

Welcome to this introduction to **FRAMERATE: Pulse of the Earth**, a multi-screen immersive artwork by award-winning UK artists, ScanLAB Projects.

Framerate: Pulse of the Earth runs from the **2nd May to the 13th July 2025**, in the **Undershed**, the new gallery at Watershed in **Bristol**.

Standing, sitting, moving through or lying down in the gallery, you are surrounded by a unique portrait of the British Landscape in flux. Pulse of the Earth bears witness to the landscape of our shifting world. It tells a story of great change by human-centred industry and the immense forces of nature.

Pieced together in time-lapse from thousands of daily 3D scans, this process of change becomes visible on a scale impossible to see with the lens of a traditional camera. This is not just an artwork. The data collected and presented by Framerate is ground-breaking scientific research containing empirical, measurable facts.

In a dark room, you are surrounded by haunting and meditative imagery as sounds drift through the space.

A pumpkin grows. Spring breaks. A thousand tonnes of steel are crushed. Sand ebbs and flows while a cliff retreats.

As we move through moments of destruction, extraction, harvest, construction, growth and erosion - FRAMERATE: Pulse of the Earth asks you to think and feel in another time scale: geological, seasonal, tidal.

ScanLAB Projects is a pioneering creative studio that transforms fleeting moments into immersive experiences using 3D scanning technology.

LiDAR (Light Detection and Ranging) is a remote sensing technology that uses laser pulses to measure distances, creating 3D models of objects or areas. It is used in surveying, mapping, archeology, and even in self-drive cars.

Matt Shaw, ScanLAB's lead artist, shared his thoughts.

“One of the first things we ever did was try to scan a rainbow. So we had to work out how to create a rainbow and then how to scan it. We were also told very quickly that you can't scan smoke and mirrors – so we hired a space, started creating small explosions and trying to scan them.

Framerate is our best attempt at turning this huge amount of data into a multi-perspective, multi-scale, multi-time frame insight into these places, doing justice to the epic scale of time held there – glacial time, geological time, tidal time.”

Welcome Area

Taking over the whole of the Undershed gallery, this artwork uses groundbreaking visuals and beautifully designed sound.

When you arrive, you pass down a ramp into the small welcome area of the Undershed. Here a gallery assistant is available to answer any questions, and provide any headsets you may need to listen to the audio description. There are drawers available for you to store any coats or bags that you do not wish to take into the main gallery.

Content

Pulse of the Earth is a looping time lapse video artwork with no start or end point. The following order represents the approximate sequence of the content.

There are eight distinct chapters. Defenceless and Fall, where we experience coastal erosion at a cliff's edge; Metal takes us to a scrap metal yard; Woodland passes through a forest; Frenetic follows cows at an industrial dairy farm, and travels to a busy city bar; Rise places a blooming garden next to the construction of a high rise building; Excavate flows from sandcastles on a sandy beach into the changing shapes of a working quarry; and Grow follows the seasonal change of a walled kitchen garden, flourishing, harvesting and resting.

We experience these chapters in timelapse. The scenes speed past us as we remain still in time. The screens around us present different views of the same scene. One close in picking out a detail, one high up across the whole scene, another low at the ground looking up. From one side, and then another. An overview, seen from above. These differing views skip from one screen to another. Switching positions around us. All scenes are in black and white, unless colour is specifically mentioned.

The images, created by 3D scanning, have an x-ray quality to them. Some elements within the scenes, passing through time, have a translucent nature. Ghost-like and ephemeral. We see through and past. From outside, we peak in.

The piece runs as a 25-minute continuous loop, with short moments of black and silence in between the chapters. If you would like to enter at the beginning of the sequence, please speak to the Gallery Assistant.

Navigation

The entrance to the main gallery is framed by draped black curtains. As we step through, on the wall directly on our left is an introductory text panel. Next to this, the wall is covered by scattered facts. 2,657 blooms; 8 storeys; 87,100 m³ extracted; 519 pints drunk; 268 cows milked; 87 mph winds; 15,788 m³ of concrete; 8 pumpkins; 174,000 commuters; 297 year old oak; 124 sandcastles; 12 homo antecessor footsteps; 1 aquifer breach; 16 blast days; 3 mammoth teeth; 817 dogs walked; 519 high tides; 3 flat tyres. These are the facts collected in the creation of Framerate: Pulse of the Earth.

The rectangular gallery ahead is approximately 7 by 9 metres. The walls are draped in black curtains. Two large white pillars with wide bases rise to the ceiling. One just right of the centre of the space, and the other in line with it against the back wall.

Going onwards into the dark space of the gallery, there are eight large screens spread out around the space. These screens are the only source of light and, while most are vertical, two lie flat on the floor and one hangs above from the ceiling.

Entering the space from the top left corner, a bench sits directly to our right. From here the first screen hangs vertically facing us in a landscape orientation. Moving around this screen, another bench is directly behind it. In the centre of the gallery, on the ground, is the first floor screen. Hanging flat against the left wall is another landscape oriented screen. Moving past this screen, another bench is positioned against the left wall.

In the far left corner, a large bean bag bed is positioned to view the ceiling screen, hanging above our heads. To the right of

this, in the centre of the far wall is another landscape oriented screen. Behind us, as we move into the right hand side of the gallery, is another floor screen. In the far right corner, by the back pillar, is another bench. Moving round, behind the second floor screen, the last two screens are mounted portrait on the right hand wall. There are also two low padded stools available which can be moved around the space to sit upon.

Stand, sit, lie down, or keep moving – the way you choose to experience different details and moments is up to you.

Audio Description Headsets

The headset provided by the gallery assistant in the welcome area is a wireless over-ear headset worn over the head. On the side of each ear facing the back are two volume dials which can be operated separately from each other. On the right ear, above the volume dial, is a three position switch to access the audio description channel. The three positions are Off, A or B. The audio description is transmitted via infrared over channel A set at the middle position. Please ask the gallery assistant for any help with the headset.

Sonic Walk

From the **23rd May to the 22nd June**, you can also take the opportunity to experience **Only Expansion**, a sonic walk by Duncan Speakman.

Only Expansion is an invitation to explore the city and imagine the future. You are given a set of headphones with customised electronics that capture and manipulate the live sounds around

you. Walking through your city, and following an enigmatic guidebook with simple prompts, voices of passersby become a choir, and bus brakes create pulsating rhythms.

Noises from elsewhere blend in, with desert winds from Tunisia or the coasts of Norfolk layering on top of your surroundings. You hear what your city would sound like if it were underwater or a desert landscape.

Only Expansion is designed for solo audience members walking through urban environments. When you come to Undershed, you pick up a guidebook and custom mobile audio kit – before heading out into the streets of the city.

The work is site-responsive and not tied to any specific location or sites. The guidebook contains prompts that lead you to seek out things such as ‘a quiet place’ or ‘something older than you’, so the work can be staged anywhere. There is no set route or speed of movement. Most people spend between 45 minutes to an hour on the walk.

Framerate - Credits

The senior creative team for Pulse of the Earth are -

Co-directors	Matt Shaw and Will Trossell
Lead 3D Capture Artist	Tom Brooks
Music & Sound Design is by	Pascal Wyse
Producer	Anetta Jones
And Executive producer	Meriko Borogove

With thanks to -

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Venue access information and Booking details

The access information for the Watershed can be found at watershed.co.uk/visit/access . Or by contacting the venue by phone on 0117 927 6444, or by email at communications@watershed.co.uk . Specific access information for the Undershed Gallery can be found at watershed.co.uk/undershed/access .

Concession tickets are available for these immersive experiences at £7.50. It is recommended to book tickets in advance, either in person at the Box Office, by phone on 0117 927 5100 or online at watershed.co.uk/undershed , where booking fees apply.

The venue address is 1 Canon's Road, Bristol, BS1 5TX. The main entrance can be found on the navigation app what.3.words at [///waters.memory.frosted](https://www.what3words.com/what3words/undershed).

The main entrance, Box Office and Undershed Gallery are on the ground floor and are all accessible via a ramped, electronically assisted entrance door.

Your ticket for Pulse of the Earth will give you access to a timed session. It will show you the start and end time. You are welcome to arrive at any point within this period but we recommend you arrive at least half an hour before the end to give you time for the whole experience (the piece runs as a 25-minute continuous loop).

Your ticket for Only Expansion will allow you to pick up the equipment for the self-led experience from the Undershed Welcome area.

Warnings

There is no official age restriction for Pulse of the Earth, but the immersive dark environment means young children should be accompanied by an adult. And while there are no intense strobe effects, the changing light from the screens can feel pronounced in the dark, and some moments in the music include sudden louder sounds.

Please note, the artwork does include flashing images, which may not be safe for those with photosensitive epilepsy.

Please contact the venue on 0117 927 6444 with any further enquiries.

This introduction was written by Charlotte Whitten.