

MODIFICATIONS 2010

In 2010 the Aarhus Art Building takes the first step in the implementation of a whole new strategy, where each year the exhibition program will be planned on the basis of an overall theme. The chosen theme must be challenging and topical and lend a voice to central issues in the world of art right now. In 2010 the theme is *Modifications*.

Modifications is a reference to the Danish artist Asger Jorn's exhibition of the same name in Paris 50 years ago, where he presented a series of kitsch-paintings on top of which he had painted his own additions. With the exhibition Jorn attempted to once and for all dispel the notion of art as something sublime and autonomous. The members of the international artist group Situationist International, which Jorn along with the French theorist Guy Debord had founded a few years earlier, held a firm belief in the revolutionary potential of the artistic process. Art was seen as a possible way out of the meaningless and empty pseudo-society that the members of the group referred to as the 'Society of the Spectacle'. Although the group

ended up dissolving itself rather than art as such, contemporary art in many ways still stands on a similar bastion: between destruction and construction – or between partial displacement and pure action, one might also say. This state of the art, so to speak, within contemporary art, plus its historical source, forms the basis for the theme *Modifications*. It is the intention of the 2010 exhibition program to shed new light on the issue and to raise the question of whether art presents a way out of the all-encompassing grip of the Society of the Spectacle. A question that is just as relevant today as it was 50 years ago.

Anders Bojen & Kristoffer Ørum

GAME CONTINENT

13. MAY – 13. JUNE 2010



The exhibition *Game Continent* has transformed Århus Kunstbygning and the surrounding city space into a role-playing universe where the encounter between two worlds, present-day Århus and The Green World, is played out.

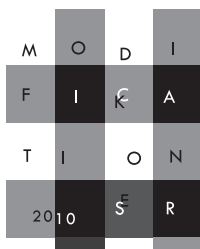
On the basement floor the universe takes form. Before the encounter with the exhibition, members of the public are urged to undergo a transformation in the form of a disguise in a role-playing costume. When you enter *Game Continent*, you step into a brand new world, a space of fiction where narrative and action unfold concurrently. Contact with the world outside is cut off by the blinded windows, and you are initiated into an 'everyday fantasy religion'; a religion with no supernatural god, but with ritualizations of everyday actions.

In the large, richly ornamented Temple, which forms the setting for some of the activities of the live role-playing game, the so-called Uninitiated (the public) must undergo an initiation ritual before

the role-playing game can begin. Equipped with a small glass, the Uninitiated must extract chlorophyll-green liquid from the green grass around Århus Kunstbygning. The chlorophyll is an essential element in the initiation ritual and plays an important role in The Green World.

The public and the active role-players are involved in the exhibition as participants in the creation of the work, where art and role-playing merge together and benefit from each other's logic.

Only at the weekends, on 15th-16th May, 22nd-23rd May, 29th-30th May, 5th-6th June and 12th-13th June, will there be active role-players in the exhibition. The role-players will act out a scenario that awakens the stories and actions in *Game Continent* to life. On ordinary weekdays the public is left to itself and has the opportunity to explore the universe outside the active role-playing that takes place at the weekends throughout the exhibition period.



MODIFICATIONS 2010
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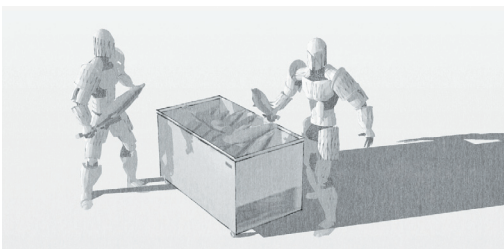


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BETWEEN REALITY AND FICTION

Bojen and Ørum's exhibition is an investigation of the field between reality and fiction. In its staged universe you experience a world that transcends the one we know. The chlorophyll harvesters, freezing stones, oracles, knights and surrealistic vessels form natural elements in the world that unfolds in *Game Continent*. Through the role-playing universe Bojen and Ørum question the normalized in our everyday life, turning upside-down the everyday structures we are used to being part of, and we encounter everyday objects transformed so they fit the reality set up by the role-playing game.

Narratives play a central role both in the exhibition and in role-playing as a genre. These are stories of another world that is coming to an end because of overconsumption and the abuse by the powerful of the central life-giving natural resource; of conflicts among four clans; and of learning about a new and alien world. But most of all they are new stories that unfold each time the role-players and the public don their costumes.



ELEMENTS IN THE ROLE-PLAYING GAME

The Green World: The world from which the Visitors from the four clans come. The Green World depends on chlorophyll to survive.

The Temple: The setting for the activities of the Visitors in our world. The temple is ornamented with reliefs created by craftsmen from the Green World. The portal to The Green World is in the Temple.

Chlorophyll: The vital green fluid that is extracted from the grass around Århus Kunstbygning.

The Oracle: Mediates contacts between The Green World and our world. At regular intervals the Oracle gives good advice to the Visitors and the Initiates. Receives messages from The Green World and gives the Initiates an identity.



The Visitors: Envoys from The Green World who have come to Århus.

The Clans: The four clans from the Green World are Centotheca, Anomoch, Ehrhart and Pooideae.

IMPORTANT PLACES

Rema 1000: This is where the weapons with which the contending clans fight their battles are fetched.

The Masonic Lodge: 'The Temple of the Elders'. Here rituals are performed by members of the Centotheca.

The River: A life-giving flow of energy. The grass and other plants get their important nourishment from it.



THE ARTISTS

Since 2001 the artist duo Anders Bojen and Kristoffer Ørum have worked together on a number of projects in among other areas video, sculpture, the Internet and drawing.

They both trained at the Royal Danish Academy of Fine Arts, from which they graduated in 2006, and at Goldsmiths College, University of London – as MAs in Fine Arts.

Their works set up real and fictive realities that are often combined in a spectacular, staged universe. In 2009 Bojen and Ørum were behind the wide-ranging Internet project *Radiant Copenhagen*, which using a mixture of facts and fiction convincingly created fictive histories of the inner city in Copenhagen. The portal spread into physical reality, where small incidents of staged history were mixed with everyday life. The work *Ballehage Woman* functioned on the same premises; it was the artist duo's contribution to *Sculpture by the Sea*, arranged by AROS, Århus Kunstmuseum, in 2009. In all its simplicity the work consisted of tramp-like shelter in the forest built with cardboard boxes. By strategically using Internet media, spam mails, newspapers etc., and at same time having someone wandering around in the forest at twilight, Bojen and Ørum planted the story of a mutant woken who was hiding from the surrounding world in her wretched den in the Marselis Forest.