Rebecca Sandelin is an artist-photographer and freelance scholar in photography and visual culture. She received a Bachelor of Arts with First Class Honours in Photography from Edinburgh Napier University School of Arts and Creative Industries in 2016 and a Master of Letters in History of Photography from University of St Andrews, School of Art History in 2018 where she received a Dean's Letter of Academic Excellence.

Rebecca's broad educational background and sustained passion for the photographic medium has led to a continued development of a holistic understanding of photography and its historical and contemporary contexts and relations to and with art, media, and visual culture.

Rebecca's practice includes photographic objects, installations, performances, sound, and video along with academic writing and research projects. Her works have been exhibited in Finland and Scotland, including Streetlevel Photoworks in Glasgow, Scotland and Laterna Magic in Helsinki, Finland. She is currently completing a Master of Arts in Photography at Aalto University School of Arts, Design and Architecture.

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Virtual Lands 2.0

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Virtual Lands 2.0 is the second iteration of the Virtual Lands project. The project explores the limits of media and blurs the boundaries between photography and video games by blending the visual language and aesthetic of both mediums, thus questioning the separation of virtual, physical, fact and fiction and the limits of realities.

The project consists of photo-manipulated landscape images that are created by combining a physical photographic process with computer-based digital image processing. The creative decisions and input of the artist and the computational software procedure are equally important in the creation of the imagery and the images are the result of a human-machine cooperation.

The images depict traversable landscapes with routes intended for exploration and navigating the virtual lands. The images entice the viewer to reflect on their journey and imagine the paths they would take. The visual quality and aesthetic of the imagery is greatly influenced by photo-realistic video game graphics but attempt to complicate the viewer's ability of identifying the place and origin of the image.

Virtual Lands 2.0 is part of a long-term exploration into the historical and contemporary relationships between photography and video games. The series consists in its entirety of 106 unique photographs, which are produced both as archival pigment transparencies in large-scale LED light-boxes and as digital C-type prints on Kodak Endura Premier Metallic paper.