

GALERIE MIYU

Press Release

Exhibition
Nothing Happens
Michelle & Uri Kranot

EXHIBITION & ARTISTS

The artists

Beginning their career in animation, [Michelle and Uri Kranots](#)' work has expanded beyond the traditional: their art straddles experimental genres and unfamiliar mediums, fusing handmade crafted images and new technologies into contemporary experiences.

Living in Viborg (Denmark), The Kranots first gained recognition with films such as *Black Tape*, *Hollow Land*, *How Long, Not Long* and most recently, *Nothing Happens*. They have been honored with the top awards for their work, including the Fipresci Prize at Annecy International Animation Film Festival, the Oscar Academy Award Shortlist and the Danish Statens Kunstfond award for the performing arts.

Nothing Happens is both a short film and an experience in virtual reality questioning the role of the viewer. This project explores a new form of narration, projecting the viewer into a painting from which he adopts different points of view.

The exhibition will feature the VR installation (until March 21st) and the [paintings](#) from the short film *Nothing Happens* (Dansk Tegne Films, Miyu Productions, 2017).

Exhibition from March 9 to May 25, 2019 on appointment
Opening (on invitation) on March 8 at 6:30pm



VR installation

This installation has been selected to the Venice Virtual Reality at the Venice Mostra 2017 and to the Annecy international animation film festival 2017. It won especially the VR Grand Prize at the Ottawa international animation film Festival (Canada).

[Interview with Uri Kranot](#) : «Something is happening, but we don't let you see what it is...»

« To go beyond the stage of the cheerful «trip», to realize the artistic promise of virtual reality, beyond the high-tech gadget, it was necessary to discover Nothing Happens. Beyond the intriguing device itself, this film about a quarter of an hour changes the situation, because it incorporates us into the narrative, makes the spectator an essential link to understanding. (...) This majestic and funeral metaphorical experience, which transforms us in turn into the victims of one war or another, as survivors, as voyeurs, as shivering dreamers, makes us understand something essential: virtual reality is, above all, a mutation of the spectator.»

(Télérama, Cécile Mury, 17/06/2017, « Annecy Festival 2017 : And if the future of animation went through virtual reality? »)

VR installation (duration 15min):

Scenography by Sara Topseo-Jensen

[VR trailer](#)

[Open to the public on reservation](#): March 13-17 from 6 to 8pm

[Professional reservation](#): March 9-21 from 3 pm to 6 pm



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DANISH ARTS FOUNDATION

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