# INTHE MUDLINE 

 16 MARCH - 6 APRIL

Guy Lobwein, 'Down to the River, into the Street', 2024, $35 \times 35 \mathrm{~cm}$, Digital print on gold fibre gloss paper, cotton rag mount, acrylic and Tasmanian oak frame.

Guy Lobwein, 'In the Mudline', 2024, HD single channel, 1:1 aspect ration, $1080 \times 1080 \mathrm{px}$, 3D animation, stereo sound, 13:58 minutes, sound composition by James Halstead.


Guy Lobwein, 'Sleeper', 2024, 35 $\times 35 \mathrm{~cm}$, Digital print on gold fibre gloss paper, cotton rag mount, acrylic and Tasmanian oak frame.

5 Guy Lobwein, 'Runner', 2024, 35 $\times 35 \mathrm{~cm}$, Digital print on gold fibre gloss paper, cotton rag mount, acrylic and Tasmanian oak frame.

4 Guy Lobwein, 'Immersants', 2024 $35 \times 35 \mathrm{~cm}$, Digital print on gold fibre gloss paper, cotton rag mount, acrylic and Tasmanian oak frame.


Set during the 2022 Meanjin Floods, In the Mudline uses digital artmaking to reflect on feelings of agentive paralysis in contemporary society, caught between virtual spectacle and looming catastrophe.

While urgent challenges such as climate change demand attention, Lobwein highlights the societal immersion into virtual-digital realms as a complicit factor. Lobwein contemplates the paradox of art-making with digital technology while acknowledging its role in exacerbating the Metacrisis. This exhibition is presented in partnership with the Brisbane Portrait Prize.
"It was at the time of the floods that I realised that my job, my way of living and functioning in society, is caught within a system that is incompatible with our planetary environment. It highlighted for me that the challenges we face are becoming so large and incomprehensible that I feel my ability to 'help' is rapidly becoming obsolete." - Guy Lobwein.

Guy Lobwein is a contemporary artist from Meanjin (Brisbane, Australia), currently undertaking his Doctorate of Philosophy at the Queensland University of Technology. His research focuses on the use of expanded reality technologies in contemporary art including VR, AR and CGI, exploring how experimental creative practice can generate experiential and critically reflective experiences.
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