

Gallery Three and Four

Frances Disley

Pattern Buffer

13 Mar – 21 Jun 2020

Please feel free to sit in the gallery and take time to visit the upstairs space too.

Pattern Buffer is an exhibition by Liverpool based artist **Frances Disley** who has been working in Bluecoat's artist studios ahead of showing with us. She is interested in the things we do to feel better about ourselves and has provided a number of artworks as prompts for relaxation. These include a hand painted quilt, jigsaws printed with plants and custom made dominoes tables.

Disley has recently been speaking with psychologists from the University of Salford finding out more about how different kinds of architectural spaces make us feel and the positive effect certain colours and plants have on our mood.

This research has influenced her decision to transform the window gallery and upstairs gallery from stark white spaces with grey concrete floors, to softly painted and carpeted environments. The artist has also intervened in the lift and stairwell with coloured lighting and vinyls. The greening of the gallery includes moss and bromeliads which are examples of different kinds of epiphyte, plants that happily live on other plants without causing harm to their host.

Like **Jonathan Baldock's** *Facecrime* installation in the adjoining rooms, **Frances Disley** also makes playful reference to fiction and fantasy. A grid of squares runs across the walls of Gallery Three and Gallery Four. The grid makes reference to the Holodeck from the TV series *Star Trek: The Next Generation*. The Holodeck is a virtual reality environment which allows crew members to step into other worlds without ever leaving their spaceship. 'Pattern Buffer' from which the show takes its title, was the part of this transporter system.

In reference to this popular science fiction series, which often transported crew to lush green environments, a series of small plants appear to sprout from walls, nest in multicoloured moulded tree stumps and merge with furniture. The artist also leaves physical space in each room for us to complete the scene in our minds, almost as if the Holodeck was only half on. If you could go anywhere in the world or universe in your mind, where would you travel to?

Other artworks playfully encourage us to stop and slow down. On the ground floor a video of hairstylist (Sheetal Maru) and her friend (Ithalia Forel) enjoying conversation while hair accessorising is a relaxing scene of mutual care and nurturing. Upstairs two hypnotic videos of burning incense holders suggest that we might sit on the painted benches and take time out.

Also available on a weekly basis is an audio work inspired by Guided Visualisations. This voiceover asks us to be intensely present while elements of humour mingle with her calming words.

In *Pattern Buffer* **Frances Disley** blends everyday pastimes and art experiences, valuing equally. As an artist informed by the world around her, **Frances Disley** is interested in Bluecoat's role as an arts centre which supports many different kinds of activities. In this exhibition and related events she also reflects the building's many uses.

Pattern Buffer Glossary

Epiphyte

An epiphyte is a plant that grows on another plant, it is an example of a harmonious relationship rather than a parasitic one. Examples include many types of ferns, moss, bromeliads, air plants, and orchids growing on tree trunks in tropical rainforests.

Installation

Installation art often occupies an entire room or gallery space with an audience member entering the space in order to engage fully. It occurs in Western Art as a movement in late 1950s although there are earlier examples in the twentieth century. By 1960s and 1970s it becomes established strand of Modern and Contemporary art. The focus is on how audience members experience the whole environment, rather than individual works.

Holodeck / Virtual Reality / Pattern Buffer

The Holodeck is a device from the science fiction television series *Star Trek: The Next Generation*. Participants step into an intensely grided environment and can choose to engage with different settings without ever physically travelling from where they stand. It is a fictional example of Virtual Reality - an illusionistic experience which usually involves the wearing of a headset. Virtual reality is commonplace in video games and medical and military training. The Pattern Buffer is an element of the fictional Holodeck. It is a storage area within the transporter where a person's image and information is held.

Guided Visualisation

Guided visualisation involves focusing each of the five senses to trigger positive healing messages throughout the mind and body. It is a term that can be interchanged with self-hypnosis and guided meditation, and it has its own set of techniques.

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