Wayfinder:
Larry Achiampong and JMW Turner

Wayfinder
Wayfinder is a feature film by Larry Achiampong. The main character, the Wanderer, sets out on an epic journey across England. On her travels she discovers different landscapes, towns, people and their stories.

The artist includes real-life stories in his films to show the inequalities that exist in our society.

Glossary
We have described words that you will come across as you explore the exhibition.

**Empire** - Areas of land ruled by one country outside of their borders. The British Empire used to govern over countries (Canada, Australia, parts of India and Africa.)

**Colonisation** – When one country takes control over another country or region to control the area and benefit from it, at the expense of the people from that place.

**Inequality** – When people don’t have equal treatment or opportunities based on their gender, race or where they’re from.

**Belonging** – Feeling connected and accepted.

**Displacement** – A person who has to leave their country because of war or unjust treatment from people in power.

**Cultural heritage** - Customs, practices, places, objects, artistic expressions and values that are developed by a community and passed down the generations.

**Ally** - A person, group, or country that joins forces with another for a particular purpose.

**Protest** – A way of showing your objection about something.

**Post-digital** – More concerned with being human than with being digital.

**Pan-Africanism** – A worldwide movement that aims to encourage and strengthen bonds of solidarity between all people of African descent.
Wayfinder

Larry Achiampong is a British-Ghanaian artist who makes film, music, sculptural installation, performance, photography, and painting. He uses art to explore identity and tell stories that have been forgotten or erased because of inequalities in our society.

What is identity? Can we change or shape it?

Through his artwork, Achiampong helps us to understand the past and present so we can improve the future.

Explore

Look at the seats in the room. Does the image look familiar?

It’s a map of the United Kingdom.

You can follow the path of the Wanderer, from the North to the South.

What kind of things would you like to see in a fairer world? Can art be a protest?

Where have you travelled from? Can you point on the map?

Turner Contemporary is here.
The Relic Traveller is a science fiction project incorporating short films, sound, flags, sculpture and performance.

**RELIC TRAVELLER**

These films imagine a future where African countries are the most wealthy and prosperous in the world and have joined together to form a Pan African Union. In this union they create a programme called:  

Relic Traveller's Alliance

If you could travel anywhere in time or space where would you go?

The Relic Traveller's are tasked to travel back in time to the past to collect clues and stories of those who have been oppressed by colonisation and capitalism.

**SANKOFA** *(TO GO BACK AND GET IT)*

Achiampong uses this word from the Twi Language of Ghana as a way to connect to his roots.

If a time traveller observed our society, what would they learn?

How do you store your precious memories and stories?

- A PHOTOGRAPH
- AN OBJECT
- WRITTEN DOWN
Relic Traveller

Pan African Flags For The Relic Travellers Alliance

Achiampong has designed flags in Pan African colours that you can spot around the gallery. Each flag has 54 stars to represent the 54 countries of Africa. He has used pattern to communicate different meanings such as 'community' and 'motion'.

Take a look at the different flags and give them names.

- Green represents the land
- Black represents the people
- Red represents the struggles
- Yellow represents prosperity

Colour can be associated to different meanings/feelings by different people.

Glyths Series

Achiampong has manipulated his family photos by adding a black circle and red lips over every black person's face.

“I was depicting the experience of being treated like an alien based on the colour of my skin.”

Collage is a great tool and has been used by many people as a form of protest.

What message would you choose to protest about?
The pairing of Achiampong and Turner may seem an unlikely duo to showcase next to each other. But in fact there are a lot of similarities between the two artists that we are going to explore.

Looking at Achiampong’s concept of ‘Sanko-time’ (to go back and retrieve). Can you compare the landscapes and objects in Turner’s paintings to today’s landscape?

Does this structure look similar to one you can find today? It begins with an ‘S’.

London: York House Water-Gate

Have you travelled to any of the locations in Turner’s paintings?

Norham Castle, on the River Tweed

Do any of these structures still exist today?

Focusing on: Class, Empire & Place
Built structures have always played a role in showcasing wealth and status. First it was Castles, then Manor Home’s with huge estates and now it’s skyscraper/industrial buildings. Being an avid traveller, Turner has captured all of these traces of history in Britain within his paintings.
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JMW TURNER & TRAVEL

Both Achiampong and Turner focus on the theme of travel and journey. The paintings selected by Achiampong show extensive tours Turner took around Britain. Turner lived through massive social, political and technological change; from colonial expansion and the industrial revolution to the Slavery Abolition Act of 1833.

Can you spot the locations from Turner’s paintings in Achiampong’s ‘Wayfinder’?

Like Turner, Achiampong’s film’s focuses on the British landscape and the sea.

The history of the sea links strongly to themes of migration and colonisation.

How did you travel here today?
Point to the form of travel you used.

Does this figure look similar to a character from the Game Room?

Art Fund
Growing up, artist Larry Achiampong loved watching and playing video games. He remembers admiring the dazzling colours, enchanting music, and alien spaceship style consoles!

What was the first game you ever played, digital or non-digital?

If you could teleport into any world or landscape, where would you go?

Some video games contain ‘Easter Eggs’ – these are not chocolate eggs but hidden clues that might help you complete the game mission.

How could an artist plant Easter Eggs in their artwork?

Can you spot any in the exhibition or in the games in this room?
Technology has grown at rapid speed and so have the opportunities in the gaming industry.

How has technology changed in your lifetime?

Here are just some of the jobs that exist in the gaming industry:

**Game Designer** - Invents the original ideas for games and oversees the making of them. They work with a big group of creative and technically skilled people from the very beginning to completion.

**Game Developer/Programmer** – Someone who can write code and build a playable game, based on the ideas and vision given to them.

**Animators and Artists** – Responsible for bringing the game to life with drawing, animation, colour, and style. Lots of imagination is needed to make sure the game is unique and stands out to players.

**Audio Engineer** – Creates everything you hear in a game including the soundtrack, character voices and sound effects.

**Quality Assurance Tester** – Once a game is complete, it is tested in various environments before being released to the public. You’ll need good attention to detail and lots of patience!

**Game Writer** – They write the storylines, character dialogue and even instructions.

Can you find the video game mixtape in this room?

What sounds would a video game character version of yourself make?

What part of making a game would you enjoy the most?