



the DHRG Seminar presents

FLOOD: a new VR artwork

Wed 29 May 2019 | 1100-1230 | PS.E.Ha.1.30 | or via Zoom (765 070 572)

The lowlands flood... the Booroborwongal clan warned the invaders. They settled anyway; floods regularly devastated the Hawkesbury colonists from 1780. In **FLOOD**, users in a CGI night-time flood-scape stand in rising and ebbing waters. When they grasp luminescent pre- and post-contact objects suspended in the swirling darkness, they trigger tales from many perspectives.

Bruce Pascoe shows one of the worst calamities visited upon Aboriginals was the attempts to bury and separate people from their history and culture, not least through the destruction of food production, storage, housing, and water infrastructures. Invasion swept away so much of the culture, infrastructure and ecology of the Booroborwongal. The colonists' destruction exacerbated flooding, and **the great river took its revenge** over and over. Floods are metaphors for great forces sweeping away eras and structures, the turning-upside-down of the known world, the fear and horror of what lies beneath, of being dragged under and swept away. The suspended objects in **FLOOD** are from MAAS and organic materials from HIE. Handling the object in the right hand yields audio from Dharug perspectives; with the left hand, colonist perspectives play. The watery world is illuminated with bio-luminescence, which animates, textures and enlivens the night-time floodscape and its objects.



Kate Ricards (DHRG) is a multimedia artist and producer. Her innovative art draws together film, video and interactive multimedia. She has produced installations for a wide range of public and private clients, including the Australian War Memorial, Historic Houses Trust, Landini Associates, Stalker and Urban Theatre Projects, and her work has been exhibited around Australia and across the world. She co-ordinates WSU's Master of Creative Industries, and is currently completing a residency at the Museum of Applied Arts and Sciences, Sydney.

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