



PRESS RELEASE

Copenhagen Contemporary presents

# CC LAB. Virtual Reality

23 September – 26 November 2017

*Makropol &  
Ali Abbasi,  
Rikke Benborg,  
Johan Knattrup Jensen,  
Julian Juhlin and  
Therese Willstedt*

*Christian Lemmerz  
Paul McCarthy  
Tony Oursler  
Erik Parker*

Copenhagen Contemporary is proud to present a comprehensive Virtual Reality exhibition under the title **CC LAB. Virtual Reality (VR)** is one of the biggest emerging trends in the arts, and **CC LAB** introduces a range of Danish and international artists whose work in this new medium pushes the limits of what the experiential dimension of art can be.

**CC LAB** occupies two of the huge halls on Papirøen. In Hall 1 the Danish studio Makropol presents the total installation, **ANTHROPIA (2017):** A VR performance in which visitors are sent on a voyage through the virtual worlds of five different artists.

In Hall 2 works by a number of internationally acclaimed contemporary artists will be on show – each presenting their individual interpretation of how VR can be used in the arts. The artists normally work in a wide variety of media: painting, sculpture, installation and video. In the new VR works produced by Khora Contemporary these traditional media are integrated, and the exhibition provides visitors with an opportunity to explore virtual universes created by Christian Lemmerz (GE/DK), Paul McCarthy (US), Tony Oursler (US) and Erik Parker (GE/US). In Hall 2 it is also possible to experience the recognized VR drawing program *Tilt Brush*.

As a part of CC's autumn programme VR is taken into the laboratory investigating the new and seemingly limitless reality of VR. It can transport you to strange places and off into dreamlike universes, as you stand in the middle of an exhibition space. While it has been an inspiration for game developers for years, artists and storytellers are still in their infancy when it comes to exploring the possibilities of VR.

## HALL 1

In recent years the Danish studio Makropol has made a name for itself in the VR world, presenting works both at home and abroad. Now they occupy CC's Hall 1 with the large-scale 400-m<sup>2</sup> VR total installation, *ANTHROPIA*.

*ANTHROPIA* is a cinematic VR performance, in which performance art, installation art and VR meet in a 60-minute-long event. In CC's huge hall visitors, wearing VR goggles, will wander freely through the installation, which correlates on a scale of 1:1 with the physical scenography of the exhibition space. The work's ceremonial narrative is divided into five chapters and takes place on a miniature golf course. The road to *ANTHROPIA* starts on Fairway 1, but with every step you take into synthetic reality, all that is familiar gradually dissolves, and a new reality takes shape.

*ANTHROPIA* is Makropol's latest and most ambitious work to date, and is part of their inter-aesthetic project, *TRAVERSE* – an encounter between artists from different disciplines in a single work. *ANTHROPIA* is written and directed by Johan Knattrup Jensen and produced by Mads Damsbo. The artists responsible for the video chapters are Therese Willstedt (SE), Rikke Benborg (DK), Ali Abbasi (IR), Julian Juhlin (DK) and Johan Knattrup Jensen (DK).

## HALL 2

Another important player on the Danish VR scene is the production company Khora Contemporary, whose vision is to build bridge between art and VR technology. In Hall 2 CC will present a range of works created by international artists and produced by Khora Contemporary.

### PAUL MCCARTHY

The American artist, Paul McCarthy is known for his provocative, boundary-breaking sculptures and installations, which challenge the conventions and authorities of the West. In the work, *C.S.S.C. Coach Stage Stage Coach VR experiment Mary and Eve* (2017), McCarthy has extended the limits of absurdity and, for the first time, moved into the virtual world. The viewer enters a psychedelic universe where two women, Mary and Eve, and their multiple alter egos, capture him/her in an intense power struggle. What first comes across as a dreamlike Disney world escalates into a psychosexual trip. All common social rules are gone and provocation takes over, leaving the viewer in a distorted reality.

### CHRISTIAN LEMMERZ

In Christian Lemmerz's VR work, *La Apparizione* (2017), the viewer encounters one of the oldest and most widely portrayed characters in history: the crucified Christ. Floating in deep darkness, the crucified figure appears, with a gleaming gold body and open wounds. But here it is no longer fixed to the cross, the plinth of a classical sculpture or the walls of an exhibition space. Instead it floats freely in virtual reality. Lemmerz portrays and reworks the classic Christian motif in a new way, incarnated and brought to life in the extreme visuality of the VR space.

### TONY OURSLER

For some time now the multimedia and installation artist Tony Oursler has made use of modern technology in his works, and the virtual world seems to be a natural extension of Oursler's practice. The VR work, *space men r My friended* (2016) invites the viewer into the world of the main protagonist, George Adamski. Adamski was one of the first people who claimed publicly that he had encountered aliens, visited other planets, seen UFOs and even photographed them. Oursler's magic and peculiar universe gives visitors a close encounter with George Adamski's discoveries on Earth and in space.

#### ERIK PARKER

The painter Erik Parker is known for his colourful palette and almost hallucinatory motifs drawing inspiration from everything from American underground culture, hip hop and comic strips to works by art-historical icons such as Pablo Picasso, Francis Bacon and Roy Lichtenstein. The VR work, *Switchstance Bay* (2016) emerged from Parker's tropical paintings from 2014. There is no longer just a two-dimensional surface, but a 360-degree, virtual world. The viewer enters a colourful, luscious landscape – an artificial paradise. But it is not long before you begin to suspect that this joyous, colourful landscape might actually be the result of climate change and environmental problems. The purple water, the psychedelic trees and unreal shadows leave the viewer in a world at the frontier between utopia and dystopia.

#### VR DRAWING ROOM

In the innovative Virtual Reality drawing program *Tilt Brush* children and other playful souls can let the creativity loose. Experience how your painting strokes become 3D, create stars, clouds or laser beams in all colours and write your name in flames. The room is your canvas and the possibilities are endless.

**Please note that there is an age limit of minimum 16 years old for *ANTHROPIA*, Christian Lemmerz and Paul McCarthy.**

#### NOTE TO EDITORS

Information about *ANTHROPIA* in Hall 1.

Only 8 visitors can be admitted to this special performance at a time. So guests will need to book a ticket for a specific time in advance on Billetto or in person at the CC reception desk. The experience lasts between 60 and 70 minutes and costs an extra DKK 50 on top of the normal DKK 75 admission price for CC. Two guests will be let in at 15-minute intervals. Performers act as guides, assisting the audience through their ceremonial journey.

Around 5.000 tickets are available.

**YOU CAN DOWNLOAD THE PRESS KIT AT <http://cphco.org/presse/>**

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**The exhibition will be open to the press on Thursday 21 September 2017 from 1.00 to 4.00 pm.** The artists, Christian Lemmerz, Johan Knattrup Jensen, Mads Damsbo, Therese Willstedt, Rikke Benborg, Ali Abbasi and Julian Juhlin will be present.

#### **NB:**

**Any journalists interested in experiencing *ANTHROPIA* specifically (21 September 2017 between 1.00 to 4.00 pm) are requested to register by writing the email below. Due to *ANTHROPIA*'s duration and performative character there are only 16 spots available.**

Trangravsvej 10-12, DK-1436 Copenhagen K  
T: +45 2989 7288 E: [contact@cphco.org](mailto:contact@cphco.org)  
W: [cphco.org](http://cphco.org)

**RSVP no later than Monday 18 September 2017 to sign up for the press preview and to reserve a time, and for any interview requests. Contact:**

Ida Maj Ludvigsen, PR & Communications Manager

Tel: +45 60219321

Email: [ida@cphco.org](mailto:ida@cphco.org)

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The official public opening will take place on Friday 22 September from 5.00 to 9.00 pm.

**For further information about the exhibition and CC contact:**

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The Danish Arts Foundation

The Nordic Film Foundation

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The Knud Højgaard Foundation

**CC is supported by**

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