

Cyberculture: The Beginning of the Modern World

In the late 1980s and early 1990s something strange was happening. Early Virtual Reality and Internet were combining with house music, neo-psychedelia and cyberpunk fiction to produce a cultural movement that would herald the new hyper-connected world.

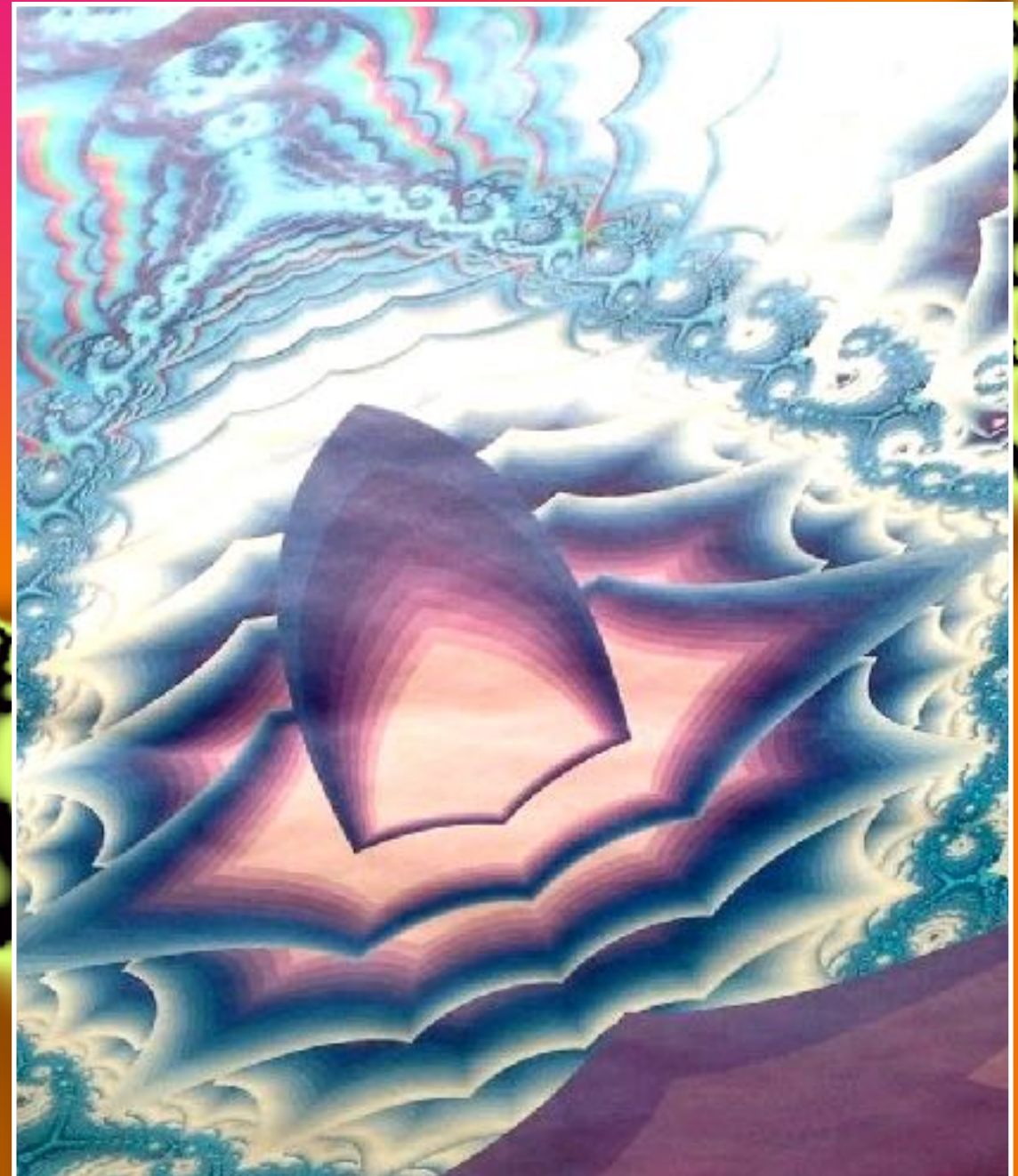
Cyberculture: The Beginning of the Modern World is an exhibition of material from this era that explores this brave new world from the perspective of those who were there. The exhibition also marks the launch of the Nemeton Cyberculture Archive.

The exhibition was curated by Sean Clark at Interact Digital Arts. It received funding from Arts Council England and support from the LCB Depot, Leicester. Many thanks to all of those who provided materials, expertise and encouragement.

interactdigitalarts.uk/cyberculture

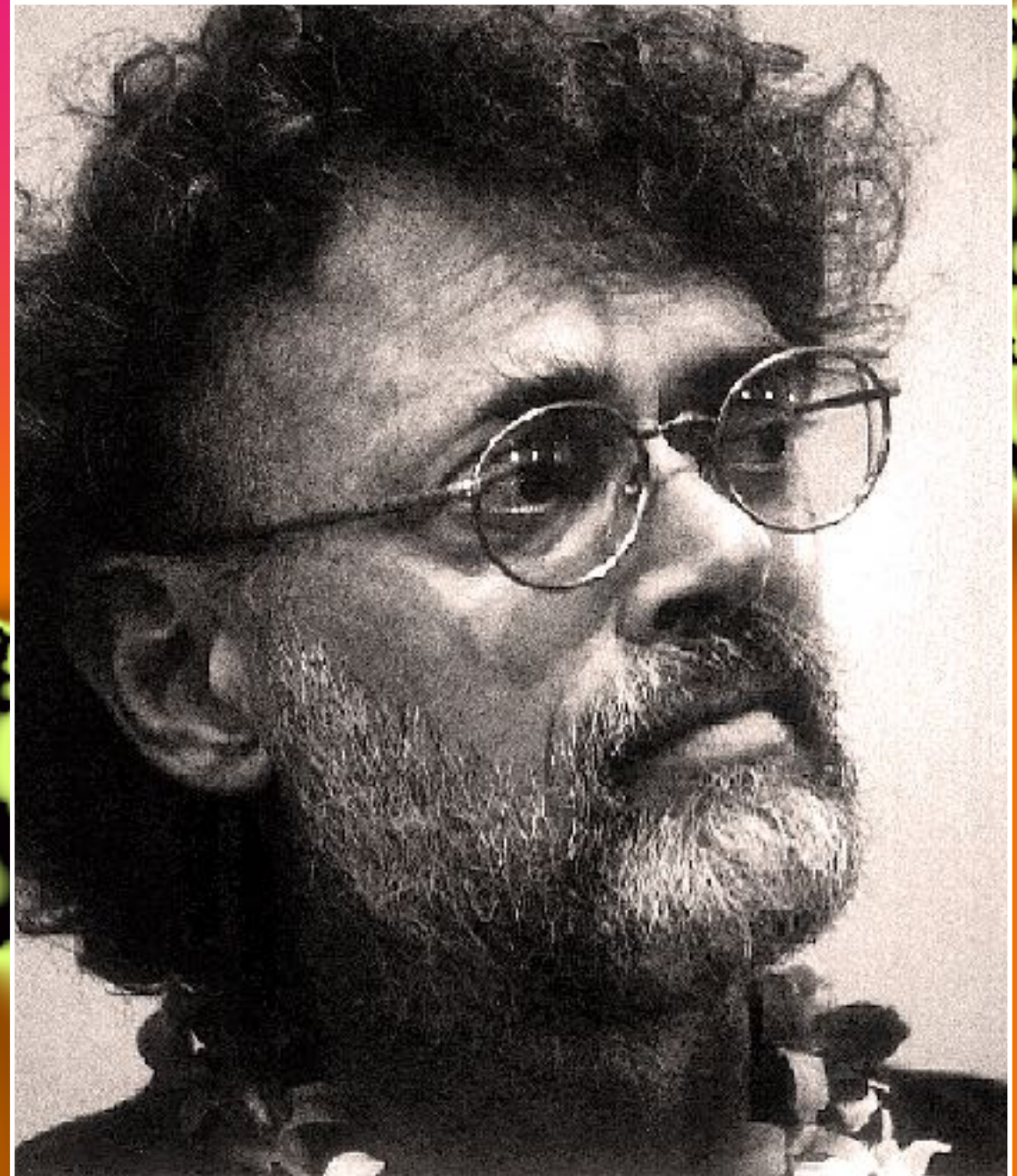
Fractal Artworks

Emerging from the mysterious mathematical world of 'chaos', fractals were Cyberculture's answer to tie-dye or the Paisley print of the 1960s. Were they art? Probably not, but they still looked amazing. The posters in the exhibition are originals by Gregory Sams, who opened the *Strange Attractions* fractal shop in London in 1990. The video clip is from *The Fractal Experience*, released on VHS by Prism Leisure in 1992.



Re:evolution

Terence McKenna's ethno-botanic theories of human evolution made him the Timothy Leary of the 1990s. In 1992 The Shamen – at the height of their commercial success – recorded a Terence McKenna monolog and set it to electronic music. The resulting single *Re:evolution* reached number 18 in the UK charts. A poster of lyrics was included with the release. Photograph by Jon Hanna.



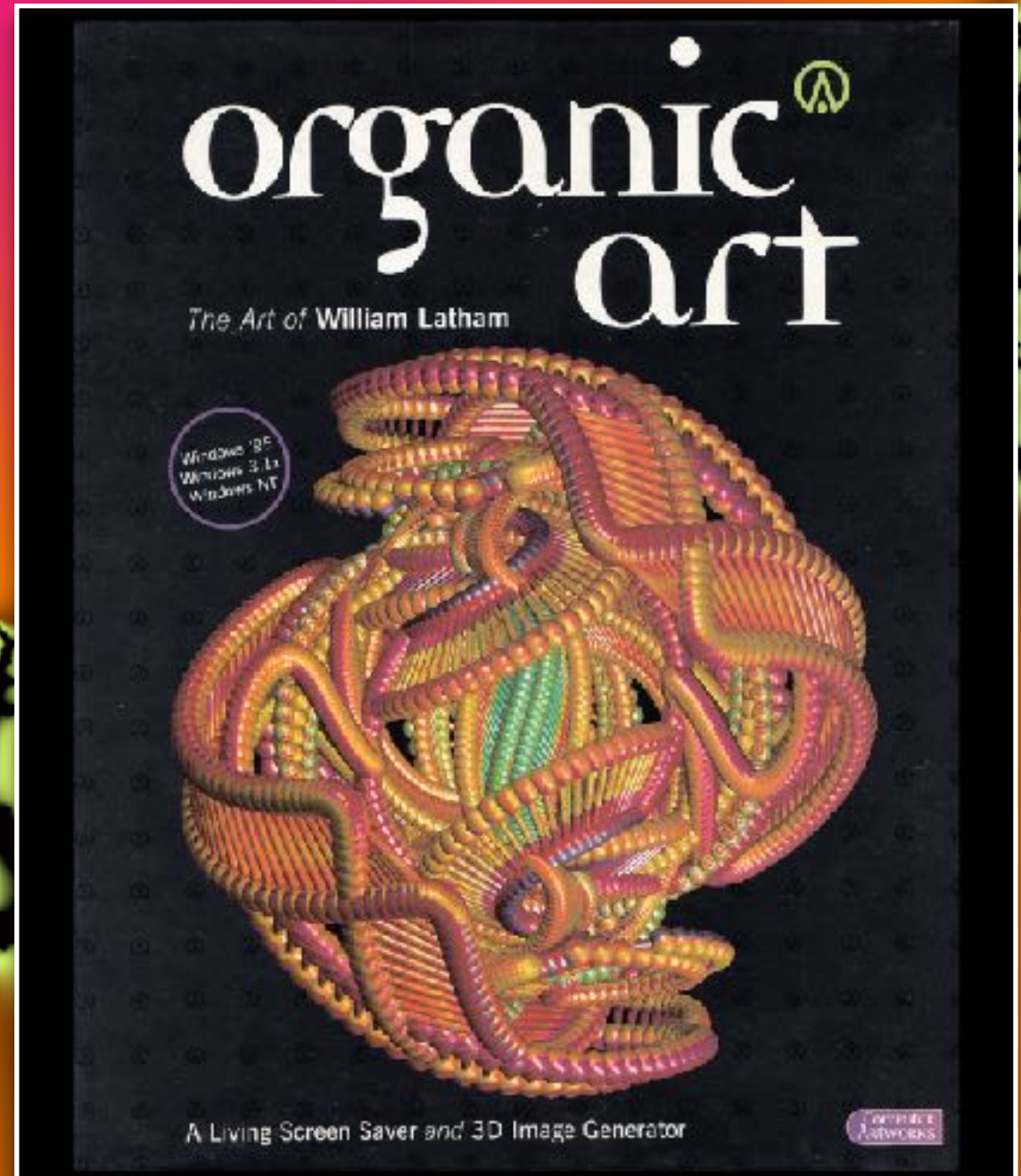
Axis Mutatis Web Mix

The Shamen were one of the first bands to actively engage with the Internet. Their Nemeton website, created by Sean Clark, was the home to many Internet firsts. When the band released their Axis Mutatis album in 1995, they commissioned a 'Web Mix' that featured sound and video samples, lyrics, extended cover art and links to related information.



The Art of William Latham

William Latham's digital artworks use genetic algorithms to create complex and beautiful forms. His company Computer Artworks released the seminal *Organic Art* screen saver in 1995 as well as games, including *Evolva* in 2000. William also created stunning cover art and videos for The Shamen.



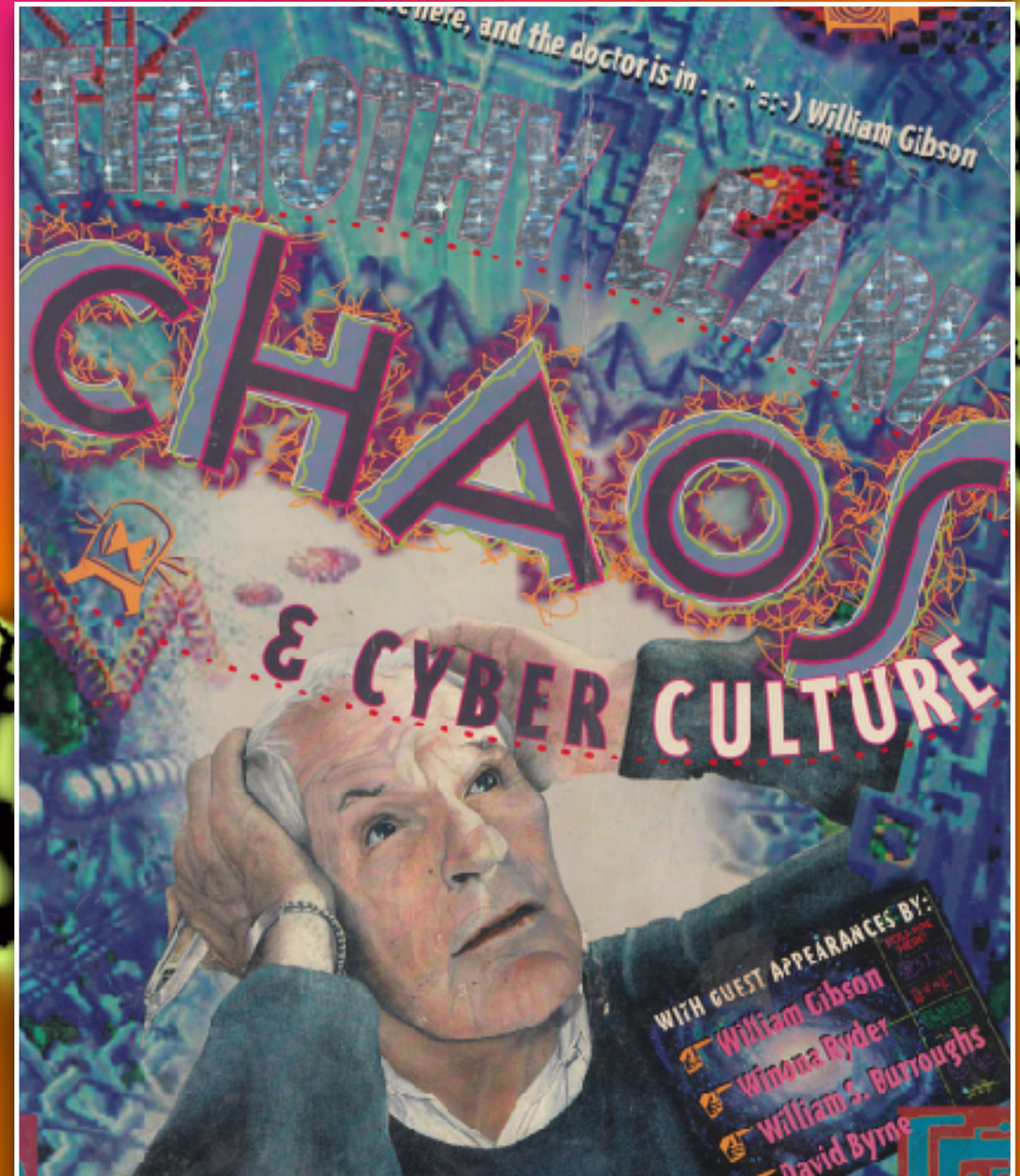
Rave Videos

Fancy a rave in your front room? VHS tapes such as *Cyberdelia* on Prism Leisure (1992) and *Global Chaos* by Hex (1993) mixed ambient and trance music with 3D graphics to give you take-home 'cyberdelic' experience. Some even came with 'special FX spex' to enhance the visuals. The video clips shown are from various video tapes in the collection dating from between 1991 and 1995.



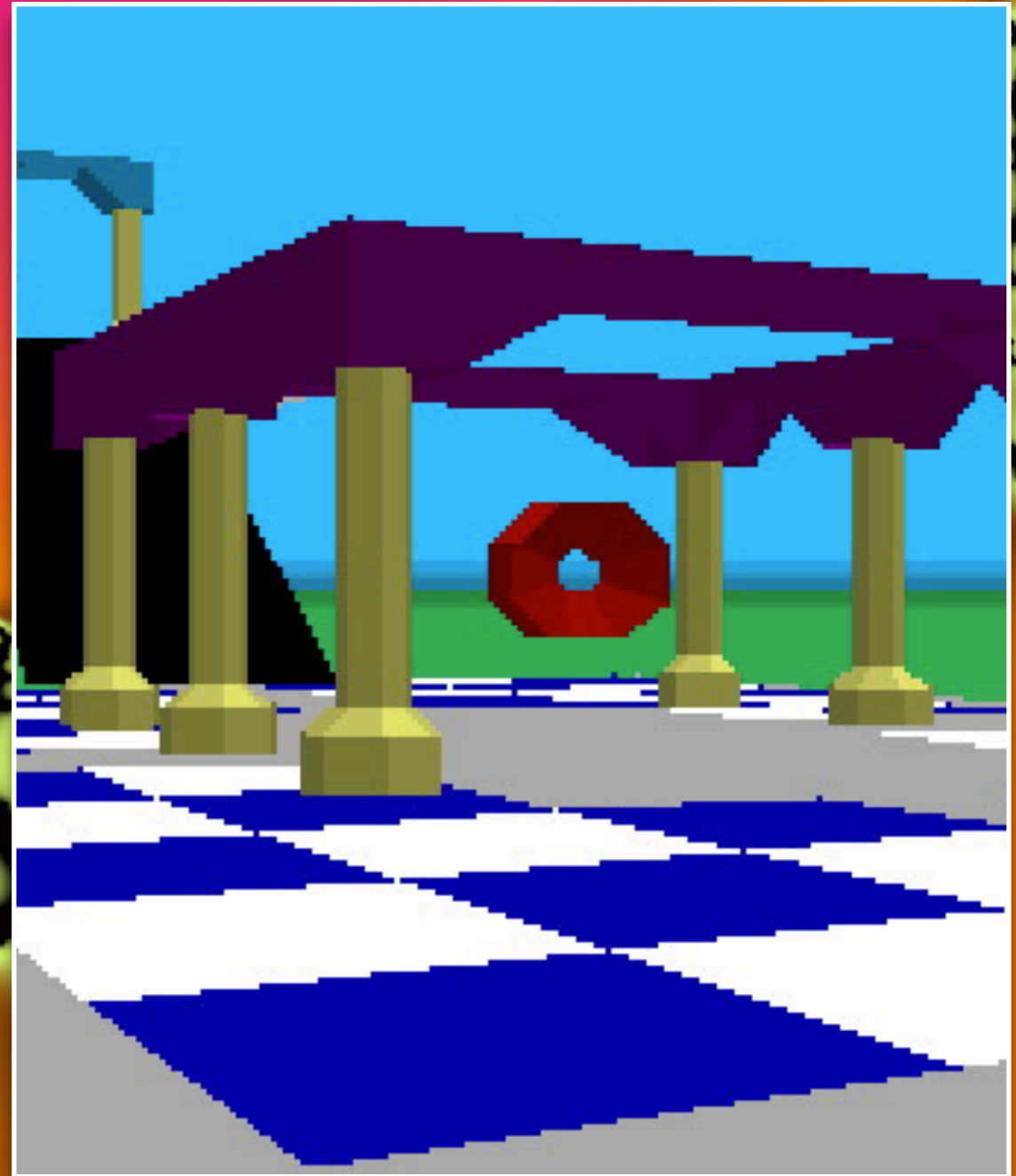
Cyberculture Library

The Nemeton Cyberculture Archive includes over 100 books from the early 1990s. These cover a multitude of Internet, Virtual Reality and cyberculture topics. It also contains rare VHS tapes, CD-ROMs, games and magazines.



REND386 and Early VR

REND386 was developed by Bernie Roehl and Dave Stampe in 1991. It allowed users to create and render 3D environments that could be navigated with devices such as the Nintendo Power Glove for input and Sega Shutter Glasses for display. At a time when commercial VR cost tens of thousands of pounds it allowed the construction of low-cost 'homebrew' VR systems.



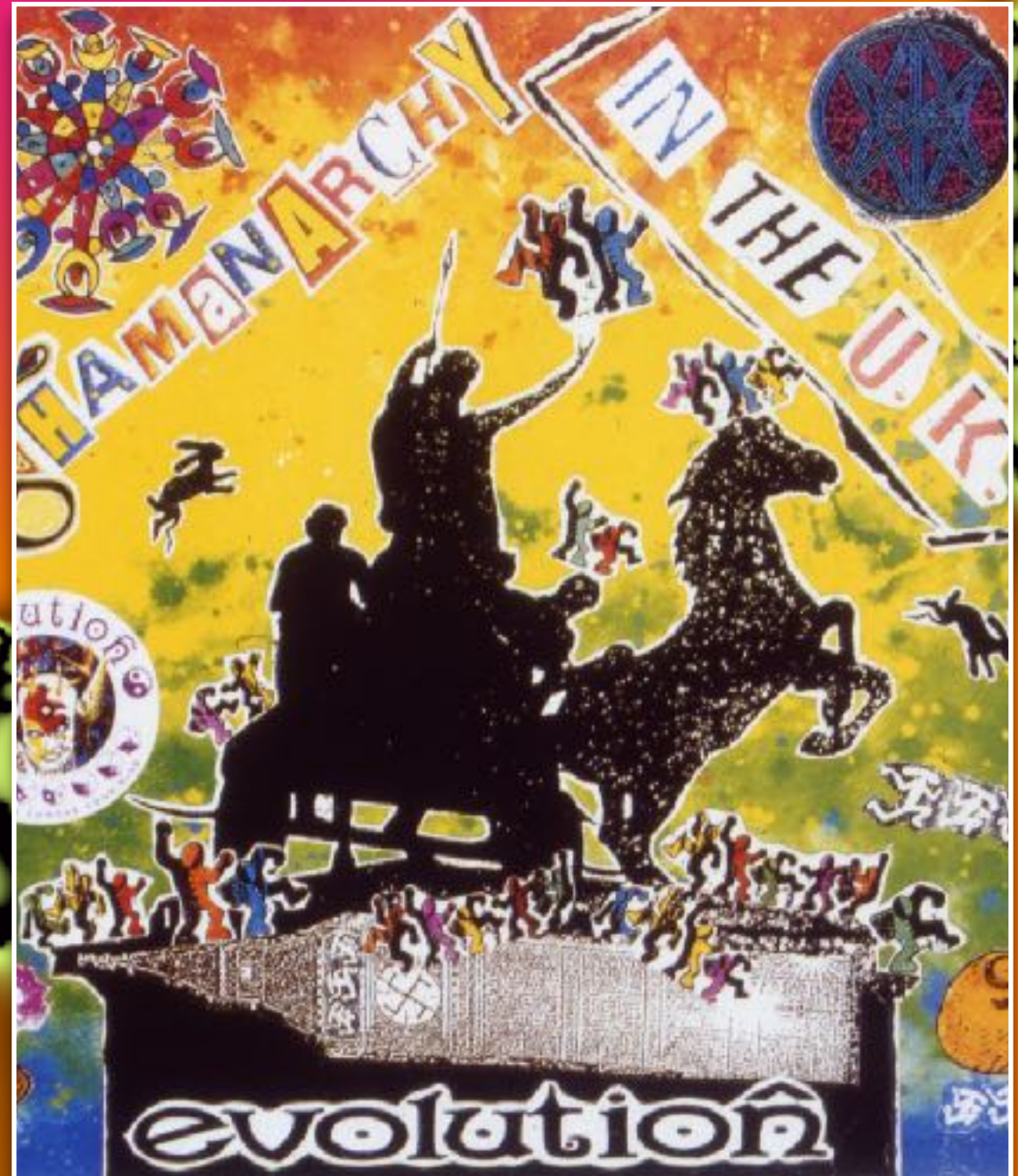
Oscillate Club Nights

In the 1990s Birmingham's Oscillate hosted some of the best techno, electronica and ambient nights in the country. They combined live music and DJs with light sculptures, video projections, Internet access, food and art to construct multi-sensory environments where people could have fun and be creative. This exhibit contains flyers from the club, photographs by Patrica Crummay and rarely seen video footage.



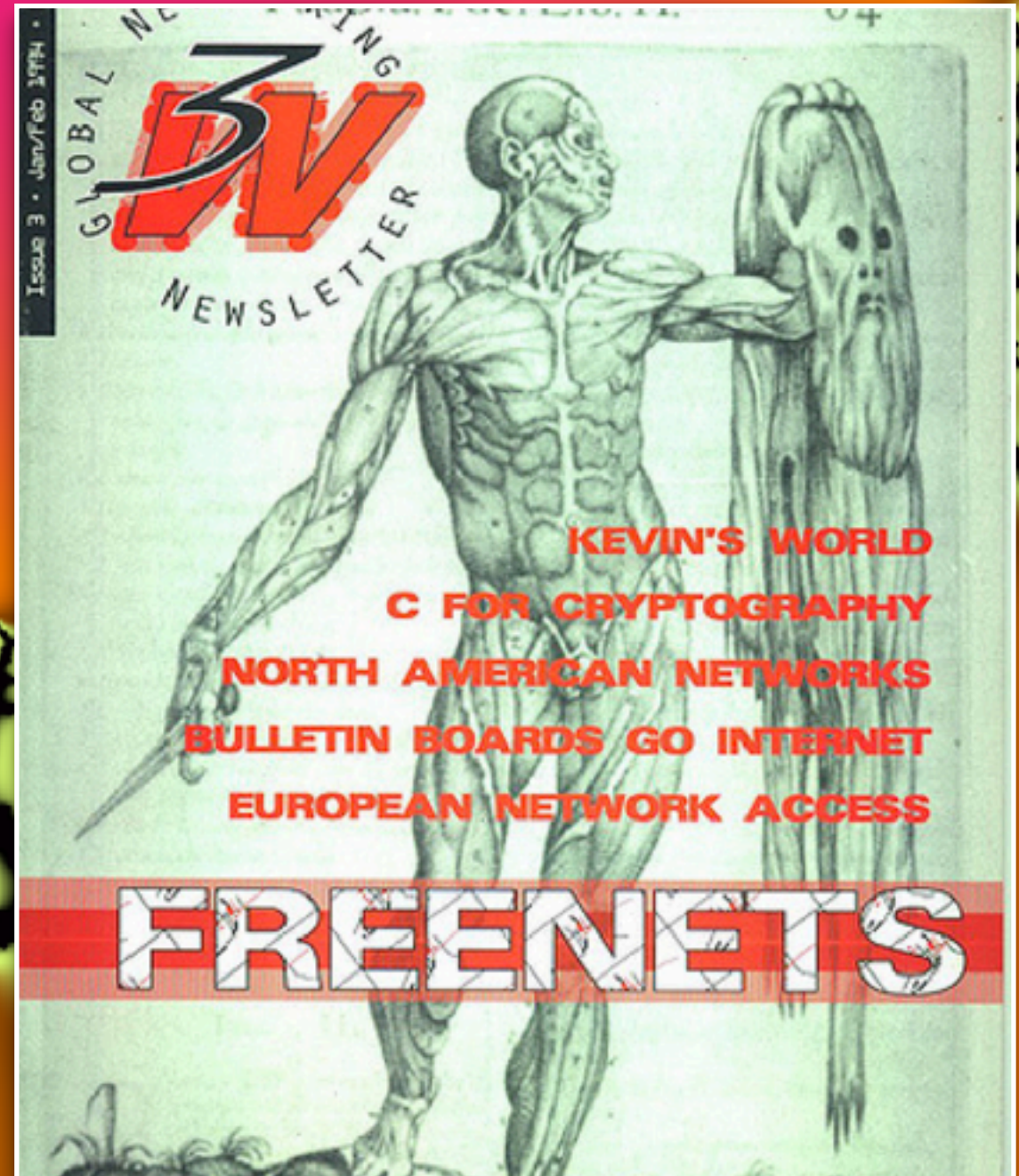
Shamanarchy in the UK

Megatripolis was a club-meets-festival that took place weekly at Heaven nightclub between 1993 and 1996. Along with the publication *Encyclopaedia Psychedelica* it expounded the 'Zippie' subculture. Shown here are the *Shamanarchy in the UK* compilation album (1992), images from *Encyclopaedia Psychedelica* (1990) and Jamie Reid's reworked album artwork (2014).



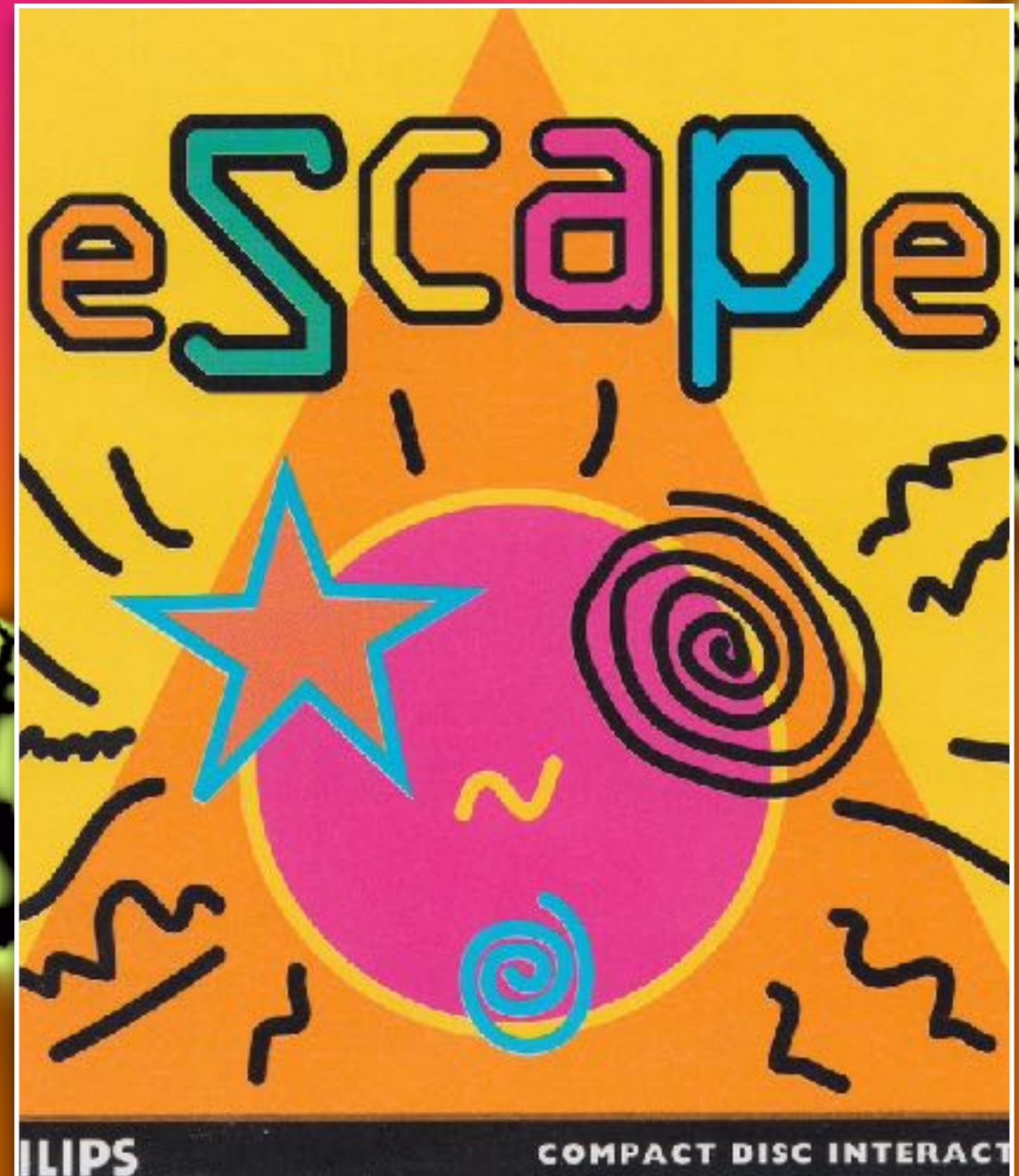
3W Newsletter

Ivan Pope published the world's first Internet magazine in 1993. The *World Wide Web Newsletter* only lasted for a year, but the four issues captured the beginning of the internet in the UK. Ivan went on to help launch *.net* magazine in 1994, as well as many other pioneering Internet projects.



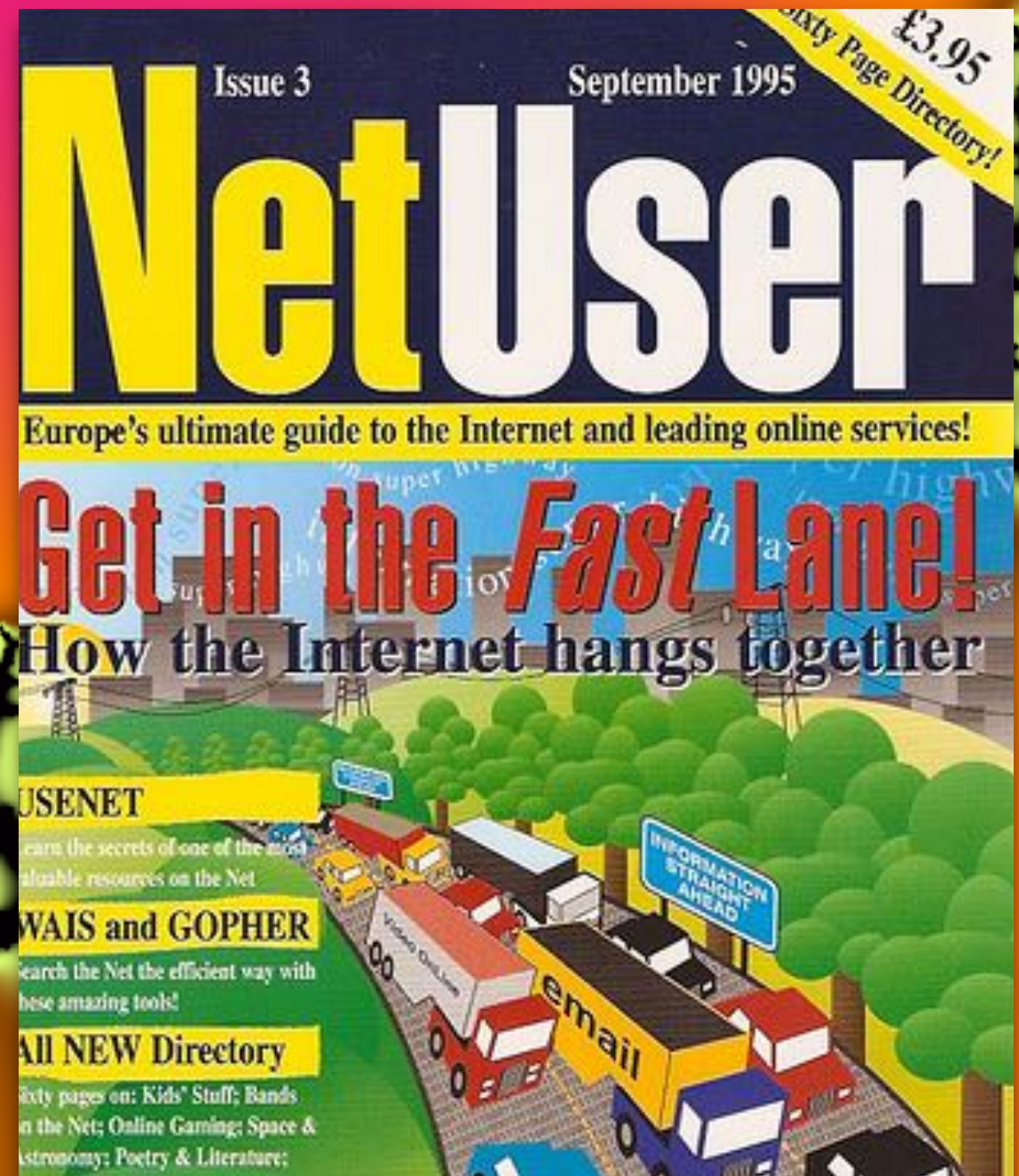
Coldcut / Hex

As Coldcut Matt Black and Jonathan More pioneered sample-based music and formed the Ninja Tune record label. They also created early CD-ROMs and the VJ software VJamm. As part of the VJ group Hex they released early interactive content on the CDi platform. The video footage shown is from the 1993 Hex VHS *Global Chaos*.



NetUser

Sean Clark was invited to edit and launch *NetUser* magazine in mid-1995. Given that the Internet didn't have search engines at the time, much of the magazine was devoted to website listings and reviews. Sean later wrote for *Internet Today*, *Total Internet* and other titles.



Phorward>>

Adventures in Cyberculture

Saturday
17th June 2017
LCB Depot
Leicester

Daytime
FREE

Evening
£10 / £8 adv.

Exhibition open from
26th May 2017

8pm - 11pm

Higher Intelligence Agency

Oscillate Sound System

6pm - 7pm

Talks by Matt Black, William Latham,
Ivan Pope and Sean Clark

1pm - 6pm

Performances, Music and
Spoken Word from the
Anerki Collective

All day

Exhibition, Films, Retro Video Games, Virtual Reality



Supported using public funding by

**ARTS COUNCIL
ENGLAND**

An Interact Digital Arts Exhibition

<http://interactdigitalarts.uk/cyberculture>