

**Lip-sync**  
Holly Hendry 2023

Commissioned by Birmingham City University  
Curated by Eastside Projects

Made with The White Wall Company.

Zinc plated, painted and powder coated steel  
Jesmonite

Holly Hendry's work uses the language of slapstick and cartoons to create joyful and materially rich sculptures which explore the role of the human body in industrialisation and encourage us to think about our current, and future, experiences of being human in relation to new and expanding digital technologies.

Lip-sync's surface features cartoonish, body-like shapes co-developed with students from Birmingham City University and pupils from Chandos Primary School in Highgate in a series of 'exquisite corpse' workshops where individual drawings lead from one to another to create a collective collage.

**BREATHE..**

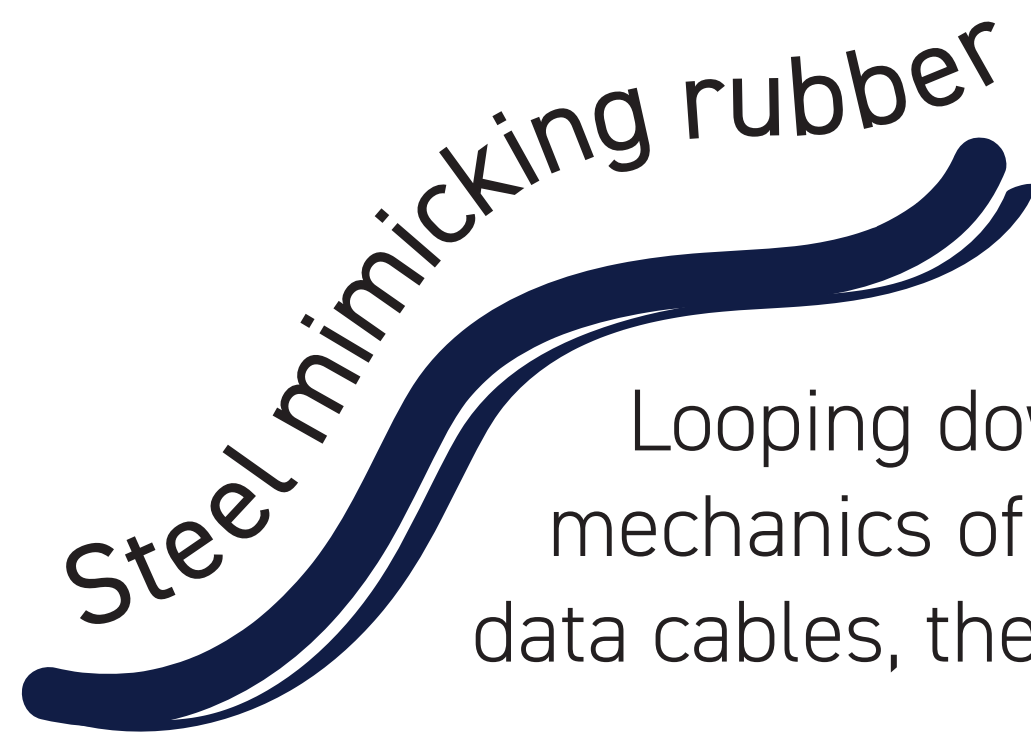


**Flattened.**

**Extruded.**

**Condensed.**

Material. Physical. Tangible.



Steel mimicking rubber

Looping down and around beneath our feet, like the mechanics of the building - the air conditioning, the data cables, the water supply.

Tensions between bodies and machines, mechanisation and digitalisation. Steam rolled through the computer



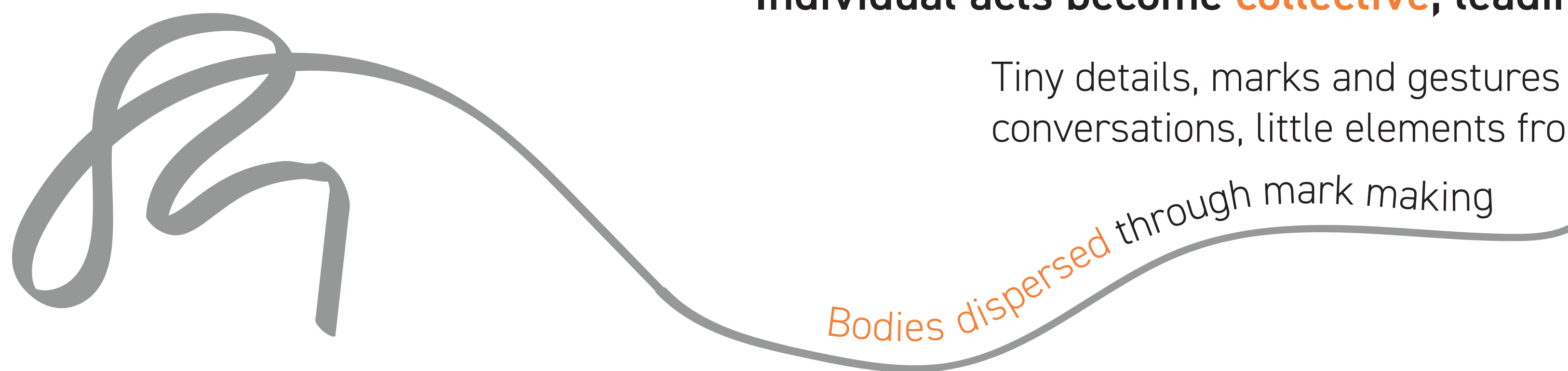
**Computing -**

the act of calculating or reckoning

A group activity, physical bodies working things out together  
Following a fixed set of calculations and rules

Individual acts become **collective**, leading from one to another.

Tiny details, marks and gestures emerging from many conversations, little elements from somebody else's hand



Bodies dispersed through mark making

The history of this building is of bicycles and rubber.

Machines enabling forward motion, extensions of the body.



**Technological augmentation.**

The structure of a Jacquard loom - the original computer.

**Controlled by the punch of a hole.**

From far away an image, a painting or a drawing.

On closer inspection a **puzzle of small parts**; drawings, cutouts, and layers folded into a continuous loop.

Punctuated by cast elements - perhaps teeth or vertebrae.



**Digital processes physicalised in the making.**

Handmade drawings pushed into simplified lines and gestures, reflecting the language of advertising and traffic signs.

