

BJÖRK DIGITAL AT CCCB



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TO 24.09.2017

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***Björk Digital* is an immersive, virtual reality exhibition that brings us a first-hand sensory, almost theatrical experience connecting the iconic Icelandic artist with her audience.**

The exhibition has been curated by Björk, and immerses us in her unique creative universe, featuring digital productions stemming from her collaborations with some of the world's leading visual programmers and artists.

***Björk Digital* comes to the CCCB after visiting Tokyo, Sydney, Montreal, Reykjavik, London and Los Angeles, and is a unique opportunity to visit the exhibition in Spain.**

Björk Digital has been coproduced by the CCCB, Sold Out and DG Entertainment in association with Sónar. It isn't an exhibition in the conventional sense, but an immersive virtual reality environment. Its different sections feature works created by Björk in collaboration with artists like **Michel Gondry, Spike Jonze, Alexander McQueen, Nick Knight, Stephane Sedanaoui**, or the more recent ones with **Jesse Kanda, Andrew Thomas Huang, Warren du Preez** and **Nick Thornton Jones**.

The show is inspired by Björk's latest album *Vulnicura*, and combines performance, film, installations, video and interactive content. It includes several audiovisual works produced with state-of-the-art, virtual reality technology.

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The exhibition begins with ***Black Lake***, Björk's groundbreaking video commissioned by New York's Museum of Modern Art. It treats audiences to panoramic visuals and envelops them in a bespoke, cutting edge surround-sound system. Filmed in the highlands of Iceland, the work was directed by the Los Angeles-based filmmaker **Andrew Thomas Huang**.

We then immerse ourselves in the artist's changing universe through virtual reality:

Stonemilker VR, also created in association with **Huang**, transports the viewer to a private performance of the first track from Björk's critically acclaimed *Vulnicura* album. Shot on location on a remote, windswept beach in Iceland and viewable in full 360-degree VR, the viewer is able to experience a one-to-one performance.

Quicksand VR captures, in augmented virtual reality, a live performance by Björk at Miraikan, Tokyo when she appeared wearing a 3D printed headpiece by **Neri Oxman**. A close collaboration with Dentsu Lab Tokyo, it was originally streamed worldwide in 360° and is now presented with additional virtual elements.

For ***Mouthmantra VR*** Björk worked with director **Jesse Kanda**. It takes the viewer to an extraordinary place: inside Björk's mouth while she sings the title track from *Vulnicura*.

Family VR is the centrepiece in the VR anthology for *Vulnicura* and encapsulates the full emotional arc of Björk's journey from despair to empowerment. Directed by **Andrew Thomas Huang** with co-creative direction by Björk and **James Merry**.

The immersive route closes with **Notget VR**, directed by **Warren Du Preez** and **Nick Thornton Jones**, which presents Björk as a digital moth giantess transformed by stunning masks created by artist **James Merry**.

Next, a gallery showcases Björk's extensive music videos spanning her 24-year career and her collaborations with film directors, including the award-winning **Spike Jonze, Michel Gondry, Nick Knight** and **Stephane Sedanaoui**.

Finally, there is a hands-on educational space where visitors can play the custom-made musical instruments from Björk's previous album **Biophilia** (2012). It explores the connection between the natural and technological worlds. Visitors can disentangle the melodies and compose their own versions of tracks from the album.

The exhibition seeks to open up new avenues of research about new ways of experiencing exhibition spaces. From immersive theatre and multi-screen, or 360°, audiovisual installations, to VR environments, many artists are working with a new logic that subverts the classic relationship between the viewer and the work, so that the act of viewing and predominance of the visual gives way to immersion through multisensory and performative experiences.

With *Björk Digital*, the CCCB is embarking on a strand of exhibitions about these environments which are certainly becoming a promising new language for the cultural institutions of the 21st century.

PRACTICAL INFORMATION:

Ticket sales <http://bjorkdigital.cccb.org/ca/>, www.ticketea.com and at the CCCB ticket office.

Only groups of up to 25 people will be admitted. You must book the date and time of your visit in advance. The experience last about 90 minutes and is restricted to ages 14 and over. Please arrive at the gallery (Sala 2 at the CCCB) 20 minutes before the time slot you have booked. You will not be admitted once the session has commenced.

You'll find all the information about the show on www.cccb.org

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