### AERNOUT MIK

REFRAL





Aernout Mik>Refraction

Exhibition organized by Dan Cameron

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# Aernout

# Mik/Refractior

With essays by Dan Cameron Andrea Inselmann

New Museum of Contemporary Art, New York Hammer Museum, Los Angeles Museum of Contemporary Art, Chicago

#### Aernout Mik>Refraction

New Museum of Contemporary Art, New York June 23–September 10, 2005

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Aernout Mik **Refraction**, 2004 DVD; 3 projected images creating a single 4:1 ratio, panoramic image

Co-Direction: Marjoleine Boonstra Photography: Benito Strangio Steady-Cam Operator: Jo Vermaercke Art Direction: Elsje de Bruijn Production: Dirk Tolman, Jelier & Schaaf Production Assistant: Anca Munteanu

Thanks to: Cam-A-Lot, Mark Gastkemper, Petro van Leeuwen (Ultimate), Laurens Meulenberg, Saga Film (Bucharest), Traffic, Ynse Ijzenbrandt.

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We are extremely pleased to present Aernout Mik's **Refraction** (2004), an extraordinary and nuanced installation by a Dutch artist who has had significant recognition in Europe but whose work is just beginning to be seen in the U.S. The ambition of this product and the conceptual, spatial, and emotional complexity of this meditation on disaster testify to the artist's achievements and development over the past decade. We are gratified to help bring this superb new work to fruition as one of the first commissioned artworks jointly produced by the New Museum of Contemporary Art, the Museum of Contemporary Art, Chicago, and the Hammer Museum, Los Angeles, in an alliance known as the Three M Project.

The purpose of our institutional collaboration is to bring emerging international artists to center stage through touring exhibitions and accompanying publications. Each initial project of Three M is directed by one of the institutions-Mik by the New Museum, Fiona Tan by the MCA, and Patty Chang by the Hammer Museum-and will be shown at all three venues over the next year. I would like to thank Dan Cameron, Senior Curator at Large, for proposing and overseeing **Aernout Mik>Refraction**.

For the presentation of **Refraction**, we are most grateful to the American Center Foundation; the Peter Norton Family Foundation; the Mondriaan Foundation, Amsterdam; and the Consulate General of The Netherlands, New York; their generous support made this extraordinary collaboration, commission, and publication possible.

Lisa Phillips

Henry Luce III Director

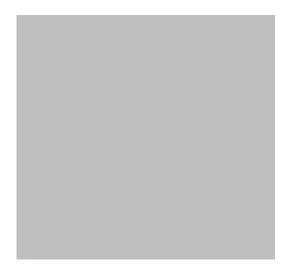
The idea of presenting an Aernout Mik exhibition at the New Museum had been percolating for years, and it is particularly gratifying that its realization takes the form of a newly commissioned work under the aegis of a collaborative initiative among the New Museum, the Museum of Contemporary Art, Chicago, and the Hammer Museum, Los Angeles. I feel confident that **Refraction** will tap into a new and expanded audience for Mik's remarkable work, and I am deeply indebted to the artist for giving us the opportunity to share this important new creation with viewers from coast to coast.

When the curatorial teams of our three museums began working on this unique collaboration, we were not quite sure how to proceed. I am grateful to Elizabeth Smith, James W. Alsdorf Chief Curator, at the MCA; and Russell Ferguson, Deputy Director for Exhibitions and Programs and Chief Curator, at the Hammer for providing a very supportive intellectual environment in which those initial discussions could take place. I would also like to acknowledge the creative initiative and drive of Lisa Phillips, Henry Luce III Director of the New Museum; Anne Philbin, Director of the Hammer; and Robert Fitzpatrick, Pritzker Director at the MCA, who have helped transform the idea into a reality. This exhibition is practically tailor-made for the particular strengths of the New Museum curatorial team, and I am thankful to numerous colleagues for their eminent capabilities in meeting such challenges. Melanie Cohn, who oversees catalogue production for the Museum, has smoothly navigated and finessed every aspect of bringing about this handsome publication. Keith Johnson, whose exhibition layout and installation management are essential to the success of all our exhibitions, has keenly translated Mik's concepts into three dimensions. Hakan Topal has once again brought his special expertise in creating adaptive interfaces between artists and technology to the particular challenges of this installation. And we are thankful to ProAV of Helsinki for providing the equipment and computer interface for **Refraction**.

I would also like to acknowledge the visionary catalogue design of Paul Carlos, who wonderfully tailors his choices and materials to the particular philosophy of the artist with whom he is working.

#### Dan Cameron

Senior Curator at Large, New Museum of Contemporary Art



### I♥ Rescue Worker

#### Dan Cameron

Catastrophes are a fundamental part of the collective ecology of the human race. Without exactly waiting for the next major disaster to come along, we are, nonetheless, always subliminally aware that before long one will occur: manmade or natural, from the ocean or outer space, and with casualties measured in thousands or tens of thousands. According to the Big Bang theory, the origins of the universe and of life itself can be traced back to the crucible of a single, unimaginably powerful cataclysm. At the very least, one aspect of civilization as we know it is measured by our forebears' efforts to bolster themselves, after the fact, from the worst results of the most devastating events that have shaped human history.

By now, it has become a truism that disasters can also bring out the very best in human nature. We may not be putting much ongoing thought into how to conquer, in the long term, poverty and disease in the world's poorest countries, but whenever disaster hits on a monumental scale, we immediately transform into a culture of altruists, digging deeper into our pockets and pantries to provide for those who have been suddenly left without. The everyday limits of our empathy give way to genuine feelings of heartbreak over the fate of a nameless three-year-old orphan in a news photo, whose parents were swept away by the recent Indian Ocean tsunami. This outpouring of sympathy and charity, while inarguably a laudable response, nevertheless brings up an important question: Just what is it about a disaster that has the power to transform us into the idealized versions of ourselves that everyday life does not encourage or permit?

In Aernout Mik's newest work, **Refraction** (2004), all the trappings of the disaster scene appear to be present and accounted for. We are in a part of Romania where the land-scape is flat and sparsely inhabited, and the horizon a scrag-

gly line set unnervingly high. Just prior to our arrival on the scene, a bus has flipped over on its side, and crews of police, medics, and other first responders are already diligently making their way through the crash site, digging at rubble and picking through the interior of the bus. It could well be a holiday weekend, judging from the long queue of cars backed up behind the bus and the lack of traffic headed in the opposite direction. At the front of the line, anxious drivers mull about, wearing concerned looks on their faces. Everyone has his or her assigned role to play, and as the minutes pass and the rescue drags on with no apparent change in status, even the ones who have nothing to do but wait are content to show just how good they are at it.

If at first we don't really take notice of the complete absence of victims from this accident, that might be because the work's machinations come as a kind of relief from the parade of carnage generated by an ordinary night's news and entertainment. Perhaps we automatically assume that the camera is just being discreet in the way it pokes through the wreckage, tracking the earnest "rescue" efforts while somehow managing to avoid having even a single smear of blood or pain-stricken face enter our field of vision. Or perhaps the victims have already been taken away, and they weren'treally so badly hurt-thereare, after all, some people seated on the ground with blue blankets thrown over their shoulders. Perhaps before we have singled out the gorefree dimension of the scene as being somehow peculiar, we might be starting to wonder about the muffled behavior of the performers themselves, who all seem to be wearing the appropriate uniforms and using the sort of body language one would expect from well-trained professionals, but who aren't really engaging with one another except through a shell of ritualized behavior.

By the time the sheep and pigs arrive on the scene, we aren't so preoccupied with the absent victims anymore. This being the open countryside, seeing a herd of sheep wander onto an accident scene is not in itself so strange; what is disconcerting is that no one among the throngs of people seems to be responsible for the herd. A man in military drab with a German shepherd is keeping his dog on a short leash, but the two of them seem engaged in checking the side of the road for something more lethal. In fact, not only is no one acting in any way to impede or drive the sheep, but it soon becomes apparent that no one is paying them much attention at all. The sheep are, for all intents and purposes, invisible to the whole rescue team, who seem to occupy another perceptual realm entirely. The pigs, for their part, also seem to treat this momentary lapse in their routine as something quite easily navigable, as they root through the roadside for their own edible treasures.

Were it not for the animals, we might find a way to rationalize the oddness of this victimless disaster and the disengaged attitude of the first responders. But the fact that not even the bizarre appearance of these animals is able to affect a response in the workers makes us wonder if their "detachment" is more than just professional. Mik is hoping that most of us will identify more with the sheep and pigs, who manifest a clear will and intent regardless of any obstacle, than with the humans in **Refraction**, who seem utterly passive, powerless, and ineffectual. The discrepancy of having these animals within the scene also begs the guestion of what symbolic meaning they might have in the artwork. It would no doubt be stretching the artist's intentions to suggest that these creatures are in fact the souls of our departed brethren from the accident, but such thoughts cannot be too far from the imaginings of a seasoned viewer of independent film. Whatever their symbolic intent in Mik's piece-and it is no doubt many things, and none of them-the animals are perfectly at home wherever they find themselves, adapting effortlessly to any circumstance.

The cognitive starting point for most of Mik's video installations is a premonition of impending social collapse. No sooner do we enter one of his sculptural spaces than we find ourselves confronted with persuasive evidence of a breakdown in order: an earthquake, a stock market collapse, the muddy aftermath of an outdoor rock concert. In most of these works, a limited attempt has been made to duplicate certain of the conditions surrounding the event, not so much to fool the spectator as to create a further disconnect between the event and its repercussions. Mik's staged moments of faux crisis, which tend to contain just enough reality to confound our disbelief, are composed in such a way as to draw our attention to the increasingly universal human experience of indifference toward one's fellow human beings.

Although Mik often develops narratives based on semi-imagined catastrophes, his work manifests a detachment driven in part by the artist's distrust of how special effects-based "realism" functions in most Hollywood movies, where the measure of success of an entertainment lies in the degree to which the action fully overshadows any portrayal of the participants' capacity to respond to it. By contrast, Mik is interested less in depicting the cataclysm that seems to be unfolding at the heart of a given narrative than in examining the effects such events have on human behavior. What most of the characters in Mik's previous videos have in common is the stricken, even shell-shocked look of people not yet able to fully absorb the impact of what has just befallen them. Their dazed, detached wanderings and their compulsion to pull a veil of normalcy over the face of chaos come across as all the more disturbing when considered in relation to the staged artificiality of the disasters themselves.

Things are a bit different in **Refraction**, if only because its scenario is so much more elaborate than its predecessors. Not only do all the vehicles and equipment in the film appear to be authentic, but the sheer number of actors onscreen at any given time creates a spectacle of human solidarity whose realization is belied only by the strange ennui that hangs over everybody, from emergency personnel to stranded motorists. The action in **Refraction** takes place over a longer stretch of time (30 minutes) than is typical of Mik's work, and with the obtuse angling of the projection wall toward the viewer, which suggests the overall shape of the crashed vehicle onscreen, the effect of the interpersonal buffer zone between characters is dispersed, or delayed. Our engagement with this work is more akin to a conventional movie-going experience, although, like all new arrivals on an accident scene, we, too, want to get as closeup an inspection as the occasion permits.

As a society we have become so deeply accustomed to social barriers that, one could argue, we no longer know

how to participate in activities and events staged for us. This is not to say that respecting ity in emergency situations is a bad thing, or ally trying to assume control over an unmana is a good thing. But by presenting us with the a crisis situation in which nothing too terrible occurred, Mik is also drawing our attention to when faced with a sudden, unplanned void in space, when thrown out of a familiar context, n relatively unprepared to be ourselves and to fo ural instincts. And so Mik's rescue workers giquietly heroic but staged tasks, shielding us fr of what has already happened, while their viserves as a nagging reminder that there is no tect us the next time a real disaster comes alor how to participate in activities and events that are not staged for us. This is not to say that respecting civil authority in emergency situations is a bad thing, or that personally trying to assume control over an unmanageable crisis is a good thing. But by presenting us with the spectacle of a crisis situation in which nothing too terrible has actually occurred, Mik is also drawing our attention to the fact that, when faced with a sudden, unplanned void in our time and space, when thrown out of a familiar context, most of us are relatively unprepared to be ourselves and to follow our natural instincts. And so Mik's rescue workers go about their quietly heroic but staged tasks, shielding us from the worst of what has already happened, while their very presence serves as a nagging reminder that there is nothing to protect us the next time a real disaster comes along.

### Parallel Worlds

Andrea Inselmann

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A couple of years ago, I proposed one of Aernout Mik's video installations for acquisition,1 and this led to discussions among me and my colleagues about why some artists who are already well established in Europe take longer to find an audience in the United States than others. Mik's work, for example, occupies a special place in this cross-Atlantic cultural exchange; its slow acceptance here has less to do with reasons related to representation and distribution channels than with varying attitudes about human agency deeply engrained within the different cultures. I came to this country from Germany twenty years ago, and the one thing I still find foreign is the American ideal that achievement is in the reach of anybody who puts his or her mind to it. Rehearsed over and over again by Hollywood's dream machine, the dishwasher-to-millionaire principle reflects this country's can-do attitude, which has at its core a steadfast belief in the power of human intentionality. Mik's videos, by contrast, present themes of chaos, insecurity, indifference, and violence, all in a nonlinear, cyclical timeframe that is not bound by cause-and-effect relationships. In doing so, the Dutch artist expresses a more deterministic worldview, one based in tangible historical experiences that cause people to get swept up in things bigger than themselves. Resulting from a conviction that "individuality is totally overvalued"<sup>2</sup> and a philosophy focused on group behavior, Mik's images might provoke resistance in viewers brought up on an ideology of free agency. Furthermore, in our mediasaturated landscape, we are accustomed to giving the moving image our primary focus and expect it to be the primary carrier of meaning; yet overemphasizing the video images in Mik's installations tends to neglect other important aspects of his work. Rather than attach a nar-

rative to his videos per se, they are integrated into his is, after all, just one element

A striking characteristic of that they do not turn the galle not use traditional cinematic life-size projections and sur to envelop the viewer in a ( experience. Rather, his prac aries between sculpture, p and video, "aiming to conne the actual space of the galle "video artist" limiting, prefer who employs video along w a variety of shifting experie ting up architectural and spa video installations. Mik frus expectations vis-à-vis the mi ing exterior behavior from actions from reactions.

Since the early 1990s, Mik h featuring actors, animals, a video and video projections mated props within install deliberately designed to a ent levels simultaneously and physical. These spaces of ners, walls placed at anythin ing and expanding corridors ing floors, and mirrors. With environments, rear-projecti sunk into temporary walls. SI rative to his videos per se, I will focus instead on how they are integrated into his environments, since video is, after all, just one element of Mik's larger scheme.

A striking characteristic of Mik's video installations is that they do not turn the gallery into a black box. He does not use traditional cinematic tropes such as larger-thanlife-size projections and surround sound in dark rooms to envelop the viewer in a disembodied, purely visual experience. Rather, his practice straddles the boundaries between sculpture, performance, architecture, and video, "aiming to connect the moving image with the actual space of the gallery."<sup>3</sup> Mik finds the moniker "video artist" limiting, preferring to be called "a sculptor who employs video along with other media to present a variety of shifting experiences."<sup>4</sup> In addition to setting up architectural and spatial interventions within his video installations, Mik frustrates our preconditioned expectations vis-à-vis the moving image by disconnecting exterior behavior from interior motivations, and actions from reactions.

Since the early 1990s, Mik has mixed live performance featuring actors, animals, and puppets with live-feed video and video projections, moving screens, and animated props within installation architecture that is deliberately designed to address viewers on different levels simultaneously-conceptual, psychological, and physical. These spaces often feature rounded corners, walls placed at anything but right angles, tightening and expanding corridors, lowered ceilings, undulating floors, and mirrors. Within these tightly controlled environments, rear-projection screens are seamlessly sunk into temporary walls. Slightly smaller than life size, the projected images touch the floor, acquiring weight and thereby emphasizing the sculptural aspects of the installations. To further accentuate this dimension of the work, Mik's video loops are usually devoid of sound, creating a strong overlay between the fictional and the

Reversal Room, 2001

actual physical space of the and light in the gallery infiltra By overlapping in this way ac into one expanded social and Mik sets up a physical relation the projection. Into this comple introduces quasi-documenta behavior, which at first appear day life-a crowd at a rock fest in a garage, guards in a muse dent, however, that the people the influence of some manipu the framed image. His entroy people who are disconnected they are involved in utterly : both ordinary and mysteriou dialogue, and tharacterizatior it difficult to distinguish betwe is acted, while beginning and notic stream of images. Extr characters and situations, witl own focus. Eschewing the con montage of Hollywood films, manner more reminiscent of ema, when a static apparatus of capturing the action withir the correlation of what's ha and between the frames that I engage with, and so he create happens in close contact witl same time almost touching us completed in 2001, is a good strategies link into a multilaye

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ist's more complex video **Lumber** (2000) and the 4). What distinguishes at it juxtaposes two difin a Chinese restaurant

d environment.

actual physical space of the viewer as ambient sound and light in the gallery infiltrate the video projections. By overlapping in this way actual and depicted spaces into one expanded social and psychological landscape, Mik sets up a physical relation between the viewer and the projection. Into this complex spatial arrangement he introduces quasi-documentary depictions of human behavior, which at first appear to be scenes from everyday life-a crowd at a rock festival, men standing around in a garage, guards in a museum. It soon becomes evident, however, that the people in Mik's videos are under the influence of some manipulation or event outside of the framed image. His entropic scenes are filled with people who are disconnected from one another, as if they are involved in utterly self-contained activities, both ordinary and mysterious. Stripped of narrative, dialogue, and characterization, the artist's script makes it difficult to distinguish between what is real and what is acted, while beginning and end dissolve into a hypnotic stream of images. Extras and locations replace characters and situations, with viewers left to find their own focus. Eschewing the conventions of narrative and montage of Hollywood films, Mik uses the camera in a manner more reminiscent of the early history of cinema, when a static apparatus was not always capable of capturing the action within its frame. It is precisely the correlation of what's happening inside, outside, and between the frames that Mik wants his audience to engage with, and so he creates "a parallel world which happens in close contact with us, different but at the same time almost touching us."<sup>5</sup> Mik's Reversal Room, completed in 2001, is a good example of how all these strategies link into a multilayered environment.

2001

Room,

Reversal

**Reversal Room** is one of the artist's more complex video installations, similar in scope to **Lumber** (2000) and the recent **Dispersion Room** (2004). What distinguishes **Reversal Room**, however, is that it juxtaposes two different scenes: one taking place in a Chinese restaurant

and the othe simultaneous actors or ext installation co lessly incorpc that are insta this way Reve with slowly rc feel like we are Starting out ir times betweer lated kitchen, suspended ov bulbs make ac the restaurant kitchen sessio in which peor frames. For th conceived the of Reversal R integral part, ( At Cornell, viu passageway i dead-end corr entered and e corridor. Com are interdeper try to integra the 'fictional' ( way that you c the other beg this relations! era shot to tha kitchen seque pan, in the re out of one arshape of the ( circular to a s ing organism.

and the other in a kitchen. Each scene was recorded simultaneously on five cameras and used untrained actors or extras and partially constructed sets. The installation consists of five transparent screens seamlessly incorporated within shoulder-high movable walls that are installed within a pentagonal construction; in this way **Reversal Room** completely surrounds viewers with slowly rotating, synchronized tableaux, making us feel like we are situated right in the middle of the events. Starting out in the restaurant, the projections switch six times between the dining room and the seemingly unrelated kitchen. In sync with the video sequences, lights suspended over the enclosed space switch as well. Yellow bulbs make actual corridors visible during the scenes in the restaurant, while a central blue light is paired with the kitchen sessions, turning them into a panoramic tableau in which people move in a circle, passing in and out of frames. For the installation at the Johnson Museum, Mik conceived the piece differently from previous versions of **Reversal Room**, in which one-way mirrors played an integral part, complicating spatial relations even further. At Cornell, viewers were led through a narrow, angled passageway into a central enclosure, from which two dead-end corridors of different depths branched off. One entered and exited the viewing space through the same corridor. Commenting on how images and architecture are interdependent in his installations, Mik has noted: "I try to integrate the experience of the actual space and the 'fictional' experience of the video projection in such a way that you cannot tell exactly where the one stops and the other begins."<sup>6</sup> In **Reversal Room** he accomplishes

this relationship by linking the construction of the cam-

era shot to that of the installation architecture. While the

kitchen sequence was shot exclusively in a 360-degree

pan, in the restaurant the camera slowly zooms in and

out of one area of the dining room. Consequently, the

shape of the enclosure itself appears to change from a circular to a star pattern, seeming to become a breath-

2001.

Room,

Reversal

ing organism.

In this way space of th€ lery, making tionship to don't mean artist has a the idea of who can be and other p action on fi into an inte convention, structure re us privilege body experihere, immer 16 bodies are a matter what

> Andrea Inselmi Herbert F. Johr organized num porary art.

- 1 In 2003, the was the first installations,
- 2 Aernout Mik,
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  3 Mik, in an int<sup>1</sup>
- (Barcelona: F
   Mik, in a publ Herbert F. Jc York, on Febr
- Gili interview
   Mik, in an intreview
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   Mik, quoted i
   Reversal Roit

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curator of modern and contempora useum of Art at Cornell University, where she has exhibitions of national and international contem-

tF. Johnson Museum of Art at Cornell University an museum to add one of Aernout Mik's video sal Room, to its permanent collection. din Jeffrey D. Grove, Aernout Mik, exh. brochure d Museum of Art, 2003), unpaginated. with Marta Gili in Aernout Mik, exh. cat. ió "la Caixa," 2003), 89. gue with the author that took place at the Museum of Art, Cornell University, Ithaca, New ,2004.

with Lorenzo Benedetti in conjunction with the ero/Zero Gravity: Art, Technology, and New , Fondazione Adriano Olivetti, Palazzo delle Italy, 2001, http://televisione.leonardo.it/fnts/ inglese/Mik-ingl.doc (accessed March 29, 2005). Monk, "Languages of Action," in Aernout Mik: h. cat. (Toronto: The Power Plant, 2002), 26.

In this way, Reversal Room coalesces the fictitious space of the film with the real, physical space of the gallery, making viewers more aware of their bodies in relationship to their environment and to other viewers. "I don't mean to dismiss self-awareness altogether," the artist has admitted, "just the part of it that promotes the idea of an individual as an independent creation who can be looked at as separate from his environment and other people and objects in space."<sup>7</sup> Mik combines action on film, camera work, and spatial construction into an interlocking system. He thus destabilizes the conventional cinematic techniques spectators use to structure reality, reversing our idea that vision grants us privileged access to the world. Mik proposes a wholebody experience in highly conceptualized environments; here, immersed in representations of simultaneity, our bodies are able to connect across different realms, no matter what cultural background we bring to them.

Andrea Inselmann is curator of modern and contemporary art at the Herbert F. Johnson Museum of Art at Cornell University, where she has organized numerous exhibitions of national and international contemporary art.

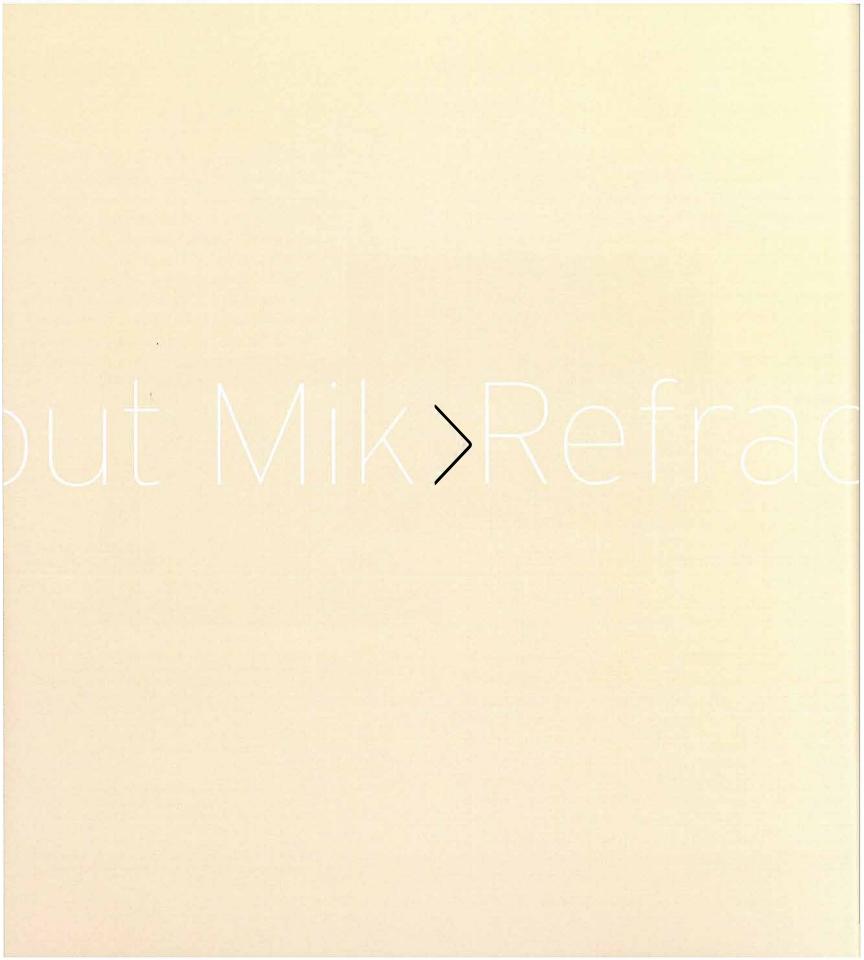
In 2003, the Herbert F. Johnson Museum of Art at Cornell University was the first American museum to add one of Aernout Mik's video installations, **Reversal Room**, to its permanent collection.

- 2 Aernout Mik, quoted in Jeffrey D. Grove, **Aernout Mik**, exh. brochure (Cleveland: Cleveland Museum of Art, 2003), unpaginated.
- 3 Mik, in an interview with Marta Gili in **Aernout Mik**, exh. cat. (Barcelona: Fundació "la Caixa," 2003), 89.
- 4 Mik, in a public dialogue with the author that took place at the Herbert F. Johnson Museum of Art, Cornell University, Ithaca, New York, on February 5, 2004.
- 5 Gili interview, 89.

20

Reversal Room,

- 6 Mik, in an interview with Lorenzo Benedetti in conjunction with the exhibition Gravitá Zero/Zero Gravity: Art, Technology, and New Spaces of Identity, Fondazione Adriano Olivetti, Palazzo delle Esposizioni, Rome, Italy, 2001, http://televisione.leonardo.it/fnts/ arte/testi/gravita0/inglese/Mik-ingl.doc (accessed March 29, 2005).
- 7 Mik, quoted in Philip Monk, "Languages of Action," in Aernout Mik: Reversal Room, exh. cat. (Toronto: The Power Plant, 2002), 26.



#### Aernout Mik

Refraction, 2004 DVD; 3 projected images creating a single 4:1 ratio, panoramic image

Co-Direction: Marjoleine Boonstra Photography: Benito Strangio Steady-Cam Operator: Jo Vermaercke Art Direction: Elsje de Bruijn Production: Dirk Tolman, Jelier & Schaaf Production Assistant: Anca Munteanu

Thanks to: Cam-A-Lot, Mark Gastkemper, Petro van Leeuwen (Ultimate), Laurens Meulenberg, Saga Film (Bucharest), Traffic, Ynse Ijzenbrandt.

Courtesy carlier | gebauer, Berlin, and The Project, New York and Los Angeles.

## Aernol



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#### **AERNOUT MIK**

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Born 1962, Groningen, The Netherlands Lives and works in Amsterdam

#### Selected One-Person Exhibitions

2005	Argos, Brussels, Belgium
	Centre pour l'image contemporain, Geneva, Switzerland

2004 Aernout Mik: Reversal Room, Herbert F. Johnson Museum of Art, Cornell University, Ithaca, NY
 Dispersion Room, Haus der Kunst, Munich, Germany
 Dispersion Room, Ludwig Museum, Cologne, Germany
 Museo de Pasión, Valladolid, Spain
 Parallel Corner, The Project, New York, NY

2003 BildMuseet, Umeå Universitet, Umeå, Sweden The Cleveland Museum of Art, OH
Flock, Magasin 3, Stockholm Konsthall, Sweden
FRAC Champagne-Ardenne, Reims, France
Fundació "la Caixa," Barcelona, Spain
In Two Minds, Stedelijk Museum (in collaboration with Toneelgroep Amsterdam), Amsterdam, The Netherlands Les Abattoirs, Toulouse, France
Porin Taidedmuseo, Pori, Finland
The Project, Los Angeles, CA

Pulverous, carlier | gebauer, Berlin, Germany

- 2002 Contemporary Art Center, Vilnius, Lithuania Fundació Joan Miró, Barcelona, Spain Galleria Massimo de Carlo, Milan, Italy The Living Art Museum, Reykjavik, Iceland Reversal Room, Stedelijk Museum Bureau Amsterdam, The Netherlands
- 2001 Domaine de Kerguéhennec, Bignan, France Middlemen, carlier | gebauer, Berlin, Germany Reversal Room, The Powerplant, Toronto, Canada
- 2000 3 Crowds, Institute of Contemporary Arts, London, UK
   Primal Gestures, Minor Roles, Van Abbemuseum, Eindhoven, The Netherlands
   Simulantengang, Kasseler Kunstverein, Kassel, Germany
   Tender Habitat, Jean Paul Slusser Gallery, University of Michigan, Ann Arbor, MI

- Hanging Around, Projektraum Museum Ludwig, Cologne, Germany
   Small Disasters, Galerie Fons Welters, Amsterdam, The Netherlands
  - Softer Catwalk in Collapsing Rooms, Galerie Gebauer, Berlin, Germany
- 1998 Galerie Index, Stockholm, Sweden
- 1997 Dutch Pavillion (with Willem Oorebeek), XLVII Venice Biennale, Italy

#### **Selected Group Exhibitions**

2005	inSite_05, inSite: Art Practices in the Public Domain,
	San Diego, CA/Tijuana, Mexico
	Irreducible: Contemporary Short Form Video,
	CCA Wattis Institute for Contemporary Arts,
	San Francisco, CA
	Multiple Räume: Film, Staatliche Kunsthalle
	Baden-Baden, Germany
	Trial of Power, Kunstlerhaus Bethanien, Berlin, Germany
	Whatever happened to social democracy?,
	Rooseum Center for Contemporary Art, Malmö, Sweden
2004	26th São Paulo Biennial, Fundação Bienal de
	São Paulo, Brazil
	Doubtiful, Université de Rennes, France
	Fade In, Contemporary Arts Museum, Houston, TX
	Firewall, Ausstellungshalle zeitgenössische Kunst,
	Münster, Germany
	Suburban House Kit, Deitch Projects, New York, NY
	The Ten Commandments, Deutsches Hygiene Museum,
	Dresden, Germany
	That Bodies Speak Has Been Known for a Long Time,
	Generali Foundation, Vienna, Austria
	This Much Is Certain, Royal College of Art, London, UK
	Videodreams, Kunsthaus Graz, Austria
	Who If Not We?: Surfacing: Episode 1, Ludwig Museum
	Budapest–Museum of Contemporary Art, Hungary
	World Wide Video Festival, Amsterdam, The Netherlands

2003 Art Focus 4: International Biennial of Contemporary Art, Museum of the Underground Prisoners, Jerusalem, Israel © EUROPE EXISTS, Macedonian Museum of Contemporary Art, Thessaloniki, Greece Fast Forward: Media Art/Sammlung Goetz, Zentrum für Kunst und Medientechnologie, Karlsruhe, Germany In or Out: Contemporary Art from The Netherlands, National Museum of Contemporary Art, Seoul, South Korea Micropolíticas-Arte y Cotidianidad, Espai d'Art Contemporani de Castelló, Valencia, Spain OUTLOOK: International Art Exhibition, Athens, Greece Poetic Justice: 8th International Istanbul Biennial, Istanbul Foundation for Culture and Arts, Turkey Post Nature, Instituto Tomie Ohtake, São Paulo, Brazil [PRO] CMOTP Festival of Video Art, State Hermitage and State Russian Museum, St. Petersburg, Russia Die Realität der Bilder-Zeitgenössische Kunst aus den Niederlanden, Staatliches Museum Schwerin, Germany Die Realität der Bilder-Zeitgenössische Kunst aus den Niederlanden, Stadtgalerie Kiel, Germany Rituale, Akademie der Künste, Berlin, Germany Silent Wandering, Postbahnhof am Ostbahnhof, Berlin, Germany Taktiken des Ego, Stiftung Wilhelm Lehmbruck Museum: Center of International Sculpture, Duisburg, Germany Turbulence, Centre for Contemporary Art, Kiev, The Ukraine Turbulence, Museum voor Moderne Kunst, Arnhem, The Netherlands Zones, Art Gallery of Hamilton, Ontario, Canada

2002 Ce qui arrive: Unknown Quantity, Fondation Cartier pour l'art contemporain, Paris, France Commitment, Fonds voor Beeldende Kunsten, Vormgeving en Bouwkunst, Amsterdam, The Netherlands Das Museum, die Sammlung, der Direktor und seine Liebschaften, Museum für Moderne Kunst, Frankfurt, Germany French Collection, Musée d'Art Moderne et Contemporain, Geneva, Switzerland Geld und Wert, das letzte Tabu, EXPO 02, Biel, Switzerland Récits, Abbaye Saint-André, Centre d'Art Contemporain de Meymac, France Stories: Erzahlstrukturen in der zeitgenössischen Kunst, Haus der Kunst, Munich, Germany Tableaux vivants, Kunsthalle Wien, Vienna, Austria 2001 Berlin Biennale 2, Berlin Biennale für zeitgenössische Kunst, Berlin, Germany Blue Moon, Groningen Museum, Groningen, The Netherlands Boxer, Kunsthalle Tirol, Austria Exploding Cinema/Cinema without Walls, Museum Boijmans van Beuningen, Rotterdam, The Netherlands Future land.com, Museum Abteiberg, Mönchengladbach, Germany Gravitá Zero/Zero Gravity: Art, Technology, and New Spaces of Identity, Fondazione Adriano Olivetti, Palazzo delle Esposizioni, Rome, Italy Loop-Alles auf Anfang, Kunsthalle der Hypo-Kulturstiftung, Munich, Germany Loop-Alles auf Anfang, P.S.1 Contemporary Art Center, New York Moving Pictures, 5. Internationale Fototriennale Esslingen, Germany The People's Art / A Arte do Povo, Porto 2001, Central Eléctrica do Freixo, Porto, Portugal The People's Art / A Arte do Povo, Witte de With Center

for Contemporary Art, Rotterdam, The Netherlands

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 Post-Nature, Dutch Pavilion, XLIX Venice Biennale, Italy

 Squatters, Fundação de Serralves, Porto, Portugal

 WonderWorld, Helmhaus, Zurich, Switzerland

 Yokohama 2001, International Triennale of

 Contemporary Art, Yokohama, Japan

- 2000 Desperate Optimists, Festival ann de Werf, Utrecht, The Netherlands Still Moving: Contemporary Photography, Film, and
  - Video from the Netherlands, The National Museum of Modern Art, Kyoto, Japan Territory, Tokyo City Opera Gallery, Japan

1999 EXTRAetORDINAIRE, Le Printemps de Cahors, France Glad ijs/Thin Ice, Stedelijk Museum, Amsterdam, The Netherlands

- Holland Kindergarten Japan Bondage, De Vleeshal, Middelburg, The Netherlands
- In All the Wrong Places, Ottawa Art Gallery, Canada
- Nur Wasser läßt sich leichter schneiden, Hedrichsmühle, Neumühlen-Hamburg, Germany
- Panorama 2000, Centraal Museum, Utrecht, The Netherlands
- Posttragiko Mik, Palazzo-Delle Papese, Sienna, Italy Spread, Galerie Index, Stockholm, Sweden
- Tales of the Tip: Art on Garbage, Stichting Fundament, Voormalige Vuilstort Bij Bavel, Breda, The Netherlands A Touch of Evil, Metrónom, Barcelona, Spain
- 1998 Do All Oceans Have Walls?, GAK and Künstler Haus, Bremen, Germany
   NL, Van Abbemuseum, Eindhoven, The Netherlands
   Zomer, ACHK De Paviljoens, Almere, The Netherlands

- 1997 Identité, Le nouveau Musée, Villeurbanne, France
   Personal Absurdities, Galerie Gebauer, Berlin, Germany
   Standort Berlin #1: Places to Stay, BüroFriedrich, Berlin, Germany
- 1996 Gedraag je, Stedelijk Museum Bureau Amsterdam, The Netherlands
   ID, Van Abbemuseum, Eindhoven, The Netherlands
   Making a Place, Snug Harbor Cultural Center, Staten Island, NY
   The Scream, Arken Museum of Modern Art, Copenhagen, Denmark
  - Snowball, Deweer Art Gallery, Otegem, Belgium Take 2, Centraal Museum, Utrecht, The Netherlands

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