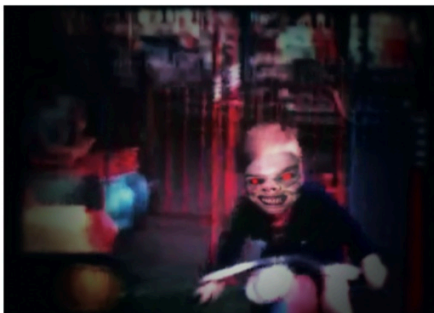
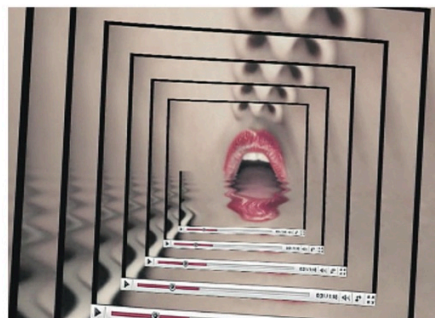


Weirdcore visuals for Games, MIA, and Aphex Twin



Weirdcore Video games

"I don't really like the term 'VJ'. Never did," confides London based video artist Weirdcore. "And I don't really consider myself an artist," he adds. While he may hold a modest view of his own process, he's been entrusted with the visualisation of quite a few other artists' work in his regular roles doing live video for Aphex Twin and rendered graphics for MIA, plus his newly released video for Games, the collaborative project of Daniel Lopatin (Oneohtrix Point Never) and James Ford. Each project he undertakes amplifies the musician's own aesthetic. The Games video, for example, draws on the 1980s advertising imagery that Lopatin uses in his own video work. Lopatin set the tone, but Weirdcore's expertise and nuance expands that into a colour-saturated, filtered dreamscape of arrestingly odd and over-smiley, benign allure.

The skills learned from working for others are helpful when collaborating with different musicians

– as anyone would know who saw him in action at various events hosted by *The Wire*, where he has created live video for artists such as Vladislav Delay, The Caretaker, Astral Social Club, Thomas Ankersmit and more. But he also attributes his versatility to a lack of musical ambition. The interest in making visuals started off after experiencing Daft Punk live in 1997. He began by backing his then-girlfriend, the solo electronic artist RYO CO (Ryoko Akama, who later became a member of The Lappetites with Eliane Radigue, AGF and Kaffe Matthews). Now, 13 years later, it's a full-time occupation.

"I always give them [the artists] what they want, which doesn't mean it's what they expect. Which can only be achieved by listening to them in the first place, but I don't have to make their rubbish ideas. I do seem to interpret briefs loosely, but probably because I always try to not be inspired by stuff in the same

medium. So, if I do video, I get inspired by art or web, for example. If I do print I get inspired by architecture or something, always avoiding direct influence."

Though he has achieved a level of success in his field, it's probably comforting to the musicians he works with that he views himself as a support unit to their own ideas. "I realise that when I speak to real artists like Florian Hecker or MIA, if I ask them questions as to why they do certain things, their answers are so deep or subjective, where I don't think like that at all," he explains. "I'm much more logical and straightforward, and all of my graphics are purely about aesthetics. No story or meaning to them, just purely about bold impact and causing a reaction. As far as I'm concerned, despite being very passionate about it all, I'm far too logical and driven by briefs and deadlines to be considered an artist." □ weirdcore.tv
Lisa Blanning