

# Digital 2023

LCB Depot's exhibition & events programme highlights work from different creative practices every month. In January 2023 the focus is on Digital creativity from XR to game design and Artificial Intelligence.

The exhibition is across the site and online from **16<sup>th</sup>– 27<sup>th</sup> January 2023, Mon to Fri, 9am - 5pm** From Jan 30<sup>th</sup> – Feb 3<sup>rd</sup> there is a special exhibition 'Runtime' showing the work made in the seasons Live Coding Bootcamp

To find out more visit <http://lcbdepot.co.uk/event/digital2023>

#digital [@lcbdepot](https://twitter.com/lcbdepot)



## ***Wurroom***

Serge Bulat / Michael Rfdshir

Screen for the audiovisual piece "The Border Song".

Wurroom is an interactive art experience born in the minds of two holographic entities: Michael Rfdshir and Serge Bulat.

You are just a cursor-Hand, lost in the undefined hyper wonderland, where visions, thoughts, and ideas from your subconscious, intermix with the fragments of "other", inexperienced worlds.

Wait... am I.. just a hand...??? Or am I the leading force behind all this, the one that could shake the core of this strange place?!

Wurroom is an immersive experience into a surreal utopia, disguised as a short exploration adventure game. The hero is a mouse cursor; an ordinary Hand, becoming aware of its power over the strange Imaginarium.

Wurroom is not just a game, it's an artistic collision between the minds of Michael Rfdshir and Serge Bulat; a metaphysical island created for the coexistence of ideas about art, nature, science, and Mind; all to question reality, and make a boundaryless new one. It is designed to reveal things about ourselves and measure our imagination.

Everything you see in Wurroom is handmade; the claymated universe brought to life by stop-frame animation.

The music is the gluing force and the true master of this extraordinary world. Once you close your eyes, the world becomes you.

But beware of the truth... you don't play the game. The game plays you to learn about its very existence.

Game: Free on Steam, &1.99 on Nintendo Switch. Soundtrack: \$7.99

## **Artist Bio**

Serge Bulat, a multi-disciplinary artist, born in the Moldovan-Ukrainian border town under the Soviet Union, immigrated to the USA to pursue a career in creative arts.

Bulat is known in the artistic and academic circles for the IMA-winning project 'Queuelbum'; the interactive experiences 'Wurmenai' / 'Third World Walker' exhibited in Europe and USA; the experimental psychological installation 'Inkblot' recently published in the scientific journal Vortex.

Michael Rfdshir is a visual artist and video game producer, based in Vladivostok.

He is known for such experimental projects as 'Isolomus', 'Wurroom', and audiovisual installations created in collaboration with Serge Bulat.

The collaborative works have participated in Convergence (International Conference of Music, Technology & Ideas - UK), Technarte (Art & Technology International Conference - Spain), IMPACT 2022: Art that Bears Witness (Bethany Arts - USA) Video Art Forum (Saudi Arabia), New York City

Electroacoustic Music Festival (NYCEMF - USA), New Mimesis: simulation, models, metaphors and data in music (Belgium/UK) and Seeing Sound (UK).

The artists are currently developing a new project titled 'Visceratum'.

[@SergeBulat](#)