

## Projects

*Preserve* is a project about death and decay. It contains the projects *Mummies* (1998-2003), a number of paintings and photos, and *Leaves* (2003), an installation of resin plates.

*Continuum* (2003) is an installation about birth, life and death. It includes the videos *Foetus* and *7*, seven sculptures inspired by Shakespeare's stages of life, and a large oil painting called *Dead*. *Foetus* has been created from material taken from an ultra sound scan, enriched by water sounds. The foetus is a family member. *7* is a video that refers to Shakespeare's seven stages of life. Family members and close friends have been filmed in a studio. Their figures have been also used as models for the sculptures.

*Seven* (2004-05) is a sound installation, which approaches the understanding of mortality. Part of it is the video *a memorial*, a personal expression of anger and grief for the loss of close friends, who were gone unexpectedly.

*An Odyssey part I* (2006), is an installation created during a residency in an old dairy. It refers to personal defining moments in life in parallel to Ulysses' journey to Ithaca. It is an installation that includes drawing, painting, video and sound. *The Dairy* is a video that acts as a documentation of the residency accompanied by a poetic narration of these personal experiences. *An Odyssey Part II* refers to three personal experiences on oblivion, isolation and fearlessness, in parallel to three of Ulysses' challenges. It includes drawings, poems, sound and text.

*Time 0 (-zero)* (2005-07) is a personal film taken one day from a hospital bed. It is a narration of the journey of the drops falling out of the platelets infusion bottle and into the vein. Enriched by repetitive medical sounds the video emphasises the alienation that creeps in when life is an uncertainty, when time freezes in-between the dimensions of fear. Although it was filmed in 2005 it was completed in 2007. The project in its total includes a series of drawings.

*Waters* (2007) is a film made in 2006 during a three-month journey in Europe by road and boat. That year floods had affected most of Europe. Water acts as a symbol of challenge, constant change and beauty.

*An Odyssey III* (2008) is a sound and video installation inspired by Ulysses two adventures: his visit to the Underworld and his journey by sea, drawing a parallel between the two elements from Hades' and Neptune's kingdoms, blood and water. Blood is a symbol of acceptance of death and a reflection to a personal blood related illness. Water symbolizes challenge and achievement, reflecting a positive attitude to life. The video *Blood and Water* contains two films displayed at the same time, using parts of the videos *Time 0* and *Waters*.

*Bloodscapes* (2008-09) is a series of paintings that refer to human cells. The diagnosis of a long-term illness, which has been complicated by other health problems, triggered an interest in the world of Microbiology and the fascinating images of cells, viruses and other micro organisms, which can appear as insects, flowers, clouds or stars, all parts of the life in the universe. The project is an inventory of all illnesses or dysfunctions developed at some point in personal life. The four triptychs, made of acrylic paintings on wood

with plaster and other materials, translate cells and viruses into landscapes.

*Language Song (in progress)* is a participatory public art project with the aim of exploring the sound-world of each of the 43 official languages spoken in Europe, through a series of interviews with European nationals living in the UK.

*Plus* (2010) The project had its starting point as a residency in a Greek hospital. A project that aims to instigate dialogue discussing knowledge and experience with scientists, microbiologists and doctors alongside having access to material from the hospital laboratories. Alongside the examination of the clinical culture surrounding HIV there are interviews of a sample of people diagnosed HIV+ regarding their understanding of the condition. The outcome of these processes will be to create meaningful and open dialogue and debate between those diagnosed HIV+ and health professionals.

### Collaborative projects

*Turbine House Museum Residency* (2010) Vicky Vergou, Conrado Silva de Farrias A site specific sound installation created after a two week residency in an old building above the river Kennet. The sounds were produced from the unusual preserved turbine machinery housed in this unusual place.

*Language* (2005) Vicky Vergou, Jo Thomas, Conrado Silva de Farrias During summer 2005 the three artists met at various locations across Oxford to recount early childhood memories in their own languages, Greek, English and Portuguese respectively. Spoken childhood memories overlap and merge to become the sounds of our languages, creating an almost hypnotic atmosphere. The visual part of the video *Language* is a display of the eyes of the artists while dreaming in front of the camera.

*Wellington Boots* (2005/06) Vicky Vergou, Jo Thomas

This is a research-based collaboration that explores the passage in time at a forgotten watercress bed. The video *Wellies* is a documentary of the location, focusing on the movement and reflections of the water, which dominates the area. The camera reveals elements of life under the water surface.

*Red Figures* (2003/04) Vicky Vergou, Caroline Rager

The project is a pilgrimage of two figures walking one next to each other in different parts of Oxfordshire. Faceless and sexless, covered in red fabric, the figures walk slowly in green landscapes, next to rivers, in cities and amongst people. The camera captures them at a distance. There are individual videos of the walks as well as one video, which displays four of the walks at the same time.

*Best before end...* (2003), is an illustration of poems of Pavlos Avouris.

### Videos

Foetus - 7 - A memorial - Time 0 - The Dairy - Waters - Blood & Water - Red figures - Language - Letcome – Turbine House

### Documentaries

Paragliding - Steam trains - Spiders