



**Cyber
Cultures**



Mnemonic Notations - Phillip George
and Ralph Wayment, 1996-1997



INVERT - Lloyd Sharp, 1997



The Cute Machine - Martine Corompt, 1996



The User Unfriendly Interface - Josephine Starrs
and Leon Cmielewski, 1996



BAD CODE - VNS Matrix, 1997

STREETLEVEL

PRESENTS

**Cyber
Cultures**

Curated by Kathy Cleland and David Cranswick



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STREETLEVEL Inc

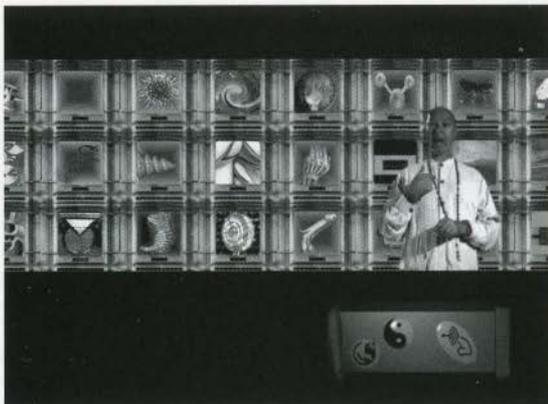
Street Level is an artist run initiative located in Western Sydney. Now in its eighth year of operation, Street Level has developed an extensive association with artists and organisations in Western Sydney as well as with other contemporary arts organisations in Sydney and interstate. At present, Street Level is operating as an 'off-site' project based organisation supporting and advocating contemporary arts initiatives in Western Sydney.

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<http://www.culture.com.au/scan/streetlevel>

Kathy Cleland is a writer and curator. She has been working with Street Level since 1995.

David Cranswick is an artist who has been working with Street Level in its program development and operations since 1993.

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bad code

VNS

MATRIX
1997

In 1995 VNS Matrix began work on a CD-ROM game called BAD CODE and received funding from the Australian Film Commission to develop a prototype. It is their aim that sometime in 1998, BAD CODE will be on the Internet and on the shelves of computer shops everywhere. This not-too futuristic quest game revolves around All New Gen, a subversive and omnipresent intelligence whose mission is to sabotage the databanks of the insidious Big Daddy Mainframe. All New Gen is assisted on her mission by the DNA Sluts, a band of sexy renegade Sheroges along with ferals, data deviants, cortex crones and code warriors.

The aim is to locate five shards of the digicryst which are hidden throughout the five levels of the game. When the digicryst is assembled, Big Daddy Mainframe is destroyed, liberating the inhabitants of the apocalyptic Contested Zone.

BAD CODE treads a fine line between artwork and commercial prototype, aiming to inject alternative narratives and characters into a 'shoot 'em up' dominated games market.

Production co-ordinator, graphics & animation: JOSEPHINE STARRS.
Interface design: LEON CMIELEWSKI. **Technical consultant, 3D modelling & graphics:** JOHN TONKIN. **Graphics & animation:** VIRGINIA BARRATT.
Video production & post-production: FRANCESCA DA RIMINI. **Video production & project management:** JULIANNE PIERCE. **Sound design & engineering:** FIONA MARTIN. **Title sequence & animation:** ALISTER FERGUSON. **Transition animation:** ISABELLE DELMOTTE. **Cast:** NOEL TOVEY, DEREK PORTER, HOLDIN HOPE, GLITTER, MADGE GREEN, EWAN CAMERON.
Programming: SHOWADS INTERACTIVE.

VNS Matrix

VNS Matrix are a group of Australian artists who work with a variety of media including sound, photography, film, performance and multimedia. They formed in Adelaide in 1991 and since that time have exhibited widely in Australia and overseas. Using a combination of irony, humour and popular culture, VNS Matrix tackle gender, identity, sex, power, control, subversion and the media. Along with Sadie Plant, they coined the term 'cyberfeminism' which has been a driving philosophy behind their art practice. They believe that artists must use and manipulate technology, and create digital spaces in which identity and sexual politics can be addressed. They are actively involved in many facets of the Internet and see this as a frontier to develop, create and engage with critical and artistic practices. VNS Matrix are Josephine Starrs, Francesca da Rimini and Julianne Pierce. Former member Virginia Barratt left the group in 1996.

<http://sysx.apana.org.au/artists/vns>

BAD CODE

coming soon to a terminal near you!

