

# FACE-OFF

## VISUAL MAVERICKS ONEOHTRIX POINT NEVER AND WEIRDCORE PIXEL EACH OTHER'S BRAINS

If you think that going to an Aphex Twin gig means being visually assaulted with the strobeby flash of AFX's mug every time you let your guard down, you won't be disappointed. But Weirdcore, who created the visuals for AFX's show with Die Antwoord this year, went one step further by face-mapping Richard D James's insane grin on to unsuspecting ravers projected live on-screen. Having already created visuals/videos for MIA and SMD, he's now working on a video for Games, the side project of Daniel "Oneohtrix Point Never" Lopatin. The pairing seems natural – OPN's nostalgic-futurist vision can be found not only in his cosmic productions but in his YouTube videos (username: Sunsetcorp) made from stolen clips, old VHS tapes and 80s computer games. What both artists are doing is defining a new kind of video aesthetic – one that summons nostalgia for their 80s childhoods and future-shock at the same time.

**ONEOHTRIX POINT NEVER:** So, Weirdcore, darling... what's been keeping you busy? I hear that you're off galavanting around coastal Spain?

**WEIRDCORE:** I've been busy with the AFX shows, the last one was in Ibiza. The show's visuals were popular because the crowd form part of the visuals, but the crowd in Ibiza was rubbish, so the visuals there weren't as having it as they were in the UK shows.

**OPN:** Rubbish as in the crowd turned into literal trash piles once confronted with AFX sonic insanity? Or just a boring crowd?

**w:** Dunno... I hear they weren't that boring, but the video input I was getting from the stage was selected between lame or less lame shots of the crowd. At the UK gigs, I was spoiled for choice. What about you?

**OPN:** I had an amazing show at Via fest in Pittsburgh at a film studio/hangar thing. I performed with Nate Boyce, whose work I think you are familiar with? Insane Frank Stella-style transmuted 3D sculptures getting blasted and strobed. There was a dude in the front with a Boards of Canada tee on – that was funny.

**w:** So, you saying that Nate was doing mental visuals and you were just looking at someone's t-shirt?

**OPN:** Haha... yeah, actually. Well, the problem of course is Nate's visuals are behind me, so I was forced to deal with the BOC tee mostly. WHAT WE NEED DUDE is for me to be monitoring your visuals for next year's collab. I need Weirdcore goggles!

**w:** Well, all you need is a preview monitor on your desk – pretty simple. Yeah, I love reiterating and recycling lame media into something sooo less lame.

**OPN:** No. I need goggles. I want to be immersed in, like, Weirdenstein 3D. I'm headed back to Europe tomorrow and I'm going to buy a netbook tonight so as to feed my internet addiction.

**w:** You don't have a laptop?

**OPN:** I don't have a laptop at the moment. I'm somewhat gear-challenged actually. What got you started on videos? Were you in bands before?

**w:** Bands? No. I don't make music, and I don't want to either because I don't want to start analysing music in the same way that I analyse graphics. I've always been into videos. I used to love the title sequences to sci-fi films.

**OPN:** Totally.

**w:** I used to love to make my own VHS covers for the films I recorded off the box. I guess even then, I was a graphic designer.

**OPN:** Joel and I (Games) used to draw fake cassette covers for our fake bands. We were in like, 20 grunge bands between 1994 and 1995.

**w:** Grunge bands?! I was never into grunge to be honest.

w: *CSI*?

OPN: Yeah, MIA seems very adept in identifying ways in which teens/contempos/hipsters think and then sort of refracting that shit back at people. It's cool. It's not all that political though. Less guerilla, more 'birds the word'.

w: Anyway, I've been hard at work on your Games video. I'll send you something tonight.

OPN: Oh wow, sick. I'll scope it before I leave.

w: I'm totally going for a continuation of the style you've been developing in your Sunset Corp projects.

OPN: Are you generating materials from scratch or YouTubing?

w: I've been exploring YouTube for suitable stuff, which has been an eye-opener. I'm doing it in a full-on Megamix way (always used to love Megamix back in the day). YouTube about three hours' worth to condense into your 2.30 minute track.

OPN: Haha, totally. That's the Sunset Corp style for sure. I love super micro-cutting, I also love that sort of non-narrative cutting to random other zones for under a second that just feels like strobing FX. I'm interested to see what you come up with, since all I told you was like, 'Michael Crichton cyberian hacker zone', or something like that.

w: I didn't really follow that to the letter. The way I'll be messing it up will be a bit like that, but it's more in the style of the 'Everything Is Working' video you did, with a super air hostess plane travel theme to it. I'll be messing it up, in a very motion sensor way gone wrong. A bit like the face-tracking stuff I've been doing for AFX, but a lot more elaborate, Because it's not live, so... way more possibilities.

OPN: Killer.

**Text SARAH FAKRAY**  
**Video portraits WEIRDCORE**

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Go to [DAZEDDIGITAL.COM](http://DAZEDDIGITAL.COM) to see an exclusive preview of WEIRDCORE'S visuals for SIMIAN MOBILE DISCO's semi-live show DELICATESSEN, which begins November 26

OPN: Dude, I was 12.

w: No excuse. I was always more into electronic music.

OPN: Haha, so British of you be listening to fucking Orb while going through puberty.

w: I grew up in France, so was well into synth pop and then industrial... and my parent's record collection, so stuff like Zappa, Tangerine Dream etc. When did you start making music? I heard you were classically trained?

OPN: My mom was classically trained and tried to teach me but I refused. I was too busy trying to beat *Fester's Quest* or something. No time for learning a circle of fifths.

w: I was never into computer games, apart from a select few, like *Tempest* or *Golden Axe* in the arcades, skiving school.

OPN: *Golden Axe* was hard. It is funny that you phrased that sort of reiterative process as being about taking lame things and making them less lame. I really like the stuff you're doing in which the actual architecture of the web is being morphed – architectural or infrastructural boringass skins.

w: That's good cos I plan to do some in your Games video. In a kinda different way to how I'm currently doing it for MIA.

OPN: Cool. We're super stoked to see that. In a lot of ways I think we do that with the way we cut shit up and sample. The premise being we're trying to unleash the provenance – the original glowing orb of psychedelic power from otherwise mundane tropes, like prog or smooth jazz or stuff like that. But if you really dig then that shit is way in there.

w: Although it's quite hard to do it in different way to how I do it for MIA because she's based her whole new album art on that internet recycle theme, but I have a few more tricks up my sleeve.

OPN: It's all about enhancing, like in *CSI*: ENHANCE... ENHANCE.

**WEIRDCORE**

**DOB:** Mid-70s

**PLACE OF BIRTH:**  
Near the sea.

**WHAT YOU KNOW:** Makes fucked-up music videos and visuals for MIA, SMD, AFX, OPN, and possibly some other three-letter initialisms.

**WHAT YOU DON'T KNOW:** So long as he's mixing ingredients, he's happy. He almost studied to be a chef rather than going to art and design college.

**PREVIOUS:** Back when he let people know his real name, Weircore worked in various design mediums – photography, print, 3D computer games and web design.

**ONEOATRIX POINT NEVER**

**AKA DANIEL IOPATIN**

**DOB:** July 25th, 1982

**PLACE OF BIRTH:** Boston, Massachusetts USA

**WHAT YOU KNOW:** Goes by the unpronounceable Oneoatrix Point Never for his solo music project. More recently he formed the duo Games with Joel Ford and makes retro-futurist videos you can find on YouTube under Sunsetcorp.

**WHAT YOU DON'T KNOW:** Dan once played junior varsity basketball, but his d-skills weren't all that good.

**PREVIOUS:** Played as one-third of homemade cosmic band Astronaut for years while working as a freelance music journalist.