

SADNESS

NICHOLAS ALOISIO-SHEARER

**SAD [SOPHITIA - JELANDA - YUMI - AI - CELIA - REINHILDE
LUCIEN - MILLIA - WHITE MAGE - YUKIKO - NOCTIS - LINK - MARIO
PLATINA - NEKU - PRINCESS PEACH - PERI - ELENA - RINOA
GARNET - CLEMENTINE]**

2017, Cyanotype and ink on watercolour paper, 75 x 57cm

ea. \$200

SAD SONIC THE HEDGEHOG

2017, Cyanotype on watercolour paper, 150 x 171cm

\$400

SAD ANNETTE

2017, Argyrotype and cyanotype on watercolour paper, 75 x 57cm

\$200

SAD [LUCINA - TIDUS - ELISE - IBUKI - XANDER - TIFA]

2017, Cyanotype and ink on watercolour paper, 57 x 75cm

ea. \$200

BUST OF PRINCESS PEACH

2017, Plaster, 3D printed PLA plastic, pigmented resin, acrylic paint, 30 x 17 x 23cm

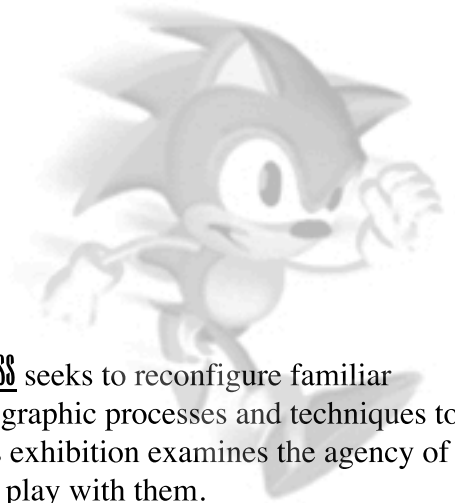
\$350

"Sonic rubbed behind his best friend's ears, like he used to when Tails was still small, still slept in Sonic's bed with his tails over Sonic like a protective little blanket, still too loving to judge, still so happy it was infectious, still so young Sonic could pretend they really were brothers. "I love you, little bro," said Sonic, burying his face and his tears in Tails's fur, still soft and warm and comforting to him even though he was all grown up now and he shouldn't feel mushy over stuff like that anymore.

"I love you, Sonic," said Tails for the last time, and all Sonic could do was sit there and cry over what was left."

iammemyself, *Sonic and Tails: Last Goodbye*, 2011.

<<https://www.fanfiction.net/s/7313969/1/Sonic-and-Tails-Last-Goodbye>>



Appropriating video game concept art and fan-art, SADNESS seeks to reconfigure familiar relationships between play and affect. Using historical photographic processes and techniques to render and re-contextualise gaming and fan-art imagery this exhibition examines the agency of simulations and the desires of those who play with them.