

PRESS RELEASE

JAKOB KUDSK STEENSEN'S THE DEEP LISTENER TAKES VISITORS ON AN AUGMENTED REALITY TRIP THROUGH KENSINGTON GARDENS

KUDSK STEENSEN AWARDED INAUGURAL SERPENTINE AUGMENTED ARCHITECTURE COMMISSION IN COLLABORATION WITH GOOGLE ARTS & CULTURE AND SIR DAVID ADJAYE OBE

11 July 2019

augmentedarchitecture.org



Kudsk Steensen's new commission, *The Deep Listener*, available from 12 July, explores themes of extinction, preservation, and the emergence of new ecological realities. This inaugural Serpentine commission, in collaboration with Google Arts & Culture and Sir David Adjaye OBE, will be available to be experienced in augmented reality in the grounds of the Serpentine Gallery and beyond over the summer months, alongside the 2019 annual architecture Pavilion.

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The Deep Listener takes as a starting point the ecosystems and the life in Kensington Gardens and Hyde Park, the areas surrounding the Serpentine Galleries – and some of London's greenest spaces. Kudsk Steensen's virtual landscape will allow visitors to experience the complex ecological arrangements in which humans exist through the use of augmented reality and spatial audio. The experience begins with a new sculpture at the Serpentine Galleries from which visitors will be guided through the park led by *The Deep Listener* app. Tracing links between air pollutants, trees and declining bird and insect populations within parks and further afield across London, visitors will encounter the ecological assemblages that bind human and non-humans together.

Kudsk Steensen's practice of developing digital worlds proposes new possibilities for storytelling through an interdisciplinary engagement with emerging technologies – all seen in the light of our current environment emergency.

Jakob Kudsk Steensen is also part of the COS x Serpentine Park Nights programme, eight nights of live encounters and performances in art, music, poetry, augmented reality and fashion in this year's Pavilion designed by Junya Ishigami. Kudsk Steensen's Park Night will immerse a live audience in to the world of the Deep Listener.

Kudsk Steensen was selected from over 350 entrants following a global open call to creative practitioners to propose new architectures and complex or unbuildable structures which imagine new futures of the city and possibilities of the urban landscape. *Serpentine Augmented Architecture* is a pioneering digital commission in collaboration with Google Arts & Culture and Sir David Adjaye OBE., exploring the potential of AR, an emerging tool and medium, to transform our spatial, social and structural experience of the city now and in the future.

Hans Ulrich Obrist, Artistic Director said: "With this inaugural Augmented Architecture commission we combine the expertise of the Serpentine Galleries in commissioning new architecture, with our work in championing the role of advanced technologies in the arts. Jakob Kudsk Steensen's *The Deep Listener* builds connections to the urban landscape of the park and aligns with our General Ecology Programme, which considers our responsibility for the future of the planet."

Amit Sood, Director of Google Arts & Culture said: "By demonstrating how technology and experimentation can advance the boundaries of architecture and design, this partnership with the Serpentine is at the heart of what we do at Google Arts & Culture. Jakob Kudsk Steensen's design is an innovative example of storytelling using a virtual landscape and we are delighted to see such unique architecture be brought to life in this way, both at the Serpentine and on Google Arts & Culture."

Image Credit: Jakob Kudsk Steensen, *The Deep Listener*, 2019. AR Screenshot. Courtesy the artist. Serpentine Augmented Architecture in collaboration with Google Arts & Culture and Sir David Adjaye OBE

The Deep Listener will be available for iOS and Android from the App Store and Google Play Store from 12 July. For more information visit: augmentedarchitecture.org

Friday 12 July, 10am

The Deep Listener opens

Friday 12 July, 8pm

Jakob Kudsk Steensen Park Night at the Serpentine Pavilion

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NOTES TO EDITORS:

Serpentine Augmented Architecture

The *Serpentine Augmented Architecture* Open Call was launched globally in February 2019, and applicants were invited to propose imaginary city spaces and speculations on the built environment to be developed and experienced in AR on site at the Serpentine Galleries. The commission was selected by:

Virgil Abloh, Artist & Designer; **Sir David Adjaye, OBE**, Architect and Trustee of the Serpentine Galleries; **Yonca Dervişoğlu**, VP Marketing, Europe, Middle East and Africa, Google; **Amira Gad**, Curator, Exhibitions & Architecture, Serpentine Galleries; **Ivaylo Getov**, Technical Director, Serpentine Augmented Architecture; **Freya Murray**, Creative Lead, Google Arts & Culture Lab; **Hans Ulrich Obrist**, Artistic Director, Serpentine Galleries; **Yana Peel**, Former CEO, Serpentine Galleries; **Amit Sood**, Director, Google Arts & Culture; **Ben Vickers**, Chief Technology Officer, Serpentine Galleries; **Kay Watson**, Digital Curator, Serpentine Galleries; **Jon Wiley**, Director, Virtual and Augmented Reality, Google; **Greg Williams**, Editor-in-Chief, WIRED UK.

About Jakob Kudsk Steensen

Jakob Kudsk Steensen is a Danish artist based in New York concerned with how imagination, technology and ecology intertwine. His works range from immersive VR ecosystems to mixed reality installations bridging physical and digital worlds, which invite audiences to enter new ecological realities. He collaborates with NGO's, residencies, scientists and artists from different fields and ventures on excursions where he collects organic material, which is digitised and converted into digital worlds with 3D scanners, photogrammetry, satellite data and computer game software. Inspired by ecology-oriented science fiction and conversations with biologists and ethnographers, his projects are ultimately virtual simulations populated by mythical beings existing in radical ecological scenarios.

Kudsk Steensen has exhibited internationally at the 5th Trondheim Biennale for Art and Technology, the Carnegie Museum of Art, GUEST, GHOST, HOST: MACHINE! Marathon, Serpentine Galleries, Jepson Center for the Arts, Time Square Midnight Moment, MAXXI Rome, FRIEZE London, Podium, and Ok Corral. He was a finalist for the Future Generation Art Prize 2019, and he has received awards from the Danish Arts Foundation, The Augustinus Foundation, and the Lumen Arts Prize. In July 2019 Steensen won the Jury Prize at the VR Arles Festival for his work *Re-animated*. His work has shown at Sundance, TriBeCa and Cannes among other film festivals. Steensen is an alumni of NEW INC, a technology and culture incubator by The NEW MUSEUM, in NYC.

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WITH SPECIAL THANKS TO

Virgil Abloh

Sir David Adjaye, OBE

Greg Williams

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