



# IN LIMBO

A project by Jacek Ludwig Scarso  
Premiered at Tate Modern, London

Created with Tate Exchange  
In partnership with:  
The Cass, Felix Dodd and A-VR,  
Anise Gallery







## THE CONCEPT

IN LIMBO is a participatory installation, in which the public is invited to ponder with us what we are waiting for and whether it is worth the wait. Waiting is more than an action. It is, in many ways, a condition of our lived experience. As the speed of the world at large increases, it is not so much that we spend more time waiting, but that we are obsessively conscious of it. The relentless drive forward makes our experience of the NOW one of anticipation and of slightly irritated longing.





# THE EXPERIENCE

The public enters the IN LIMBO Waiting Room, a space filled with stage smoke and guarded by "Bureaucrat Angels", who hand them a form to fill in and direct them to a long row of chairs. The form includes a range of triggers on their experience of waiting, from trivial to deeper questions. There is a doodling section in the form, to fill in while waiting. As they complete the questionnaire, they hand it over to the Angels, who hang them on a wall, creating an increasingly large collective artwork on what it means to wait. The artwork itself becomes part of the experience for the viewer.

Throughout the event, an immersive surround soundtrack layers the sound of a ticking clock in reverse, with a nostalgic waltz, which contributes to the playful tone of the experience and its symbolic reference to time.

In the meantime, other Angels are visible across the Museum spaces. They are not allowed to talk to the public: they walk in slow motion, knowingly smiling, and pass on secret messages directing them to the Waiting Room. This live presence is essential to the work, as it both generates substantial interest and contributes to the engagement of the public's imagination.

# VR JOURNEY

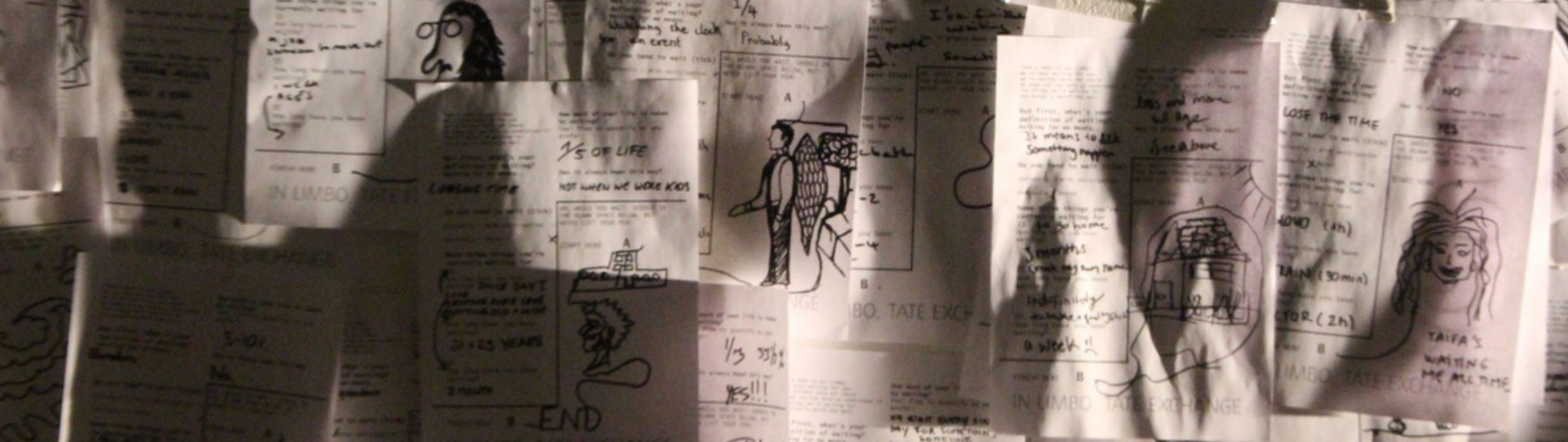
In a special collaboraton with Felix Dodd and A-VR, IN LIMBO features a unique VR journey, immersing the public in a virtual waiting room. As they navigate this, they are confronted by further questions, once again through the presence of the Bureaucrat Angels. The VR complements the live experience, by promoting a further level of playful engagement in the intimate nature of this medium. Across the physical space of the installation, TV screens play excerpt of the VR in 2D.

## WAITING LOUNGE CHATS

Throughout the duration of IN LIMBO, a curated series of talks provides the public with an additional opportunity to explore the idea of waiting. Named the Waiting Lounge Chats, to highlight the informal and inclusive nature of these, the talks invite guests from a diverse range of field (e.g., architecture, art, science, philosophy, etc.) discussing the concept of waiting from their unique angles.







## PUBLIC REACH

In the course of one week, over 1500 people visited In Limbo at Tate Exchange. Around 1100 forms were filled in and substantial social media reach was created.

"You understood the space so well, and transformed it in a way we have not seen before and it surpassed all expectations. My team loved working with you and your team too and all agreed it was one of the best uses of the space they have seen here at Tate Exchange"

Dr Cara Courage, Director of Tate Exchange

Comments from the public:

"I felt transported into another world"

"A thought-provoking experience on a subject that we can universally relate to"

"It was lovely to share the experience with my whole family. We loved the Angels!"

"A timely topic in today's world, and an inspired realisation"

"Simply stunning. Loved the VR"

## JACEK LUDWIG SCARSO

Jacek Ludwig Scarso (PhD) is an internationally exhibited artist, whose work spans live performance, video, photography and installation. He is Course Leader in Theatre and Film at the Sir John Cass School of Art, Architecture and Design, London Met. He collaborates with Anise Gallery in London and Collezione Lubich and Studio CS in Rome. His current projects include collaborations with CICA Museum in South Korea and the British Council in Hong Kong.  
[www.jacekludwigscarso.com](http://www.jacekludwigscarso.com)

## ANISE GALLERY

Anise Gallery is a contemporary art gallery with a strong focus on the architectural aesthetic. Anise Gallery was founded in 2012 by Jacquelyn Jubert and Joseph Robson in Shad Thames, South East London. Occupying the ground floor of the Anise Building, a former spice warehouse and the gallery's namesake, the space is also home to AVR London and A-VR – Architectural Illustrators and Virtual Reality Specialists respectively.  
[www.anisegallery.co.uk](http://www.anisegallery.co.uk)

## TATE EXCHANGE

Based at Tate Modern and Tate Liverpool, Tate Exchange works with over sixty associates to collaboratively produce a programme that explores the impact of art on individuals, communities, and societies. Each year Tate Exchange explores a theme and works with a Lead Artist to spark debate and engage with issues that matter today. Its home at Tate Modern is on the 5th floor of the Blavatnik Building  
[www.tate.org.uk/tate-exchange](http://www.tate.org.uk/tate-exchange)

## FELIX DODD / A-VR

Felix Dodd is a virtual reality specialist and director of London's leading virtual reality studio A-VR based in Shad Thames. He has a passion for art and for supporting the artist's vision by creating immersive content that provides a new dimension to the work. He has pioneered the 'partnered piece' concept through the creation of curated VR experiences and continues to develop and refine the language of virtual reality production.  
[www.a-vr.co.uk](http://www.a-vr.co.uk)

# CONTACTS

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