



The Animation Workshop  
VIA University College



# Expanded Animation

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**Pollen Messages** Ann Lislegaard

**The Fall** Nayoung Wooh

**Pangea** Simon Rouby

**Sleeping Giants** Simon Rouby

**All or Nothing at All** Persjin Broersen, Margit Lukács

**Beautiful Dark** Trine Boesen

**Song Bird** Michelle Kranot, Uri Kranot

**Room Service** Sophie Hjerl

**Principles of Exile** Karina Loayza

**Interterrestrials** Baum & Leahy

**Nothing Happens** Michelle Kranot, Uri Kranot

**Find Us** Troels Lindebjerg Jensen

**Sing a Jelly** Mélodie Mousset, Edo Fouilloux, Morten Thorning

**Oden til Kloden** KAI OKE

**Egg, About Digestion** Martina Scarpelli

**Peperit 2.0** Sophie Hjerl

**Nights End** David Adler

**Solar Walk** Réka Bucsi

**Heaven over Viborg** Tumblehead Animation Studio

Expanded Animation, as a part of the Center for Animation, Visualization, and Digital Storytelling at The Animation Workshop seeks to build bridges and networks among artists, animators, and emergent media technicians in pursuit of wholly new artistic expressions.

Centered around installation and stage arts, cinematic concerts, and new technologies for the creation and dissemination of artistic works, Expanded Animation is an ongoing effort to bring The Animation Workshop (TAW) and the Viborg Animation Festival (VAF) into closer collaboration with considered artistic spheres, creating a space where cooperation between artistic conceits and animation can be fully investigated and expressed.

The Expanded Animation slate has grown to include a wide variety of formats, partners, and artists, but continues to be made up of three interrelated modules, the LAB, the STAGE, and the SYMPOSIUM, which have grown in scope and ambition each year, becoming a space for diverse audiences to experience new artistic works while acting as an incubator for ideas, projects, and networks.

# Pollen Messages

*Ann Lislegaard*



A precursor to the Expanded Animation slate, *Pollen Messages* represents one of the earliest efforts made to create bridges between considered artists and animation specialists who can apply technical skills to further a particular work. *Pollen Messages* introduces us to a world where the boundary between humans and plants is fluid and new hybrids have been created. The protagonist of Lislegaard's work is a computer-generated cyborg from this place, an underworld where clouds of pollen create a new psychedelic language that writes the future.

# The Fall

*Nayoung Wooh*

*The Fall* is the first foray into animation for famed South Korean artist Nayoung Wooh, whose traditionally still works in her "Fairy Tale Series" have become world famous for their particular artistic style and their attempt at reclamation of cultural narratives from corporate interests. In *The Fall*, Wooh depicts Alice in Wonderland in what is ultimately a never-ending fall down the rabbit hole, but presented in a traditional Korean dress and style that makes the character her own.





# Pangea

*Simon Rouby*

*Pangea* is a multiform installation piece that includes an immersive film experience and a number of 3D prints of relics from lands across the globe. *Pangea* places you in an otherworldly mountainous landscape where the continents meld into a single one, as they existed millennia ago. This piece is a literal interpretation and extension of recurring themes in Rouby's work, eschewing arbitrary boundaries and borders to bring people with different cultures and backgrounds together in the process of being human.

# Sleeping Giants

*Simon Rouby*

The video mapping exhibition *Sleeping Giants* is an evolving concept developed by the French animation director Simon Rouby which has unveiled itself in a variety of different parts of the world, and seeks to involve local participants and sensibilities in each new iteration. For the Viborg Sleeping Giants a collection of video recordings of 10 sleeping persons, all from the local area, were screened in immense proportions on the Cathedral of Viborg, which acted as a large and luminous bed. A chorus of faint sounds of wind and waves accentuated the sound of those same persons recounting their dreams and their thoughts about life and death. With *Sleeping Giants* Simon Rouby wishes to create a moment of intimacy larger than life, continually growing as it makes contact with people from the locales in which it finds itself.



# All or Nothing at All

*Persjin Broersen  
Margit Lukács*

With an abundance of technology that continuously relays, quotes, references, anchors and re-tweets, the difference between making images and the way we look at them is radically changed. Production and experience are increasingly unclear and give the impetus for images to be constantly flowing. The artists frequently use songs in their works, in this case a 1939 Frank Sinatra hit, originally sung from a male point of view, while this rendition is transformed into an alternative, rebellious version from a female point of view.



# Song Bird

Michelle Kranot

Uri Kranot

A commission and collaboration with The Guardian Virtual Reality team, *Songbird* is a fairytale with a dark heart. In this VR installation experience, the viewer is transported to a painted replica of a lush forest filled with colorful birds on the island of Kauai in 1984. Here, you are invited to search for the last known 'ō'ō, an iconic black bird with yellow leg feathers and a beautiful song, a bird whose existence has been threatened to the point of extinction.

# Room Service

*Sophie Hjerl*

Created specifically for installation in the former brewery in Carlsberg City Gallery and Art Salon, *Room Service* sought to challenge the perception of space as a site-specific VR installation that uses the building housing its exhibition as part of the work. In this way, it makes reference to the material versus the immaterial and explores how Virtual Reality can intertwine myriad methods for artistic expressions while the whole remains intangible.

Image: Sofie Hjerl

# Principles of Exile

*Karina Loayza*

Created with Peruvian artist Karina Loyaza, *Principles of Exile* invites visitors to a luminous forest, in which the number of current visitors will have a marked effect on the sonic presentation, making comment on human impacts to the environment. An Augmented Reality overlay further activates the space, and creates an immersive and thoughtful experience meant to make people aware of and question their relation to nature and others.





# Interterrestrials

*Baum & Leahy*

Bridging the arts with actors from fields as diverse as of microbiology and computer programming, *Interterrestrials* is a contemplative experience that asks the viewer to look inward, as much at the work to consider our place in the world. Visitors are invited to meditate on the otherworldly sound of a symphonic gong controlled by cultures of the extremophile microorganisms *B. Subtilis* and *C. Elegans*. The unpredictable sounds triggered by the microorganisms are accompanied by an audio-visual interpretation to create an immersive experience.

# Nothing Happens

Michelle Kranot

Uri Kranot



*Nothing Happens* is a Virtual Reality experience which questions the role of the spectator, by inviting the individual to participate in an event. VR allows us to choose our perspective, allows us to dwell on the details, and to absorb a unique atmosphere. The project explores a new kind of narrative, a new way of being in a painting, a work of art that is truly comprehensive and immersive. *Nothing Happens* offers a new way of looking. It is about spectatorship, watching, and being watched.



# Find Us

Troels Lindebjerg Jensen

*Find Us* is an interactive audio video installation drawing on human curiosity and imagination. When no spectator stands near the screen, the projection displays vertical lines of black and white.

Once a spectator places him or herself in front of the screen the silhouette of this spectator creates a window, allowing them to see through to the 'hidden' world. Audiences often find themselves cooperating as complete strangers to uncover more of the narrative playing out behind the screen.

# Sing a Jelly

Mérodie Mousset  
Edo Fouilloux  
Morten Thorning

*Sing a Jelly* invites audiences to dive into the deep waters of their consciousness in a mesmerizing, interactive VR world and soundscape. In a dream-like state underwater, players encounter a ghostly marine creature, a glowing jellyfish beckoning for players to sing along with them. The jellyfish are controlled and animated by the pitch, vibration and intensity of the player's voice, creating a surreal choir of the self. This art-experience provokes a state of self-hypnosis by visualizing the voice through immersive technology.

# Oden til Kloden

*KAI OKE:*

*Astrid Fabrin*

*Pernille Kjær*

*Sofie Birch*



Image: KAI OKE

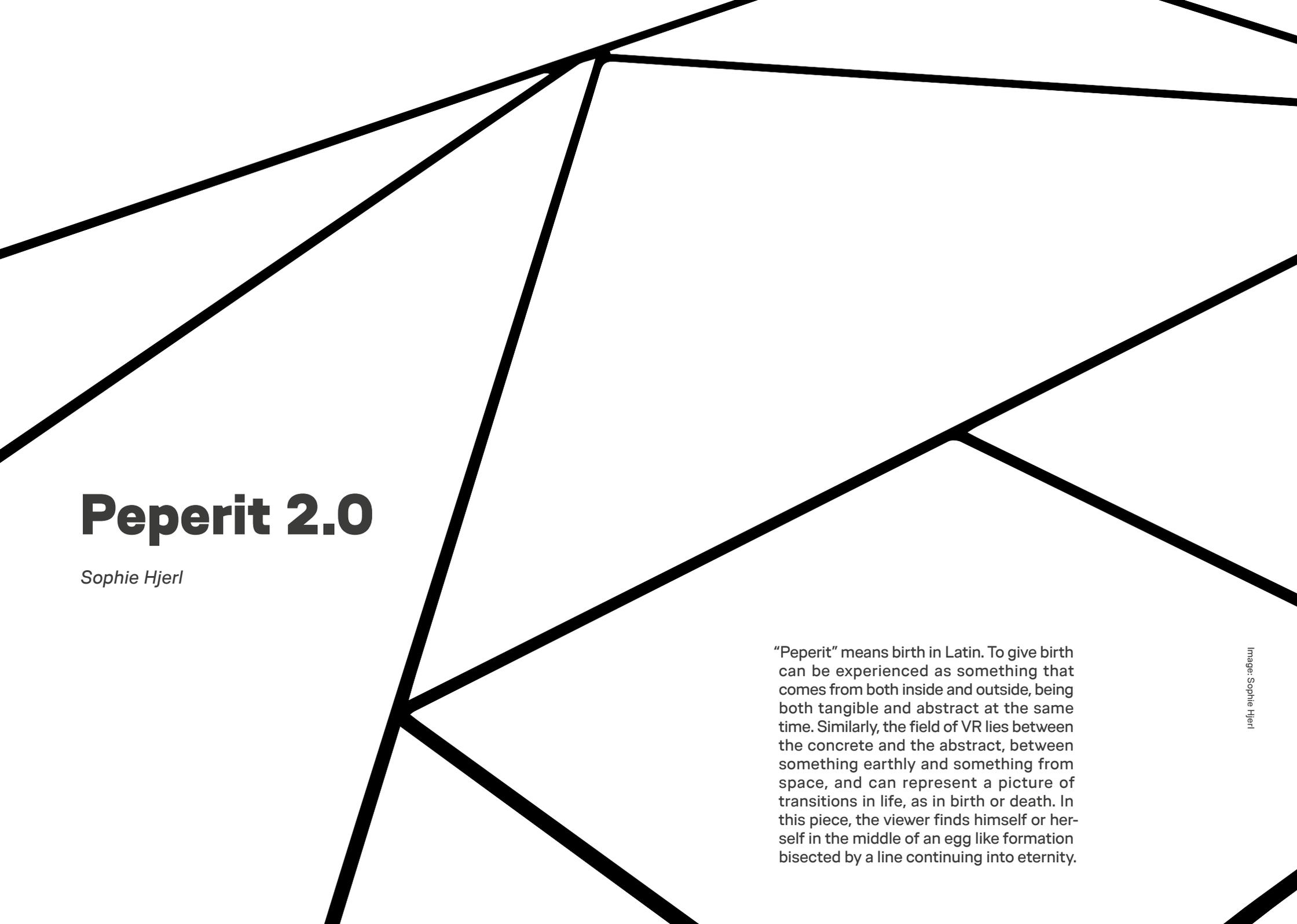
KAI OKE is an artist collective that creates spatial installation pieces using animation and sound. With the multiform *Oden to Kloden*, they invite audiences to go on a journey through an immersive multi-canvas/multi-speaker experience where primitive shapes and sounds meld to form a strange symphony or settle down as KAI OKE enters the installation and plays a concert accompanied by glowing animations.

# EGG

## About Digestion

*Martina Scarpelli*

Inside a stomach, an egg is falling. This brief VR experience was inspired by the award-winning short film EGG, an animated documentary about eating disorders. In it, viewers engage with digestion in a unique, sensual, yet frightening and symbolic universe.



# Peperit 2.0

*Sophie Hjerl*

“Peperit” means birth in Latin. To give birth can be experienced as something that comes from both inside and outside, being both tangible and abstract at the same time. Similarly, the field of VR lies between the concrete and the abstract, between something earthly and something from space, and can represent a picture of transitions in life, as in birth or death. In this piece, the viewer finds himself or herself in the middle of an egg like formation bisected by a line continuing into eternity.



A VR experience that places the viewer in a boat being rowed through German occupied Denmark by the narrator, Josef, who spirits us across a strait to safer shores. Surrounded by the sounds of German officers on the waterline, you float in the foggy dark night as the narrator begins his tale. This VR piece is augmented by the installation of a period specific rowboat in which the viewer sits, tying the narrative to the real world and demanding consideration of a bleak but important period of history.

# Nights End

*David Adler*

# Solar Walk

Réka Bucsi  
Niels Marthinsen  
Susie Hyldgaard

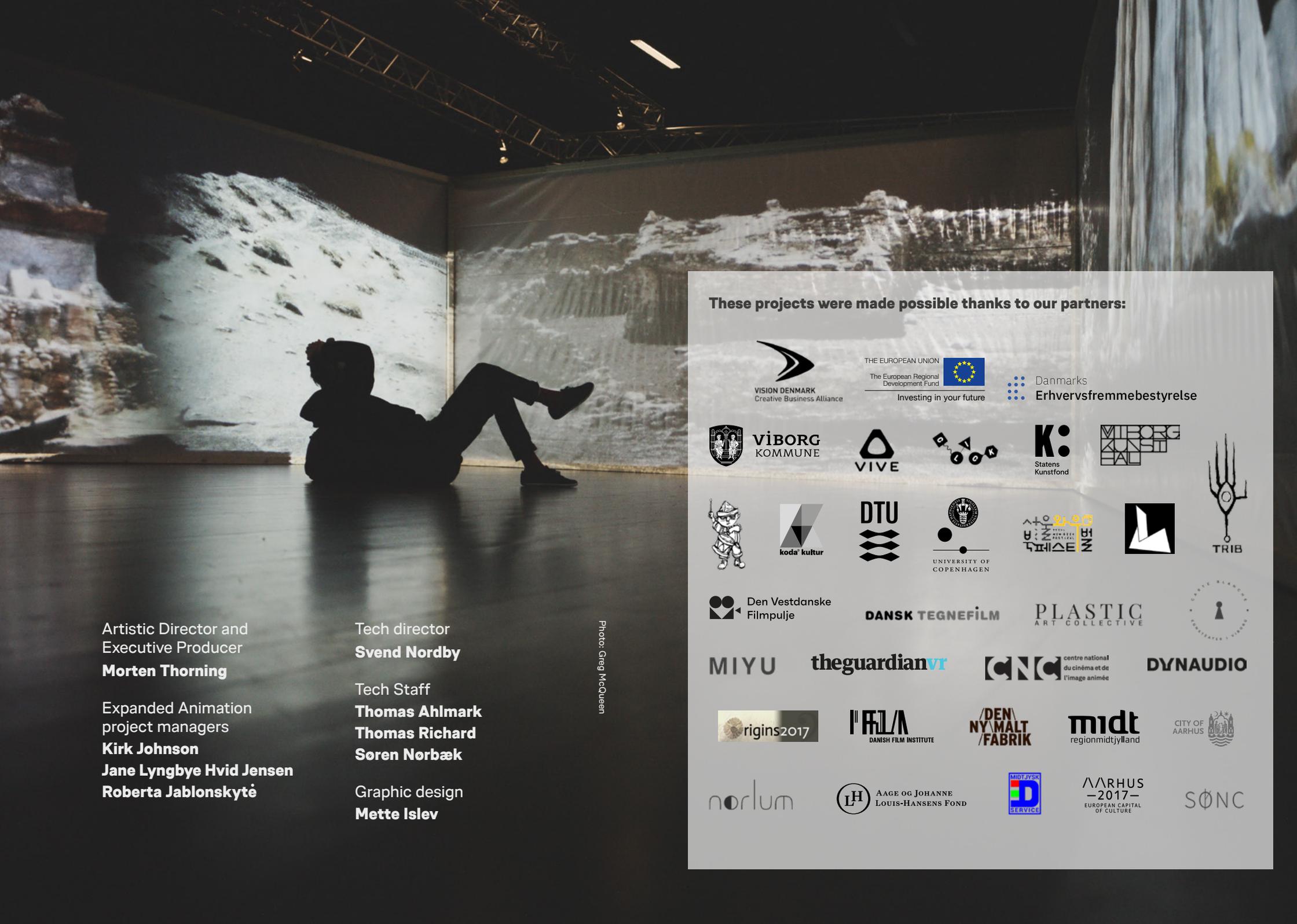
*Solar Walk* is a film concert, directed by Reka Bucsi, that takes the audience on a journey into our puzzling and immensely vast solar system. The one-hour live performance is composed by Niels Marthinsen/Susie Hyldgaard and performed by Aarhus Jazz Orchestra conducted by Nikolai Bøgelund. The experience combines high quality, original, modern jazz big band music, poetic songs, and animated images. It is an highly innovative and experimental performance which creates a strong and emotional experience for audiences of all ages by presenting the story of the solar system and our role in it.

# Heaven over Viborg

*Tumblehead Animation Studio*

To celebrate and commemorate the 500 year anniversary of church Reformation in Europe, the historic past met an innovative future as the Municipality of Viborg presented *Heaven over Viborg* – a story of the movement the Reformation started in 1517, played out through fantastic animation and the backing of a choir of 150 singers and a live orchestra. In the square in front of the cathedral, the audience saw the church presented in a whole new way, basked in light and brought to life with animation, almost brick by brick - all while music flooded the square and the choir mingled with the audience creating certain moods based on the tunes, tones and sounds of the world





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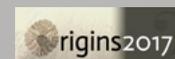
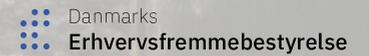
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Graphic design

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Photo: Greg McQueen

**These projects were made possible thanks to our partners:**



For further info please refer to  
**[animationworkshop.via.dk](http://animationworkshop.via.dk)**

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