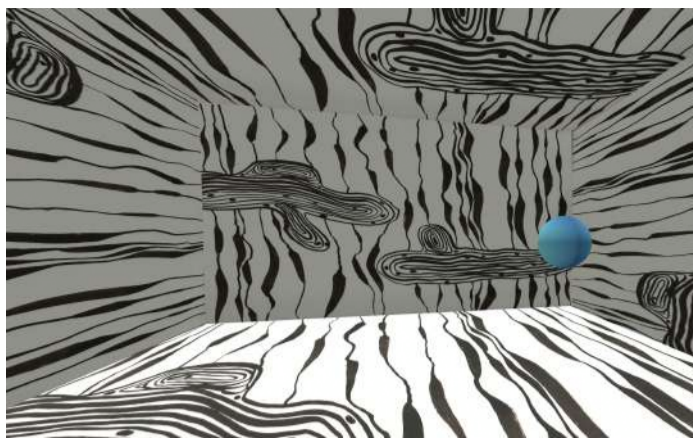


Chimera Platform presents the gamified solo project 'Dream Space' by Nata Drachinskaya



© Nata Drachinskaya, Dream Space, 2023



© Nata Drachinskaya, Dream Space, 2023

'DREAM SPACE'

Artist & dream architect: Nata Drachinskaya

Participating artists: Pavel Chekulaev, Olga Gorodenskaya, Asmik Melkonyan, Karina Rossius, Sergoroden, Katya Ulitina, Natasha Vodopyanova

Curator: Anastasia Ustrugova

OPENING: 22 August 2023 | 19:00 GMT+1

Project available: starting 22 August 2023 with no ending date

chimeraplatform.art/dream_space/

Chimera Platform, in partnership with an HTML5 game engine 8XR, presents the gamified solo project 'Dream Space' by Nata Drachinskaya. This game offers a narrative on how to rebuild life after trauma. It appears that there is no one in this world who hasn't experienced losing themselves, their country, their home, friends, or family at least once. Each loss marks an ending, and it requires great courage to acknowledge that life won't remain unchanged.

To cope with the related emotions and feelings, Nata Drachinskaya has built a space referencing to a lucid dream – a type of dream in which the person is in control of their dream.

In this game, you are invited to become a dreamer and to explore the space. Along the way, you need to find and embrace nine different emotional states to unlock the new game level. There Nata Drachinskaya and her close artist friends gathered their tips to support themselves during challenging times.

'Despite the geographical distance between us, some connections have become only stronger. We often discuss questions like how not to fall apart completely when reality shows its dark side, and how can we support ourselves and our loved ones, what can serve as support when there is no solid ground beneath our feet. They say you can learn to control your dreams and meet those who are separated from you by a long distance. I have created the 'Dream Space' to meet my artist friends. Here, we have gathered our ways of supporting each other in dark times'
Nata Drachinskaya.

ARTIST BIO:

Nata Drachinskaya is a visual artist, sculptor considering her art practice as the subjective study of the mechanism of (re)construction and re-cutting of memory. While making tangible artworks she uses concrete, paper, ink, markers and found objects.

She is a graduate of Institute of Contemporary Art (Russia, Moscow). Her artworks have been exhibited in various galleries and museums, including RPS (Kyoto, Japan), Nick Gallery (Hungary), Art Kvartal (Armenia), Ren House (UAE), Tbilisi Multimedia Museum (Georgia), Street Sans Frontier (France), Center of Contemporary Art Winzavod (Russia), Multimedia Art Museum (Russia), Moscow Museum of Modern Art (Russia).

In March 2022 Nata and her family relocated from Russia because the invasion of Ukraine started. She left her artworks in Moscow and had no opportunity to make new ones for almost a year. That time she started to learn digital sculpturing in 3D (Blender, Cinema 4D). She lived in Armenia, UAE, now she is based in the USA.

CHIMERA PLATFORM & 8XR

Chimera is a female-run virtual exhibition platform and art agency existing online and in various public spaces. It aims to support new media artists, digital creatives and thinkers with exhibition opportunities, private commissions, residencies, and research fellowships. Our mission is to connect communities, generate developmental opportunities and grow the audience of web-based art and digital culture.

8XR is an HTML5 game engine for creating high-quality virtual reality (VR), augmented reality (AR), and 3D applications. 8XR allows you to create an interactive immersive 3D experience without any programming experience directly in your browser and publish it as a webpage that is immediately available to users from their laptops, mobiles, and VR headsets.

For all queries: contact@chimeraplatform.art

For all queries: contact@chimeraplatform.art