



ROY ANANDA

Adelaide Biennial of Australian Art: Divided Worlds

ART GALLERY OF SOUTH AUSTRALIA

NORTH TERRACE, ADELAIDE Open daily 10am–5pm artgallery.sa.gov.au



ROY ANANDA

Roy Ananda is a South Australian artist and is currently Head of Drawing at Adelaide Central School of Art. Ananda's objects, drawings, installations, and videos celebrate pop-culture, play, process and the very act of making. He recently completed a Masters by Research with a specific focus on the intersection of pop-culture fandom and contemporary art practice.

Thin walls between dimensions, 2018, celebrates the early role-playing game, *Dungeons & Dragons*. This work is the first encounter for viewers as they descend the stairs to the basement level of the Art Gallery of South Australia. As a lifelong *Dungeons & Dragons* enthusiast, Ananda re-imagines the underground journeys into the lairs of evil wizards and long abandoned dwarven mines that are the settings for the game. The map Ananda has utilised was included in the game's introductory boxed set during the late 1970s and early 1980s and represents a notional space that has been navigated in the imaginations of literally tens of millions of people. As such, the work also considers how 'real' this imaginary space has since become, and how a sculptural form might bridge the gap between make-believe and a physical outcome.



image: Roy Ananda, Australia, born 1980, *Slow crawl into infinity*, 2014, plywood, pine and fixings, 506.0 x 668.0 x 1021.0 cm; Courtesy the artist, installation view: Samstag Museum of Art, University of South Australia, Adelaide, photo: Sam Noonan

"My parents bought me my first Dungeons & Dragons rules set when I was ten years old and I have no doubt that a childhood and early adolescence spent devising and inhabiting imaginary spaces (castles, dungeons, forests etc.) laid important groundwork for my later sculptural endeavours"

– Roy Ananda
(INDAILY, OCTOBER, 2015)

EARLY YEARS

RESPONDING

What is your favourite game to play with your friends or family?

MAKING

Create a board game where places you visit and people you know are the subjects of this new game.

PRIMARY

RESPONDING

What games did your grandparents or parents play when they were children?

How do you feel when walking through Ananda's work?
What features of this installation make you feel this way?

MAKING

Design a map to an imaginary new world. Transform your map into a three-dimensional form using cardboard.

Create a new identity for an existing game.

Write a character profile for a new *Dungeons and Dragons* character. What species will it be – an elf, orc, halfling or human? What special powers do they have? What are their abilities – are they fast, stealth or strong? What is their backstory?

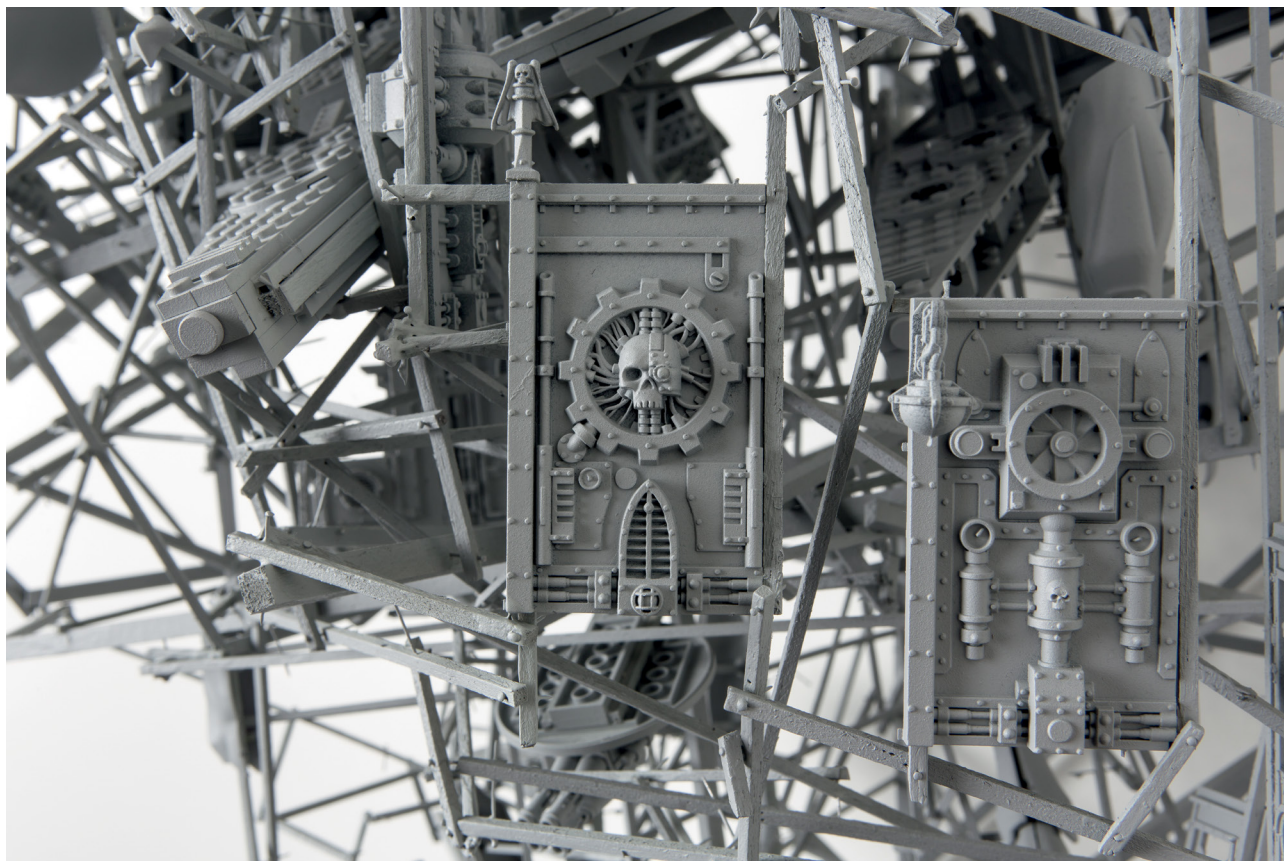


image detail: Roy Ananda, Australia, born 1980, *Composition for three kit models*, 2016, kit model components, balsa, pins, synthetic polymer paint, dimensions variable; Courtesy the artist, photo: Sam Roberts

SECONDARY

RESPONDING

Suggest some reasons why this work of art may appeal to people of all ages, even if not a fan of *Dungeons and Dragons*.

What is the difference between what is commonly known as “fan art” and Ananda’s practice, which is informed by fandom?

Compare the work of Ananda to other artists who reference pop culture and role playing such as Jeff Koons, Roy Lichtenstein, Takashi Murakami, Barry Reigate, Cindy Sherman and Andy Warhol.

MAKING

Pay homage to your favourite pop culture character using only balsa wood or cardboard and pins.

Some of Ananda’s sculpture work is processed based. Use a variety of materials to create a 3D work of art. Deconstruct your sculpture and recreate a new one using the same materials.

Ananda’s forms emerge through the process of play rather than following a strict design process. Take a well know structure, such as a table or chair, and recreate this object in an unconventional way.

RESOURCES

Adelaide Review – Roy Ananda comes out to play
<http://bit.ly/2nkYLNf>

Broadsheet – Creative Couples: Julia Robinson and Roy Ananda
<http://bit.ly/2Bz6Kf4>

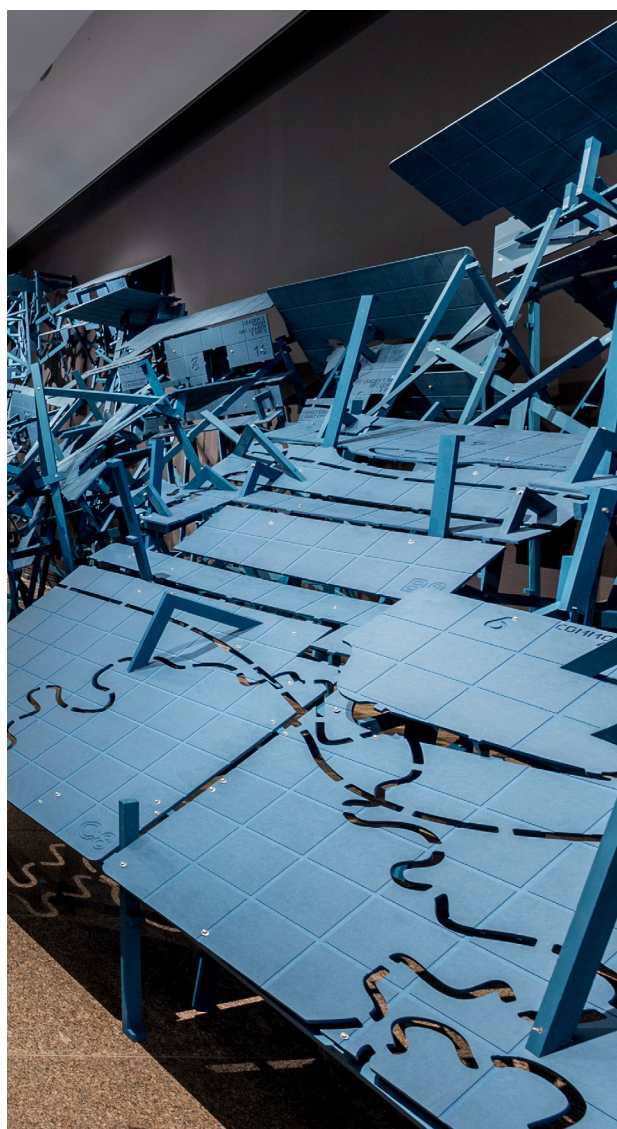
Fineprint Magazine – Roy Ananda is not a nerd
<http://bit.ly/2Eiv0VU>

Guildhouse – Roy Ananda
<http://bit.ly/2rNljkO>

VIDEOS

Adelaide Central School of Art – Roy Ananda
<http://bit.ly/2DDUfRf>

The Gallery’s Learning programs are supported by the Department for Education and Child Development.



Installation view 2018 Adelaide Biennial of Australian Art: Divided Worlds featuring works by Roy Ananda, Art Gallery of South Australia, Adelaide.