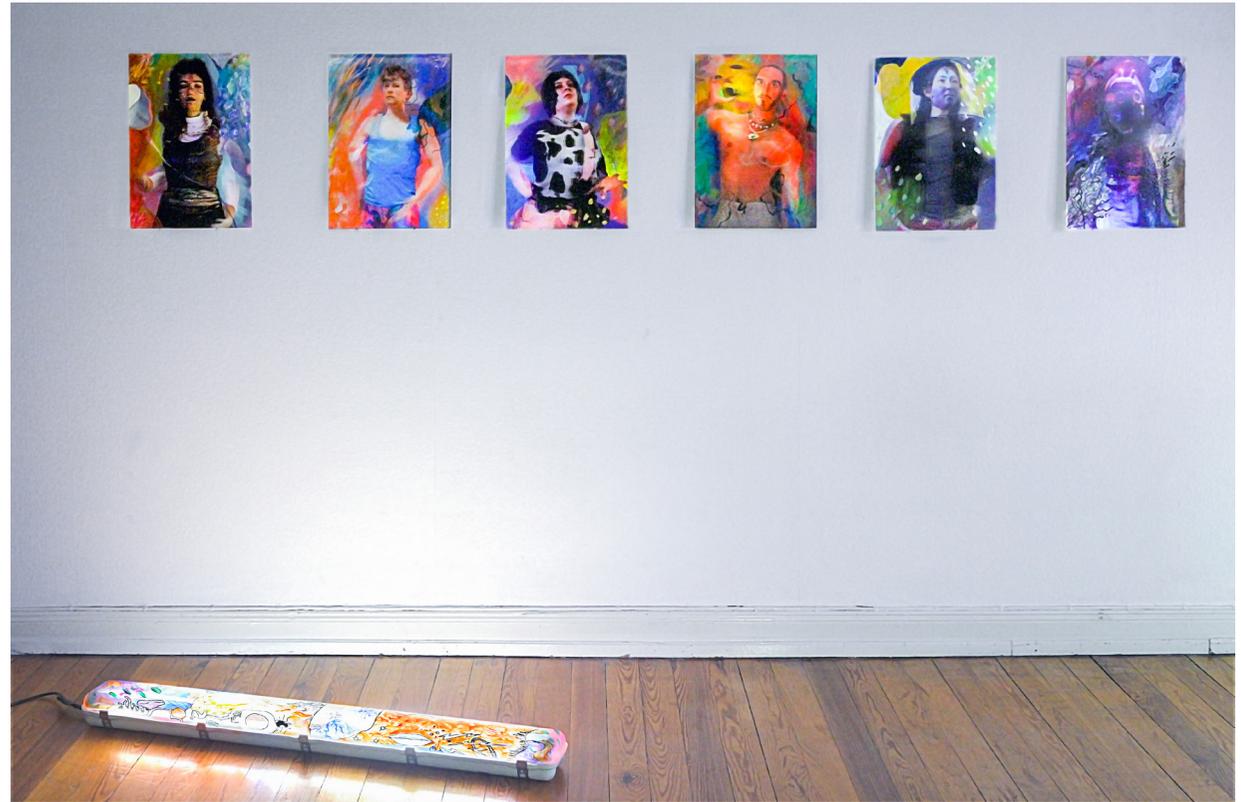
In digital ecosystems, the notion of identity is blurred and redefined by the plasticity of information. As for speculative narration (Donna Haraway, cyborg Manifesto), our shapes are fluid, transformative and polymorph.

This series of portraits has been made after a process of digitization of a group of participants. It questions the notion of self-portraiture in a digital era.

How do friendships spread beyond locality and territorial borders? How do you transcend nepotistic structures and the nuclear family model?

Who gets to take part and how is their participation informed by consent? Can you consent to be seen beyond context or to be used as an avatar?

Through the 3D modeling and digital printing techniques, the participants become objects with different layers that transcend both their physicality and social networks.



Anja/Anakin (they/she/he)

Anja Khersonska was born in 1993 in Kyiv, Ukraine.

They graduated from the international MA program at the Dutch Art Institute in 2020 and since then works as a media artist. His works have been shown in collaborative group exhibitions like "Topologies Of Touch" at circuits and currents, Athens, "love and digital delusions" at Casino Luxembourg and pavilions of the wrong biennale n°4 and n°5.

The notion of queer utopia and the analysis of politics in and beyond pop culture inform her artistic practice in video, performance and game design.

Jeanot (they/ them)

fakultät Darstellende kunst, Fakultät 4, Bühnenbild

Jeanot Kempf was born in 2001 in France, lives and works in Berlin.

They currently study Bühnenbild (stage design) under the direction of Janina Audick at UDK Berlin. They also studied architecture at ENSAS, national school of architecture in Strasbourg.

They are a Stage and Costume designer for Live Performance and Film. Their work revolves around the popularization of queer ideology and aesthetic, the study of their origin and nature.

Gabriel (he/him)

Gabriel Jeanjean was born in 1994 in Créteil, France.

He graduated from the group named "art, science and society" in HEAR Strasbourg (FR) in 2018 and joined the Erasmus program in HBK Saar (DE) in 2016.

His art practice is based on a cooperative approach of visual arts through the spectrum of technologies and ethics.

Since 2020 he coordinates as a curator an independent art space in an electronic music club in Strasbourg. He also took part in several group exhibitions and projects on a European scale.

His research takes place in between Strasbourg and Berlin, where he lives and works.

Music / Sound design

We keep open positions for additional sound artists, sound engineers to join our project.

Guest participants

Hyeonsu Jung, Jean-David Mehri, Arnaud Angoumois, Elisa Jeanjean, Eden Lefevre, Etienne Hubert, Antoine Josset, Dajamaldine Saïd Ali Baccard

Area

This project was initiated in Berlin (DE).

They are international actors and have a link to the region Grand Est, Baden-Württemberg, France and Germany

Anticipated exhibition plan

- **Haus der Statistik** Berlin - February 2023
- **Automat Artspace** Saarbrücken - September 2023
- **Syndicat Potentiel** Strasbourg (To be contacted)
- **Studio Hannibal** (To be contacted)

Financial Plan

We received an initial funding from **UDK Berlin** to start the project and make an experimentation in space (exhibition haus der statistik).

We count on the support of the **local host spaces** for providing accommodation, exhibition space and local communication campaigns.

We would like to have support from the **Goethe Institut** and **Institut Français** to support the mobility of the project and allow it to be presented in France and Germany.