

**LEEDS
ARTS RESEARCH
CENTRE**

SKINSCAPE

DR IAN TRUELOVE

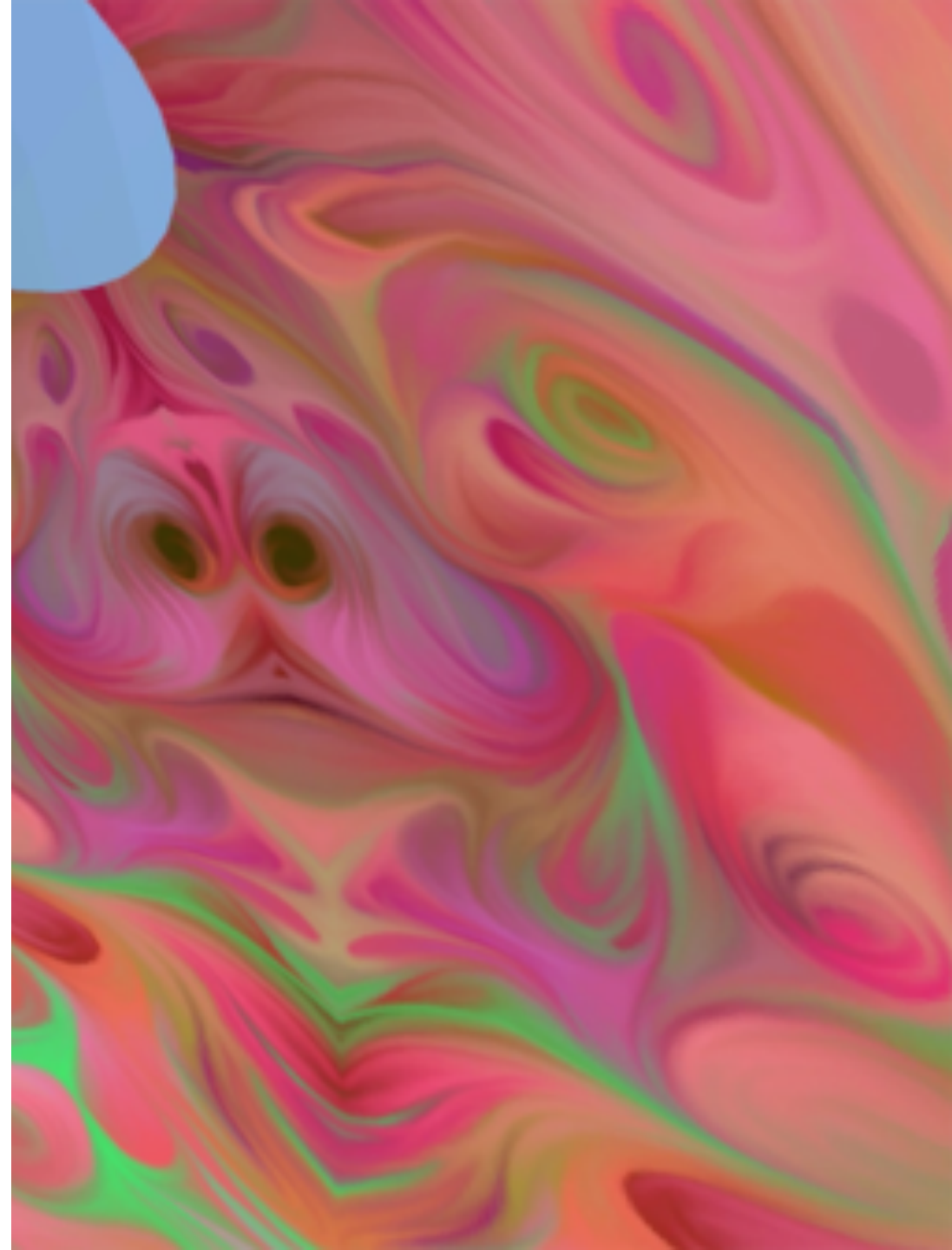
OUTPUT INFORMATION

Title:
Skinscape

Output Type:
Q - Digital or visual media

Year:
2016

Research Groups:
XR [Extended Reality]



ADDITIONAL INFORMATION STATEMENT

Skinscape uses digital technologies to expand the discipline of painting. By creating images that conflate landscape and the body for online platforms, Skinscape identifies the gaming community as a new audience, subliminally addressing the user's corporeality.

Though resembling algorithmically generated landscapes, Skinscape's terrain is created with digitally hand-painted gestures for the virtual reality gaming platform 'Steam'. User reviews show that Steam audiences expect VR experiences to be game-like, not art-like, but Skinscape occupies a mid-ground: rather than 'watch' or 'play', the gamer is invited to explore non-linear confluences of landscape and body. There's no true start or end to this rhizomatic experience, each encounter with a single aspect of the environment affecting one's sense of the whole.

According to Steam's audience-engagement statistics, Skinscape was downloaded 1900 times, 35% of users engaging for at least 10 minutes, 32% for 30-60 minutes, and 32% for over an hour. According to global download statistics, 46.7% of users are from Asia, 23.0% from North America, 8.3% from Russia. Comments range from "Try it, if you like art" to "Skinscape: 10 out of 10". Research findings were shared through presentations at the Rome Deleuze Studies Conference Camp (2016) and the Electronic and Visual Arts London conference (2019).

The project's impact lies in its refusal of the default realism of conventionally algorithmic digital art, and the transformation of images made through slow labour into smooth pictorial habitats. If, with a physical painting, flatness is given illusionistic depth, Skinscape promotes this depth into immersive navigation of the image. A dictum of modernist painting was that painting limit itself to the characteristics specific to the medium: flatness/surface. Skinscape extends this to the characteristics specific to digital media, accentuating pixels and polygons in a rejection of mimesis, producing 'raw' digital worlds echoing the corporeal origins of their constituent imagery.

Skinscape Store Page (2018)

Image courtesy of the artist.

The image shows a screenshot of the Steam store page for the VR artwork 'Skinscape'. The page features the Steam logo and navigation links for STORE, COMMUNITY, I.A.TRUELOVE, ABOUT, and SUPPORT. The user's profile is 'iantruelove' with a 'WISHLIST' button. The main navigation bar includes 'Your Store', 'Games', 'Software', 'Hardware', 'Videos', and 'News', along with a search bar. The breadcrumb trail reads 'All Games > Free to Play Games > Skinscape'. The title 'Skinscape' is prominently displayed, with a 'Community Hub' button to its right. The main visual is a VR artwork showing a desert landscape with a large, abstract, swirling painting in the sky. Below the main image is a video player with a thumbnail strip. To the right, a text box describes the artwork: 'In this VR artwork, UK based artist Ian Truelove scales his paintings up to gargantuan proportions to show the beauty of the pixels they are made from.' Below this, it lists 'ALL REVIEWS: 2 user reviews', 'RELEASE DATE: 9 Jun, 2018', 'DEVELOPER: Ian Truelove', and 'PUBLISHER: Ian Truelove'. At the bottom, it shows 'Popular user-defined tags for this product: Free to Play Indie VR +'.

Install Steam | iantruelove | admin | WISHLIST

Your Store | Games | Software | Hardware | Videos | News | search the store

All Games > Free to Play Games > Skinscape

Skinscape

 Community Hub

In this VR artwork, UK based artist Ian Truelove scales his paintings up to gargantuan proportions to show the beauty of the pixels they are made from.

ALL REVIEWS: 2 user reviews

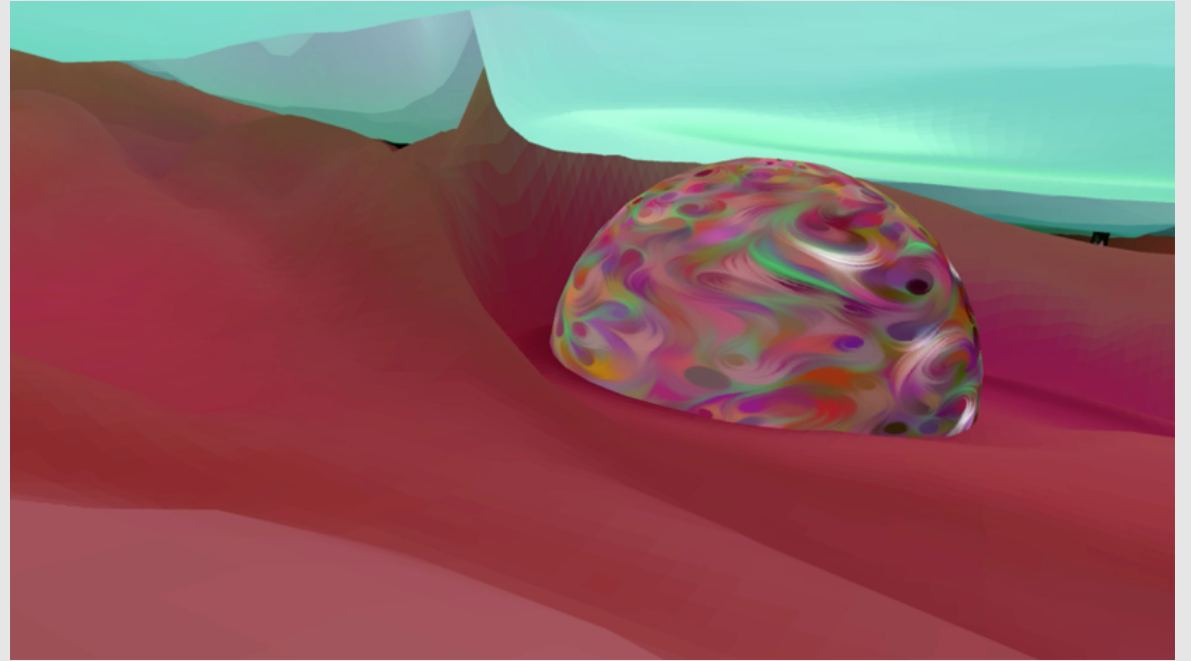
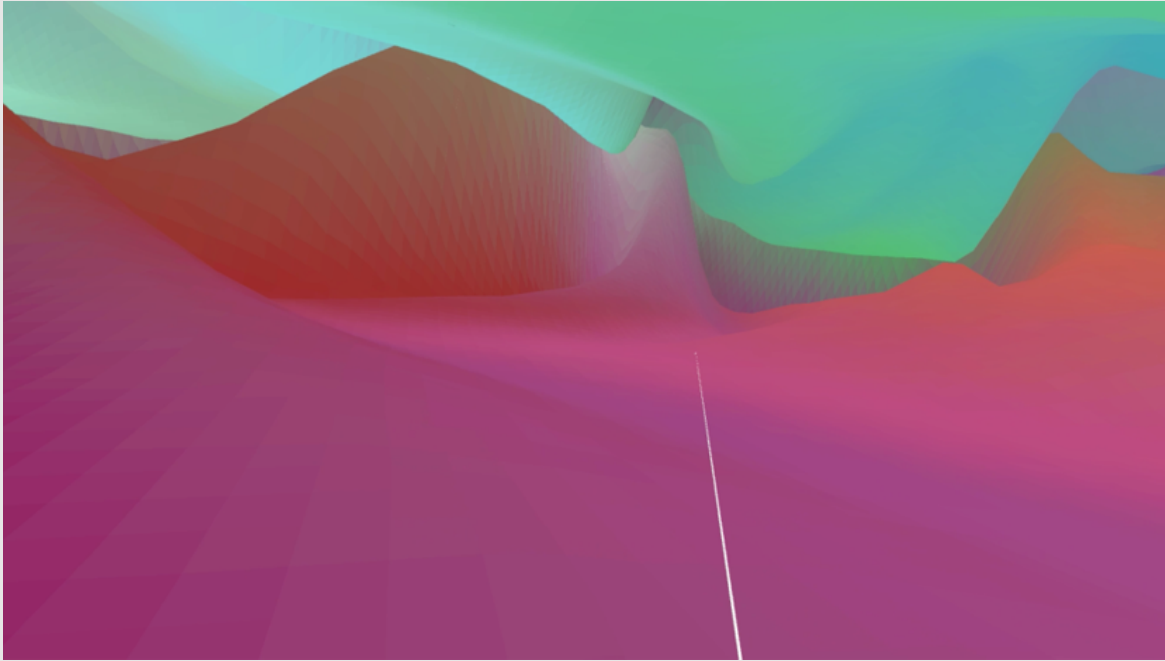
RELEASE DATE: 9 Jun, 2018

DEVELOPER: Ian Truelove

PUBLISHER: Ian Truelove

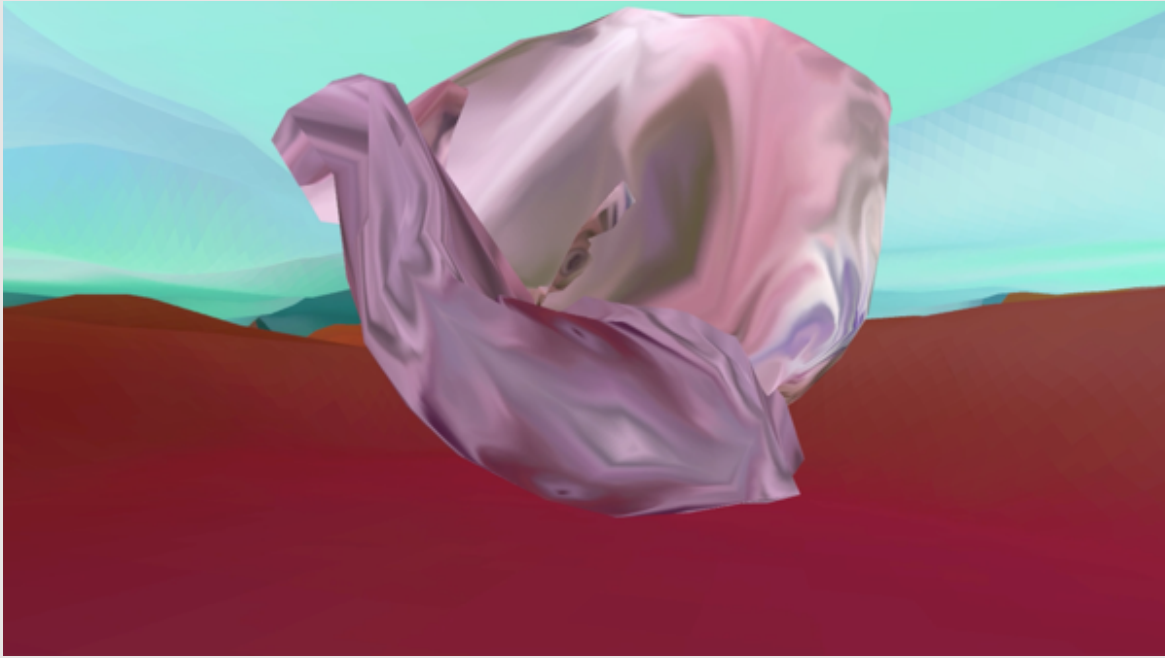
Popular user-defined tags for this product:

Free to Play Indie VR +



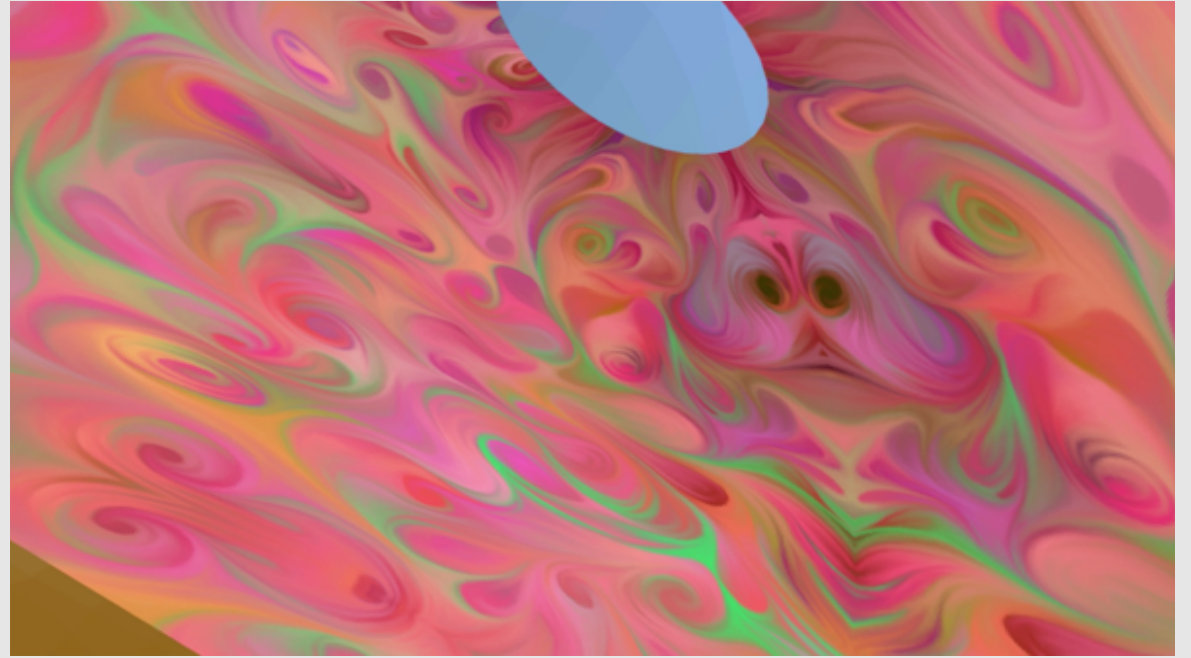
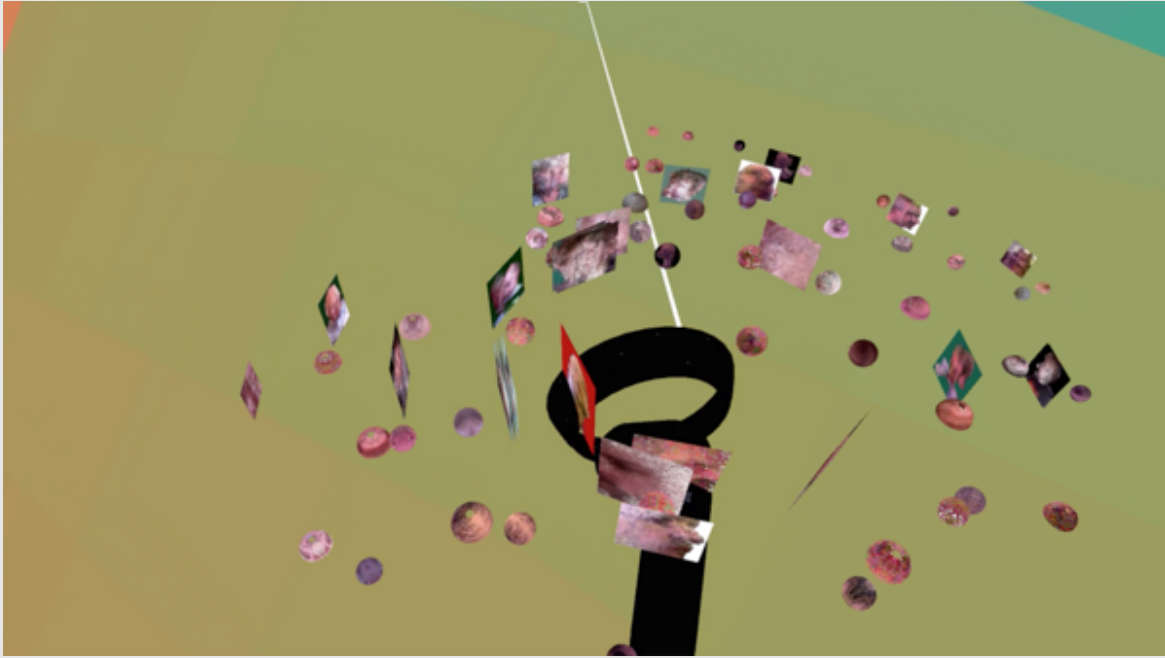
Skinscape Screenshots (2018)

Images courtesy of the artist.



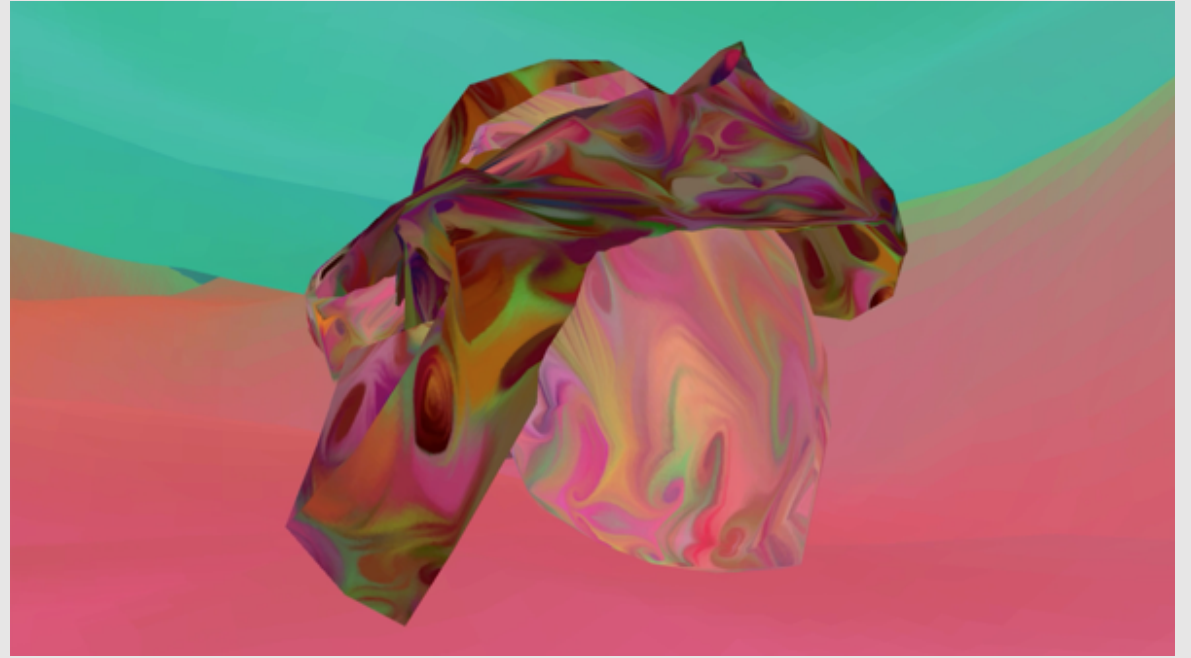
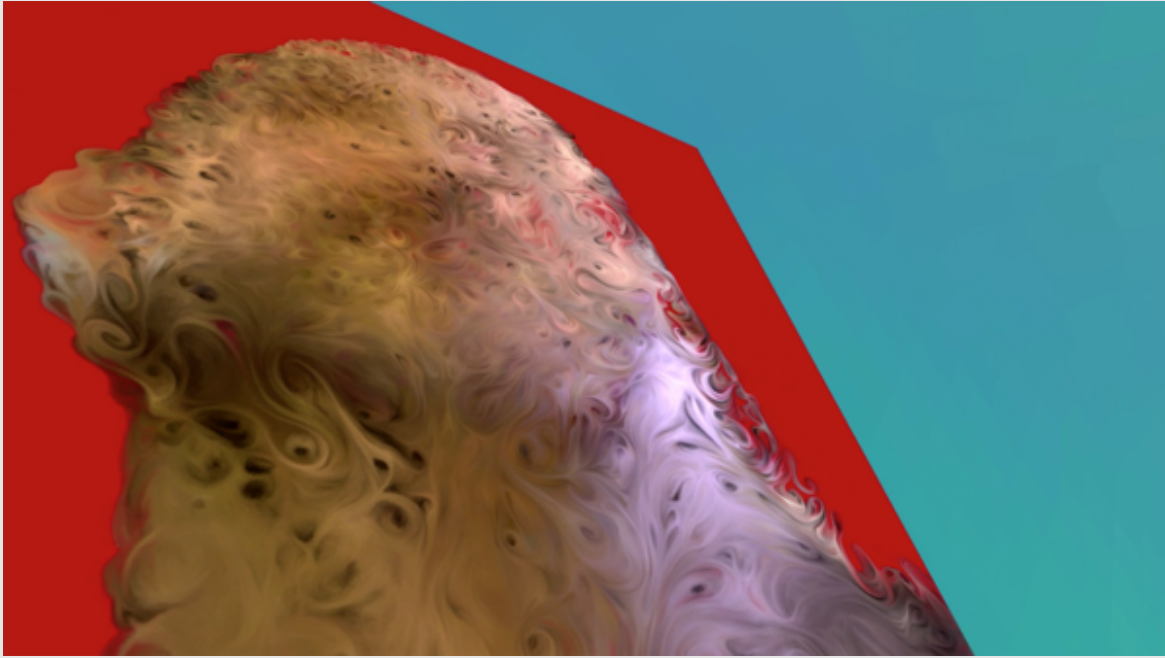
Skinscape Screenshots (2018)

Images courtesy of the artist.



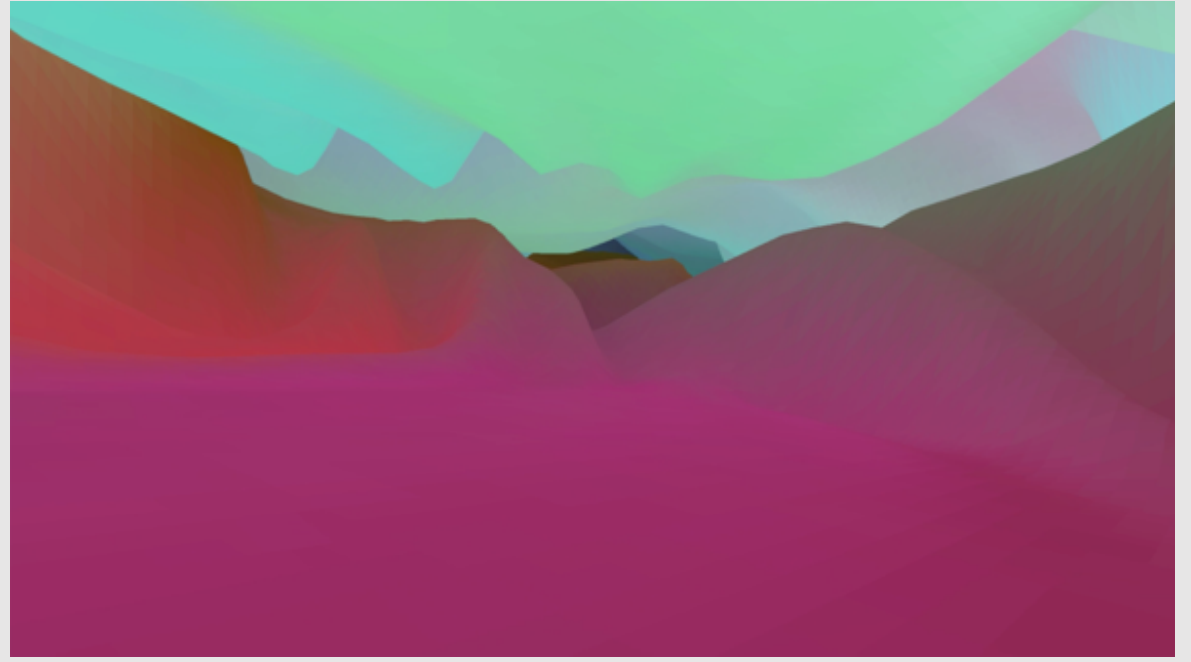
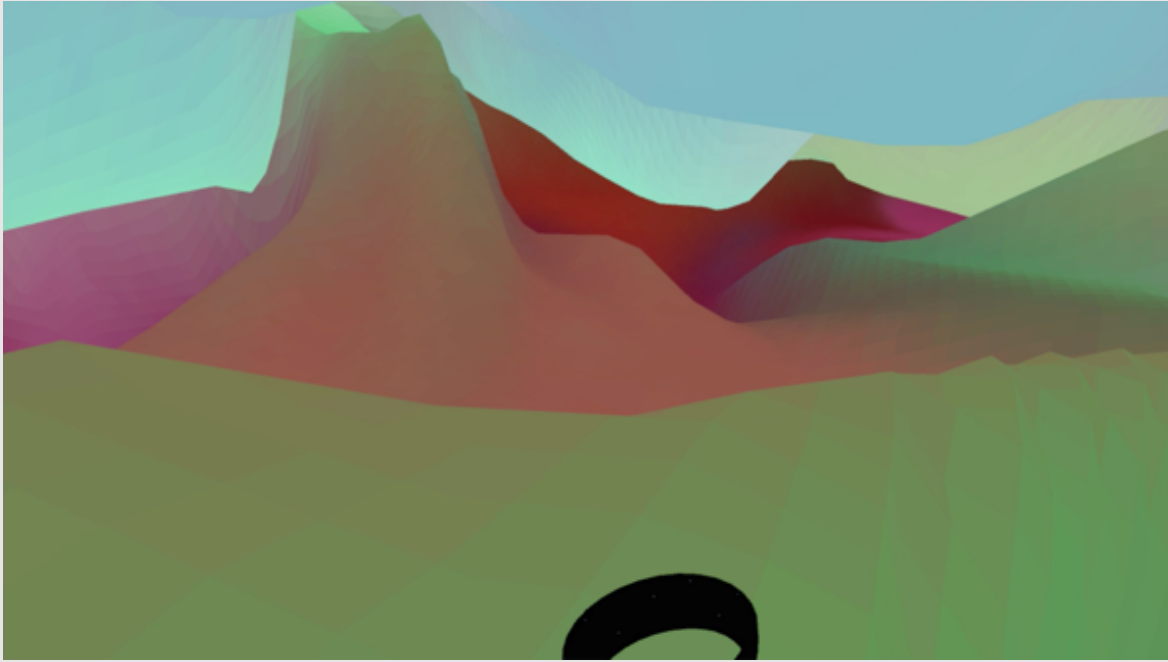
Skinscape Screenshots (2018)

Images courtesy of the artist.



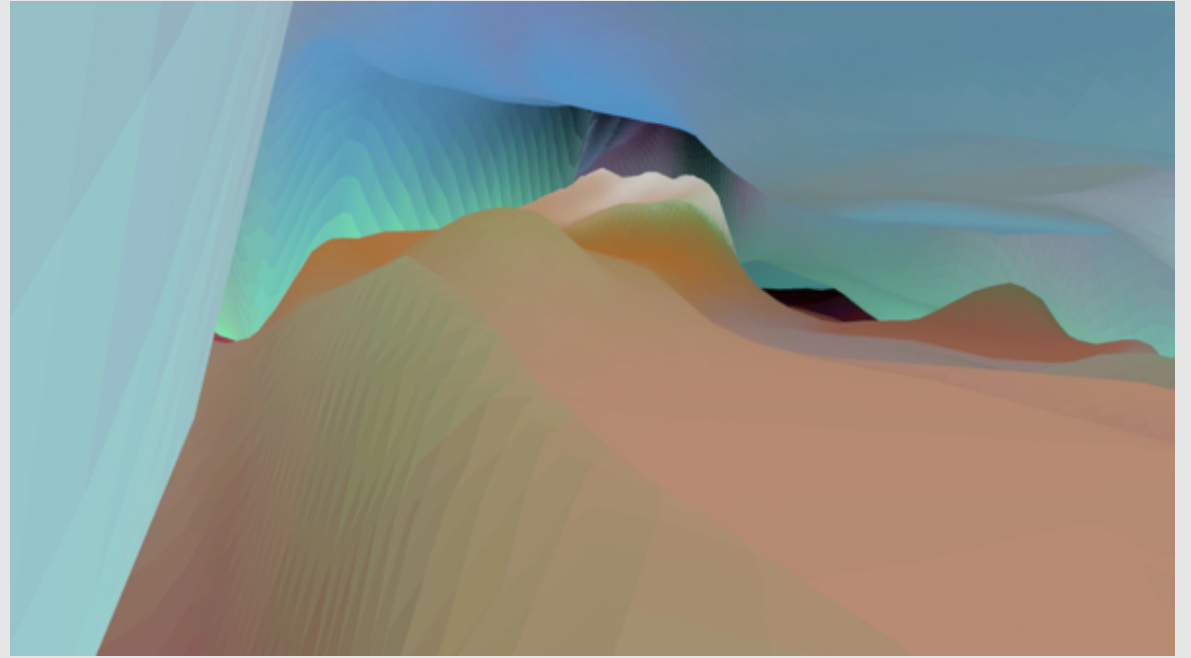
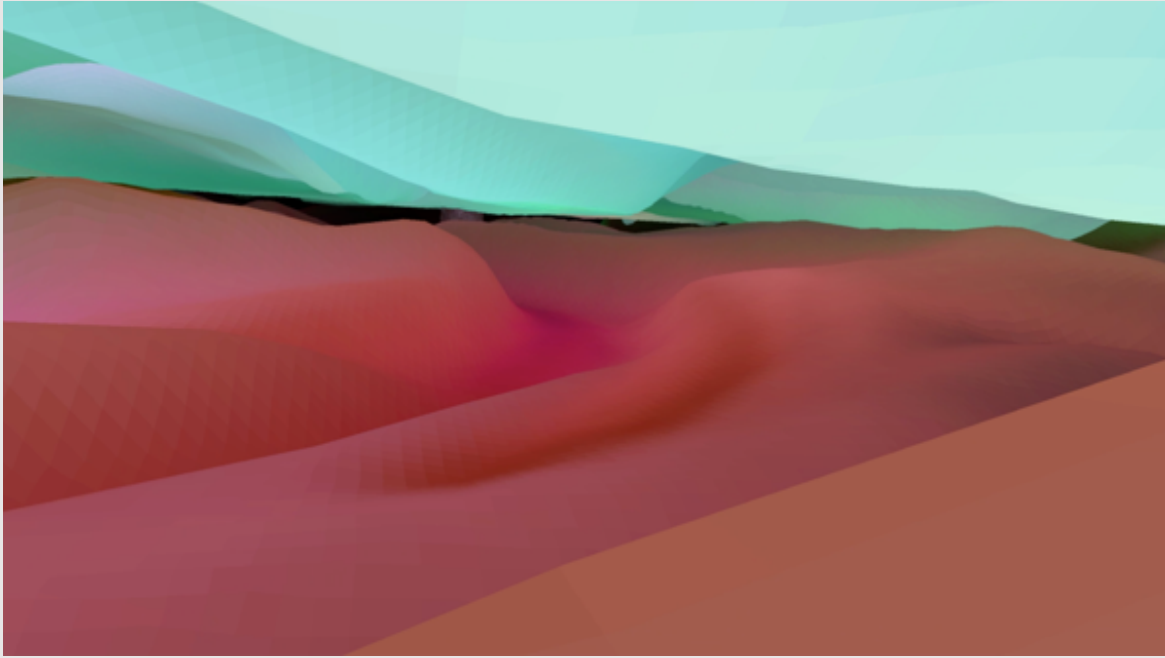
Skinscape Screenshots (2018)

Images courtesy of the artist.



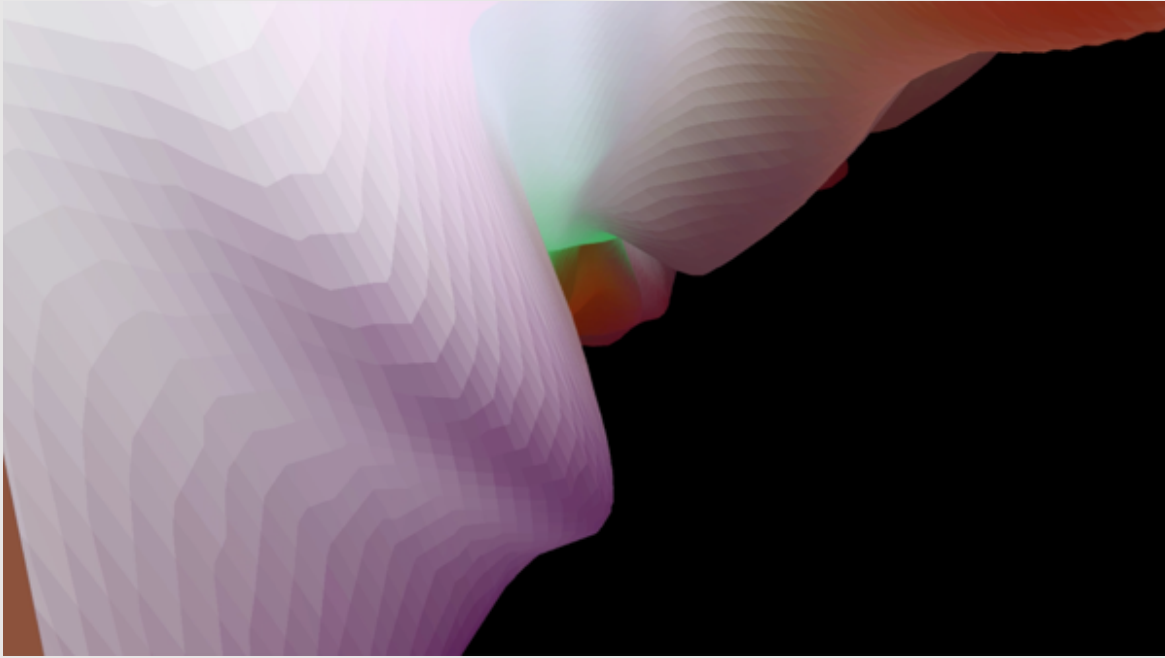
Skinscape Screenshots (2018)

Images courtesy of the artist.



Skinscape Screenshots (2018)

Images courtesy of the artist.



Skinscape Screenshots (2018)

Images courtesy of the artist.



VR presentation at Deleuze Studies Conference (2016), Image courtesy of the artist.



VR artwork created at Deleuze Studies Conference (2016), Image courtesy of the artist.



Chairing a VR panel discussion at Exploring Digital Futures Conference, Scarborough, May 2017.

Image courtesy of the artist.



VR installation at Exploring Digital Futures Conference, Scarborough, May 2017.


Image courtesy of the artist.



The Artist's Presence (with Zara Worth and Jonny Briggs) at The Audiovisual Body symposium (2018), University of Huddersfield. Image courtesy of the artist.


APPENDIX

Emperor Naruto, 'Skinscape Review', *Steam*, June 2018
<https://steamcommunity.com/profiles/76561198116879965/recommended/860730/>




Emperor Naruto » Reviews » Skinscape

6 people found this review helpful


 **Recommended**
0.0 hrs last two weeks / 0.3 hrs on record




Posted: 9 Jun, 2018 @ 6:10pm

Skinscape
10 из 10

Was this review helpful? Yes No Funny 


Comments are disabled for this review.



-  View Store Page
-  View Community Hub
-  Find More Like This


Running Target, 'Skinscape Review', Steam, June 2018
https://steamcommunity.com/app/860730/reviews/?browsefilter=toprated&snr=1_5_100010_

<https://steamcommunity.com/id/Running-Target/recommended/860730/>



Running-Target » Reviews » Skinscape

3 people found this review helpful


 **Recommended**
0.0 hrs last two weeks / 0.2 hrs on record

Posted: 18 Jun, 2018 @ 3:24pm

Skinscape is a free VR experience. It worked on my system, looked ok, played ok, sounded ok. Has no instructions or help. The locomotion is pointing to teleport, which also show you a map of the objects on the landscape and where you are in relation.


Try it, if you like art.




For more info:



YouTube™ Video: Skinscape 13 05 2018 12 03 34
Views: 115

In this VR artwork, UK based artist Ian Truelove scales his paintings up to gargantuan proportions to show the beauty of the pixels they are made of.



-  [View Store Page](#)
-  [View Community Hub](#)
-  [Find More Like This](#)

SOCIAL MEDIA



Skinscape – New on Steam
Steam Trailers in 6s @microtrailers



Vizor Web-VR
Spherewalker VR artwork.

Keywords:

Virtual Reality

Painting

Digital Art

Key Dates:

5 July 2016

[Presentation of VR works at Deleuze Studies Conference, University of Roma Tre]

May 2017

[Presentation of VR installation and chairing of panel discussion at Exploring Digital Futures Conference, Scarborough]

24 July 2017

[Industry presentation, Ultrahaptics, Bristol]

11-12 June 2018

[Presentation of collaborative AR installation, The Artist's Presence (with Zara Worth and Jonny Briggs) at The Audiovisual Body symposium, University of Huddersfield]

9 June 2018

[Skinscape published on Steam marketplace]

11 July 2018

[Presentation of Skinscape at Eva London 2018 Digital Arts Conference]

9 July 2019

[Presentation of Skinscape evaluations at EVA London 2019 Digital Arts Conference]

Links:

<http://bit.ly/skinscape>

Email:

i.a.truelove@leedsbeckett.ac.uk

WWW.LEEDSBECKETT.AC.UK/LARC

**LEEDS
ARTS RESEARCH
CENTRE**



**LEEDS
BECKETT
UNIVERSITY**