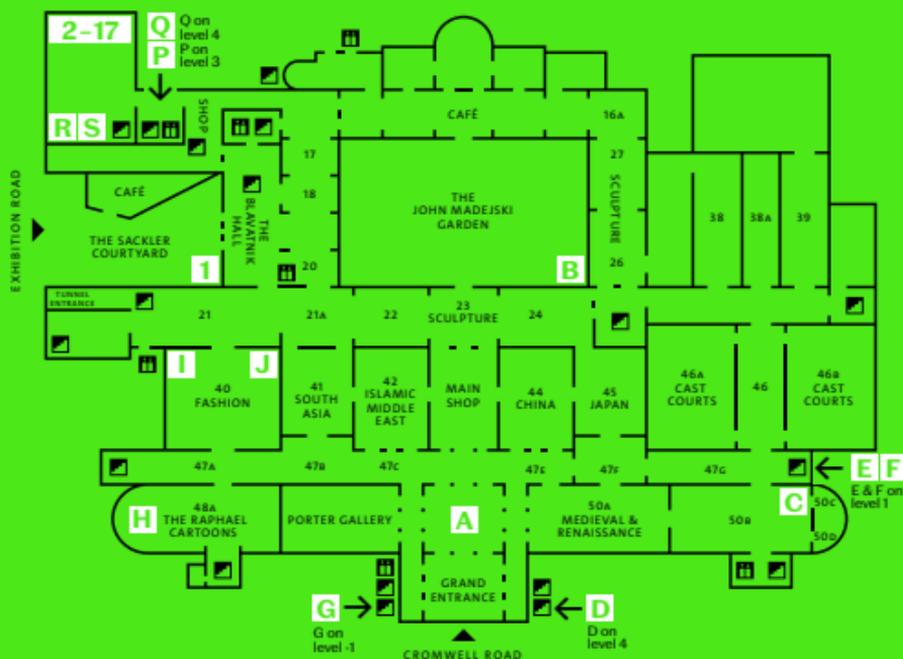


V&A

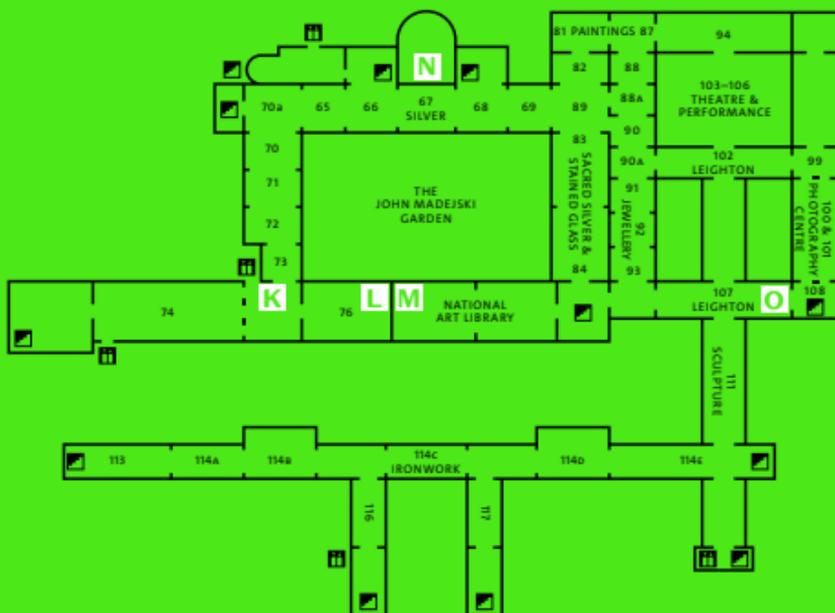
FRIDAY

WAT

Level 0



Level 2



TRANSFORMATION STATION

Friday 23 September
2022 18:30 – 22:00

Life is a transformative act. Not only do we constantly bear witness to change, but we ourselves alter, grow and change over time. Design is a mode of intervening in this flux, of working with the forces and flows that shape our world and diverting their course just enough to produce a new effect. This Friday Late, held in conjunction with London Design Festival and Digital Design Weekend, celebrates the designer as a choreographer of change, highlighting the different scales, from molecular to planetary, in which we can transform and be transformed to create a different world.

All events are free, and places are designated on a first-come, first-served basis unless stated otherwise. Filming and photography will take place at this event. If you have any access requirements, please let us know in advance by emailing disability@vam.ac.uk. Please note, if the V&A reaches capacity, we will allow access on a one-in, one-out basis.

#FridayLate

A

Take Up / Take Over

Grand Entrance, Cromwell Road

Xcessive Aesthetics take up / take over the Grand Entrance with an audio-visual installation designed to expand and transform the space. Bass-heavy, future-facing sounds from across the dance music spectrum brought by Ifeoluwa and Emmy Bacharach will be accompanied by immersive visuals by Anabel Garcia-Kurland. Be taken on a sonic and visual journey that challenges boundaries, transcending physical and digital worlds.

@xcessiveaesthetics

@ifeoluwa_1234

@emmybacharach

@agkart3d

B

Material Experiments

Live Demonstration

The John Madejski Garden

18:30–20:30

Witness Bocci's glass-making team as they use copper and glass, melted down from antiques procured from flea markets and vintage shops, and turn them into a new artefact: Omer Arbel's iridescent fragile sculpture *113*. A delicately intricate sculpture, *113* is a result of an ongoing series of experiments exploring the relationship between copper alloys and glass.

@bocci



Material Experiments Display

*Medieval & Renaissance,
Room 50b, The Paul and
Jill Ruddock Gallery*

LDF Installation

Brompton Oratory Choir Performance
led by Patrick Russill at 18:30

Bocci present finished work from *Material Experiments*, the immersive glass-blowing studio taking place in the John Madejski Garden in which Omer Arbel's iridescent fragile sculpture *113* takes centre stage. *113* embodies the unexpected beauty of manipulating two materials to create discrepancy in their respective rates of expansion.

@bocci

D

Draw Me A House

Architecture Landing, Room 127

19:00, 20:00

Duration: 45 Minutes

Please note, these sessions have a limited capacity. Sign up from 18:30 at the Grand Entrance London Design Festival desk

Join us for a playful drawing workshop using Caran d'Ache materials at The Lebanese House installation to discover the traditional motifs and symbols that dominate Beirut's endangered architectural heritage. Participants are invited to express their creativity and contemplate the incredible geometries of the city's houses while discovering contemporary works designed by architect Annabel Karim Kassar.

@akk_architects

E

Plasticity

*Medieval & Renaissance,
Room 64b, The Simon
Sainsbury Gallery*
LDF Installation

Plasticity is an installation for a new eco-innovative architecture created by Italian architect Niccolo Casas. 3D-printed by cutting-edge design brand Nagami and made from Parley Ocean Plastic[®], a catalyst material created from upcycled marine plastic waste intercepted from remote islands, beaches, and coastal communities.

F

Blackhorse Responders

*Medieval & Renaissance,
Room 64b, The Simon
Sainsbury Gallery*
Drop-In

Blackhorse Responders is an award-winning youth club for 15-25 year-olds who live or study in Waltham Forest. Having met with an array of London's most influential creatives and been introduced to woodwork and metalwork skills, the 2022 cohort have created four immense pieces for their own social movement, exploring austerity, racism, gender inequality and climate crisis.

@blackhorse.responders
@blackhorsews



Whale in the Room

Europe 1600–1815, Room 4

LDF Installation

Whale in the Room is a speculative eco-fable that addresses what it is to live and die in the midst of the climate emergency and the sixth mass extinction. The graphic story reanimates Hope, the blue whale skeleton centrepiece at the Natural History Museum, to take action on the climate.

@_designearth



The Portal Galleries

The Raphael Cartoons,

Room 48a

19:00, 20:15

Join Space Popular for a live performance of The Portal Galleries, a research project documenting nearly a thousand magical portals found in popular sci-fi and fantasy films, books, graphic novels, and games over the past 150 years. Discover the stories behind the magic and mechanics of virtual travel in a vast mixed reality stage. The exhibition “Space Popular: The Portal Galleries” is currently on show at Sir John Soane’s Museum until September 25th.

@spacepopular



Mokoro

Fashion, Room 40

LDF Installation

A collective of young women living in the informal settlement of Korogocho in Nairobi, Kenya artfully challenge the limits of waste materials. Within the walls of the art studio Warembow Wasanii, young female artists craft pieces entirely from refuse sourced from the neighbouring Dandora and Kariobangi landfill, ingeniously repurposing these discarded resources.

@warembowasanii6

@kristinleemoolman

@louise__ford

@sophiestrobele

@emma_atlan

J

Awakening

Fashion, Room 40

LDF Installation

Immerse yourself in a digital fashion experience created by artist/designer Gary James McQueen and photographer Simon Emmett and try-on digital garments through AI-powered smart-mirror technology.

@garyjamesmcqueen

@simonemmettstudio

K

OSPAAAL

Design 1900–Now, Room 74a
LDF Installation

This display highlights posters from OSPAAAL, a Cuba-based solidarity organisation born out of anti-imperialist and revolutionary movements in the Global South. OSPAAAL (1966–2019) stands for the Organization of Solidarity with the People of Asia, Africa and Latin America. Created following the 1966 Tricontinental Conference, the group focused on producing the Tricontinental magazine and placing accompanying posters within the pages of the publication.



R for Repair:

London X Singapore

Design 1900–Now, Room 76

LDF Installation

R for Repair sets out to illuminate the art of repair. As we address global waste output and the need to rethink our relationship to objects, the project and exhibition, curated by Hans Tan Studio and Jane Withers Studio, shines a timely spotlight on consumerism by showing how with a little ingenuity, cherished but broken objects can be given new meaning and a fresh lease on life. Presented by DesignSingapore Council and National Design Centre (Singapore).

@designsingapore

@janewithers.london

@hanstan_studio

M

R for Repair Talk and Gallery Tour

National Art Library

19:30

Please note, the entrance to the event will be through Gallery 76: Design 1900–Now. Coats and bags are not permitted in the Library, please leave these items in the cloakroom.

Come meet designers and owners who have taken part in ‘R for Repair’, a showcase of 13 cherished but damaged possessions that have been creatively repaired in London and Singapore. Starting with a panel discussion followed by a gallery tour, we will be unpicking our enduring attachment to objects and exploring the possibilities of repair as a creative process.

@designsingapore

N

The Pantheon of Queer Mythology

The Lydia and Manfred Gorvy
Lecture Theatre, Level 3
Drop-In

The Pantheon of Queer Mythology is a short film in virtual reality by new media artist Enrique Agudo. The viewer is taken through the whimsical worlds of a group of Queer deities representing the struggles, contradictions, hopes, and victories of some queer experiences today. The film is presented in intricate headdresses that invite the audience to take part in the rituals of this new techno-mythology.

@enagudo

@thepantheonofqueermythology



Not David!

Leighton, Room 107

LDF Installation

Xcessive Aesthetics propose giving space to alternative, less replicated figures in the museum, starting with their own bodies, to explore the idea of 'taking up space'. Using digital techniques such as 3D-scanning, distortion and animation, they investigate the process of replication through both the digital and physical spheres.

@xcessiveaesthetics

P

**Out of the Box:
Inspired by Design**
*Prints and Drawings Study
Room*
18:45, 20:15

Duration: 45 Minutes
Please note, these sessions have a limited capacity. Sign up from 18:30 in the Sackler Centre.

Delve into the V&A's designs collection as Assistant curators Alice Power and Beckie Billingham present design through the lens of inspiration. Explore how design can be influenced by anything and everything, from the tiny atom to technological revolution. Design can transform the simplest concept into incredible change.

@itsalicepower
@beautifullywastedspace



R for Repair: An Electric Makeover Workshop

Seminar Room 3

19:00, 20:00

Duration: 45 Minutes

Please note, these sessions have a limited capacity. Sign up from 18:30 in the Sackler Centre.

A workshop run by Brown Office repairing old unloved domestic electrical products. Participants are invited to makeover a minifan, a clock or a table lamp using 3D printed components, cardboard, and a variety of craft materials. The workshop explores the notion of creative repair, design for future repairability and the space this approach opens up for reinvention.

@_dean__brown_
@designsingapore

R

Art: A Transformative Act

*Hochhauser Auditorium,
Level one, Sackler Centre for
arts education*

19:00, 19:40, 20:20

Join the V&A Youth Collective as they sit down with artists Muti Musafiri, Ekta Kaul and Aya Haidar to explore the transformative possibilities of art, design and performance. The conversations will explore the moment of transformation in the creative process, how to turn that which is static to the dynamic and how we can transform our past into a new hopeful future.

@iamayahaidar

@ekta_kaul

@village101studios

S

Forest Crayons Workshop

*Gallery 220, Sackler Centre
for arts education*

19:00, 20:15

Please note, these sessions have a limited capacity. Sign up from 18:30 in the Sackler Centre.

Playfool created Forest Crayons, a set of crayons made out of Japanese wood. In this workshop, participants will be able to make a crayon using leaves from local parks. This workshop enables one to explore and appreciate the colours in their surroundings by transforming and repurposing found materials into a pigment to create a unique crayon.

@studioplayfool

DIGITAL DESIGN WEEKEND

The Digital Design Weekend is the V&A's flagship event on digital cultures exploring the impact and influence of technology in society and culture. This Digital Design Weekend preview takes place alongside Friday Late at the V&A. Digital Design Weekend continues 24–25 September (10.30–17.00).

This year's Digital Design Weekend investigates how digital design can help make the reality of climate change visible to us all. Interactive exhibits will showcase how emerging digital fashion practices can redefine our relationship with fashion and address urgent environmental challenges such as waste and disposability. The event also invites visitors

to reflect on their own online behaviours through playful experiences exploring trust, bias and privacy issues.

Events are free and drop-in.

Supported by the Daniel Howard Foundation

1

Edge of Reality: Experiencing Data (Un)Sustainability

The Sackler Courtyard

Drop-in

ImaginationLancaster and BBC R&D invite you to step inside the 'Edge of Reality' futuristic caravan to experience an imaginary future influenced by AI, 'smart' technologies and the data we generate every day. Play a 'choose your own adventure' style game that challenges you to reflect about how your online behaviours are affecting the planet's climate.

@EdgeofReality

2

Digital Craftsmanship: Social and Environmental Musings

*Digital Studio, Sackler Centre
for arts education*

Drop-in

Join the Bureau 555 team to discover how their 3D fabric digitalisation process aims to significantly reduce the fashion industry's carbon footprint to create true-to-life digital garments. Take part in an interactive demonstration combining heritage craft techniques from Bangladesh with 3D technology and see your design digitised in augmented reality.

@bureau_555

3

Unruly Objects:

Living Latex

Foyer, Sackler Centre for arts education

Drop-in

Unruly Objects explores ways of capturing carbon using cyanobacteria encapsulated into a kind of 'living latex' to mitigate climate change. It also investigates the possibility of conserving antiquities through the enhancement of their microbiomes, the place of BioArt within museums, and the use of blockchain technologies to store conservation data. Project developed by Anna Dumitriu in collaboration with Simone Krings, Dr. Suzie Hingley-Wilson and Professor Joseph Keddie from the University of Surrey.

@annadumitriuart

4

A mini ethical dilemma for your consideration

*Art Studio, Sackler Centre
for arts education*

Drop-in

BBC R&D and Mozilla Festival invite you to take part in a real-life experiment about data, consent and privacy! We square up to the ethical dilemmas we face online everyday in this mini version of our Ethical Dilemma Café. Will you accept our terms and conditions or turn away after thinking it through? Come and see for yourself! This installation includes projects by BBC R&D, Open Data Manchester and ImaginationLancaster.

5

The Design Generator

*Lunchroom, Sackler Centre
for arts education*

The Design Generator by the Vasari Research Centre for Art and Technology at Birkbeck is an AI model trained on the V&A collections that automatically generates images of objects from text. We invite you to experiment with new AI and machine learning approaches to explore museum collections through workshops and an interactive display.

@vasaricentrebbk

6

This is not a good sign

*Lunchroom, Sackler Centre
for arts education*

Drop-in

A poetry project by J. R. Carpenter & Tomo Kihara using augmented reality to overlay the visitor's surroundings with signage posing questions about past and present climatic conditions. These signs call attention to the small changes in the climate already occurring all around us, inviting playful responses. Experience new signs created for Digital Design Weekend and contribute your own ideas.

@thisisnotagoodsign_

7

Land Body Ecologies

*Lunchroom, Sackler Centre
for arts education*

Drop-in

Join interdisciplinary network Land Body Ecologies (LBE) for a glimpse into their live research. LBE seeks to understand the traumas endured when the land suffers, exploring the deep interconnections of mental and ecosystem health. Their research is sited in critical landscapes, rooted within communities at the forefront of today's environmental crisis and land rights issues.

@landbodyecologies

8

Gilded Bodies

*Lunchroom, Sackler Centre
for arts education*

Gilded Bodies by Sian Fan explores the potentials of digital media to ornament and augment the body via a projected digital mirror. Taking inspiration from video games and anime the piece layers magical, digital forms onto the viewer presenting them with a newly gilded, reflected version of themselves. The digital elements swirl and sparkle, pushing beyond the limitations of physical ornament and discovering new possibilities for adorning our virtual selves.

@sianfan

9

Providing Climate Resilience for the V&A's collections in the future

Lunchroom, Sackler Centre for arts education

Drop-in

Join conservators from the V&A Conservation team to discover how the museum protects objects from environmental damage, fading by light and from the bugs that want to eat them. Learn how the museum is preparing for climate change, come and experience our analysis equipment and try to identify bugs using our microscope.

10

You and your Images

*Lunchroom, Sackler Centre
for arts education*

“You and your images” is an interactive game designed to increase your knowledge and literacy about the consequences of disclosing private information in images shared on social media. Project developed by Laura Ferrarello (RCA), Rute Fiaderio (RCA & QMUL), Riccardo Mazzon (QMUL), Andrea Cavallaro (QMUL & Alan Turing Institute).

11

Edge of Tomorrow

*Art Studio, Sackler Centre
for arts education*

The Prometheus Terminal developed by ImaginationLancaster is an interactive story, embodied into an arcade-like machine, in which your choices change the course of the story.

Your character, a skilled hacker, will explore the environmental effects caused by their data footprints and the consequences this has on CO2 emissions and the wider 'state of the world'.

12

Graffitizer 2

*Design Studio, Sackler Centre
for arts education*

Graffitizer 2 by Daniel Berio is an installation featuring a pen plotter and a projector.

A computer program generates forms that are incrementally traced with ink by the plotter.

At the same time, the drawing in progress is augmented with real-time projections, which results in a dynamic colouring that mixes real ink with projected light as a painterly medium.

@colormotor

13

Chaos Bells

*Foyer, Sackler Centre
for arts education*

Chaos Bells is a very large instrument comprising of 20 gesturally performed pendulums with unique sound design featuring bell-like tones and chaotic drones. Designed by Lia Mice with both artistic and analytical goals in mind, it is a probe into the exploration of instrument size on performance, and a vehicle for the artist's performance practice.

*Project supported by Media and
Arts Technology Centre, Queen
Mary University of London.*

@lia_mice

14

Tidalo

*Lunchroom, Sackler Centre
for arts education*

Tidalo is a two-person collaboration-driven digital music instrument created by Hazar Emre Tez. When the players' physical inputs are connected, they can feel each other's intentions via a two-person bow specifically designed for this experience. The bow requires learning each other's intentions, adapting, reacting, and eventually forming a vocabulary to make music together.

*Project supported by Media and
Arts Technology Centre, Queen
Mary University of London.*

15

Awakenings Digital Fashion Shoot Display

John Lyon's Charity

*Community Gallery, Sackler
Centre for arts education*

Discover the creative process behind the digital fashion experience 'Awakening' through prints and video documentary showcasing the virtual garments designed by Gary James McQueen.

16

Digital Arts University Showcase

*Lunchroom 1 & 2 (Level 0),
Reception and Design Studio,
Sackler Centre for arts
education*

Discover a selection of digital artworks created by students from the MA/MFA Computational Arts programme at Goldsmiths University London and the Media and Arts Technology (MAT) programme at Queen Mary University London

17

AI and Machine Learning Approaches to Engaging with the V&A Collection

*Residency Studio 2, Sackler
Centre for arts education
(level 1)*

Workshop for Adults 18+
18.45–19.45

This workshop will introduce participants to some of the most recent developments in machine learning technology and discuss how these innovations are producing new ways to engage with museum collections.

COVER ARTWORK

Image credit: Ramon Cristian
and Enrique Agudo

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View photos of tonight's event
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