

THE BONE

Technical specifications:

THE BONE, 2019-2021

Installation, virtual reality experience, boat, sound, 18 mins approx.

Experience in virtual reality that transports us into the consciousness streams of wild and farmed salmon. The paradoxical living conditions of these animals can be experienced in poetic-mythical form: a living animal marked by long journeys and different life cycles in river and ocean, whereas an organism trapped in a mass breeding facility, genetically manipulated and degraded to high-yield biomass. *The Bone* thus addresses the ecological and ethical issues that are becoming increasingly urgent with the rapidly growing salmon industry worldwide and questions the increasing alienation between man and nature, from a non-anthropocentric, eco-philosophical and indigenous perspective.

This artwork has been commissioned by Screen City Biennial 2019 (Norway). It is co-produced by Art Republic, OCEANS21 and Interactive Media Foundation, co-created with Artificial Rome.

Credits:

- Idea and concept: Michelle-Marie Letelier
- Commissioned by: Screen City Biennial 2019
- Production: Art Republic, OCEANS21, Interactive Media Foundation in cooperation with Artificial Rome, Berlin
- Creative directors: Ina Krüger & Dirk Hoffmann
- Executive producers: Diana Schniedermeier & Daniela Arriado
- Script: Martin Lee Mueller
- Yoiker: Ánde Somby
- Salmon voice in English & German: Martin Lee Mueller
- Salmon voice in Spanish: Nicolás Lartaun
- Salmon's voice in Nynorsk: Torbjørn Eriksen
- Script editing: Michelle-Marie Letelier
- Translation into Spanish: Adrian Lara & Michelle-Marie Letelier
- Translation into German: Martin Lee Mueller
- Translation into Norwegian: Terje Øverås
- Translation and proofreading into Nynorsk: Lillian Utne Skjæveland
- Yoik recording: Pedro Zapata (Echo Sound Production As)
- Recording studios: Notam (Oslo), Brilliant Voice (Berlin) & Håvard Rosenberg/Sweet Music (Stavanger)
- Technical lead VR: Torsten Sperling
- Art direction VR: Robert Werner
- 3D artist: Christian Rambow
- Programming: Dennis Timmermann
- Sound design: Christian Barth & Julian Ferreira da Silva
- Skull: UiB - University of Bergen Natural History Museum
- 3D scanning: Fredrik M. Salhus, Faculty of Art, Music and Design, UiB; courtesy of Lars Ove Toft, Bergen Centre for Electronic Arts
- Scientific advise: Anne Karin Hufthammer, Arild Folkvord, Karin Limburg, Karin Pittman & Johnny Magnussen

- Research advise: Prof. Harald Gaski, Ánde Somby, Sápmi Center for Contemporary Art, Karolin Tampere & Daniela Arriado
- Production in Lofoten: Art Republic, with support from NNKS, Arts Council Norway & Goethe Institut - Norway
- Project Management *The Bone 1.0*: Florian Köhler



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Produced by Art Republic.



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Kunstnersenter

