

Published by Inter Arts Center, Lund University
Text © The authors, 2024
Editorial: Hedvig Jalhed and Margot Edström



This text is licensed under an Attribution-NonCommercial-NoDerivatives 4.0 International License. This license allows users to download and share the article for non-commercial purposes, so long as the article is reproduced in the whole without changes, and the original authorship is acknowledged (See full terms and conditions here: <https://creativecommons.org/licenses/by-nc-nd/4.0/>)

DOI: <https://doi.org/10.37852/oblu.362.c885>

1, 2, 3 Playtime

ISBN:

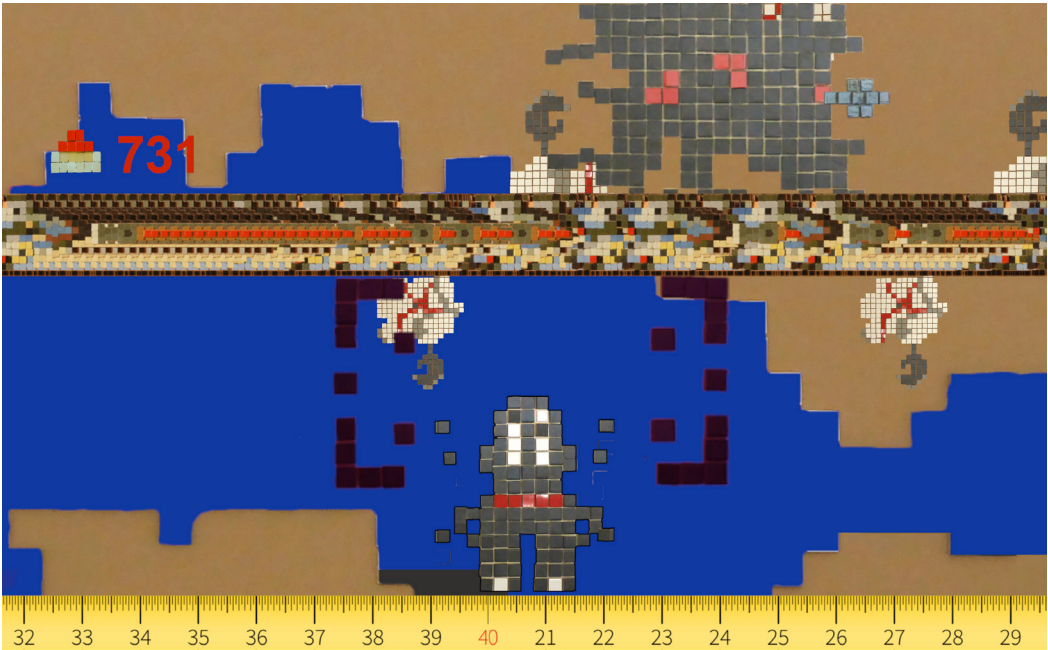
978-91-531-2612-6 (print)

978-91-531-2613-3 (digital)

Publications from Inter Arts Center, no 1

ISSN: 3035-7586

Suggested citation: Loyko, A. 2024, 'Pixel Life', i M. Edström & H. Jalhed (red.), *1, 2, 3 Playtime*, Inter Arts Center, Malmö.
<https://doi.org/10.37852/oblu.362.c885>



Pixel Life, 2024. 2D game. Unity Game Engine, Mosaic, Print. Music by Madjah's. Artistic support by Volodymyr Gulich. Game view. *Malmö Gallery Weekend 2024*, IAC. Anastasiya Loyko

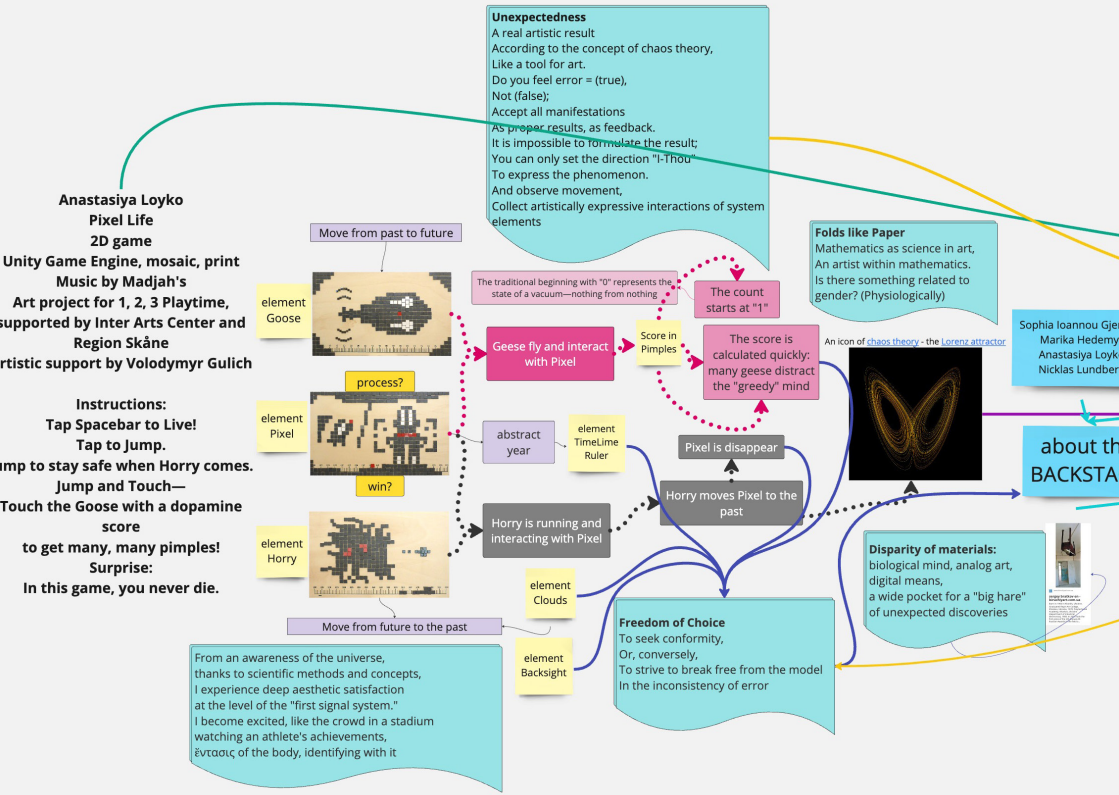
Pixel Life

Anastasiya Loyko

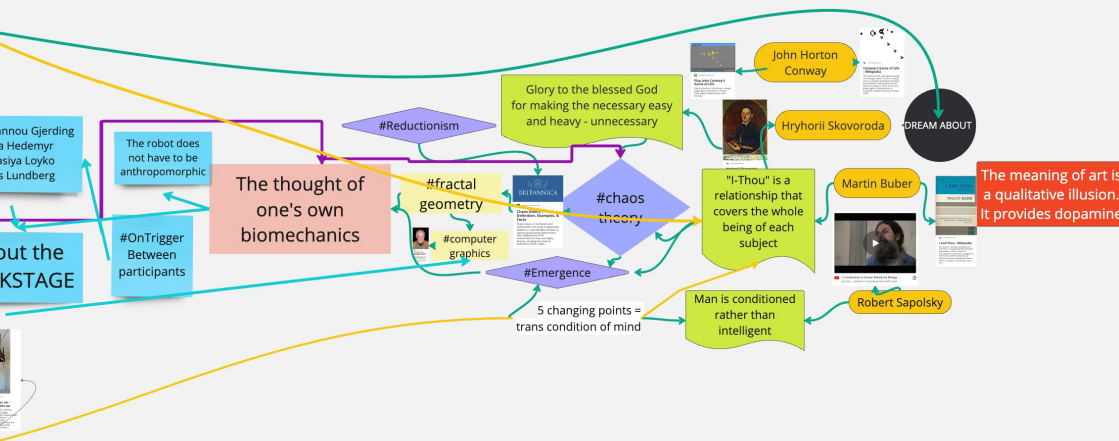
The 2D game *Pixel Life* is inspired by ceramic mosaics I created during the Swedish Ifö Center residency, 2023. My artistic project within the *1, 2, 3 Playtime* initiative combines unique elements of heritage and contemporary art. The mosaic itself is an archaeological discovery. In 1949, a Swedish artist from Skåne, Hugo Gehlin¹, created a large mosaic depicting the production process at the Ifö ceramic factory in Bromölla. The last unused colorful squares of the mosaic eventually ended up in Lake Ivo.

I was swimming on the shore of Lake Ivo when I suddenly saw something yellow-golden gleaming in the sunlight at the bottom of the water. It was a ceramic tile, and I felt a great sense of luck, which allowed me to interact with Hugo Gehlin's mosaics. Washed and cleaned from the silt, the mosaic ended up on wooden panels and depicted scenes of life – this time, my own. Organising an exhibition with heavy mosaics is quite a challenge, but thanks to this project and Unity game engine, I can share my art and invite you to join the game with Hugo Gehlin.

¹ Gehlin, J. E. Hugo. 'Svenskt biografiskt lexikon' (article by Nils Gehlin). Accessed August 8, 2024. <https://sok.riksarkivet.se/sbl/artikel/14699>.



Pixel Life, 2024. Mind map made in Miro. Malmö Gallery Weekend, 2024, IAC. Anastasiya Loyko



Invitation to interact:

Please pay attention to the information resources on the Internet under the hashtags and blocks you see on the 'Pixel life 2' mind map, and create your own neural network. The blue blocks are personal reflections—poetry. This map was created using the Miro app.

https://miro.com/app/board/uXjVLcxVaMU=?share_link_id=945651607990

