

EXHIBITION GUIDE

ONLY SLIME
AFTERLIFE

20 MAR - 16 AUG 2026



“Sometimes I look at the world and I don’t even know what I feel. I don’t even know who I am or what I am. If I’m actually the thing that is feeling something. Or if I’m actually in charge of anything I do. Sometimes I feel a bit like I’m just watching myself do things.”

ONLY SLIME

AFTERLIFE

20 Mar - 16 Aug 2026

FACT

88 Wood Street

Liverpool

L1 4DQ

Wed - Sun, 11:00 - 18:00

Free entry



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ONLY SLIME *AFTERLIFE*



Storytelling, in all its forms, is woven across our collective histories. Myths and legends shape rituals and cultures, handed down through generations as tales of caution, hope and identity. Moving beyond spoken and written stories, *AFTERLIFE* simulates an allegorical experience of life, death, and reincarnation. It follows a group of familiar characters as they travel through various spiritual and mortal realms, asking questions and seeking the meaning of conscious existence.

ONLY SLIME, the artist duo of Claudia Cox and Tobi Pfeil, blend theatre, opera, digital art, and immersive technology to create fluid, cross-genre works. They see slime as both a symbol and strategy for their practice: elastic, emotional, and radically adaptive. Following a near-death-experience that Claudia had in 2021, ONLY SLIME wanted to capture her resulting surreal feeling of bodily disconnection - one almost too strange to put into words. *AFTERLIFE* began as a live performance that captured the intensity of this experience through a mix of Greek mythology, internet and gaming culture, and operatic drama.

Across history, many cultures have imagined the worlds that we might travel to or come from - such as the nine circles of hell in Dante's *Inferno* or the shifting dimensions of the *Half-Life* video game series. Here, the gallery unfolds as overlapping realms, where the 'overworld' and 'underworld' coexist. Part neon-gamer bedroom, part retro dungeon-game aesthetic, visitors are faced with the provocation "Know Thyself" emblazoned on the walls. A mini playable version of the *AFTERLIFE* game acts as an allegory for controlling agency, and it is here that we encounter one of the work's main characters: the Ghost. A confrontational character, the Ghost guides and challenges us through questions and provocations as it leads us through a surreal maze of abandoned pop-culture symbolism.

Moving through a portal into the 'earthly world', we meet Axi and Zi. They live quiet, repetitive lives on a tropical island, until strange dreams - voiced by the Ghost - begin to unsettle them. Their conversations shift from calm routine to deep dissatisfaction as they question the emptiness of their world. Axi and Zi's desire for something more sends them across different realms, where they encounter new characters who lead them toward their fate. *ONLY SLIME* has created a new version of the work, which we can interact with. Step into the portal to the realm of Axi and Zi, and play with the motion capture sensors in the room to become part of their story.

As our lives stretch across physical and digital spaces, *AFTERLIFE* asks what 'real life' actually means. The dreamlike worlds we enter through digital play can continue the long tradition of storytelling and cosmology-making—forms that have shaped, and continue to shape, how we understand and question our shared reality.



RELATED EVENTS

For related events, scan the QR or visit fact.co.uk/only-slime

Supported by the Office for Contemporary Art Norway.

This artwork incorporates visual elements generated with AI tools.



ONLY SLIME BIOGRAPHY

ONLY SLIME is a shapeshifting artist duo founded in Oslo by Claudia Cox and Tobi Pfeil—fusing theatre, opera, digital art, and immersive technology into high-impact, genre-fluid performance and installation works. Since their explosive debut at Black Box Teater in Oslo in 2024, they have been touring *AFTERLIFE* across Europe, with their latest performance at Hebbel am Ufer, HAU3 in Berlin in October 2025. *AFTERLIFE* received international acclaim and was awarded Work of the Year 2025 by the Norwegian Composers Association.

With a bold, signature aesthetic that merges live motion capture, autotuned opera, electronica, black metal, and game engine worlds, ONLY SLIME create hybrid performance art landscapes where avatars glitch, forests burn, and queer mythologies take root. For them, slime is both symbol and strategy: elastic, emotional, radically adaptive.