## EXHIBITIONS by Grand Palais Immersif

GRAND PALAIS IMMERSIF



Introduction

- 1. Our approach
- 2. Our catalogue
- 3. Our future exhibitions
- 4. Our exhibitions abroad



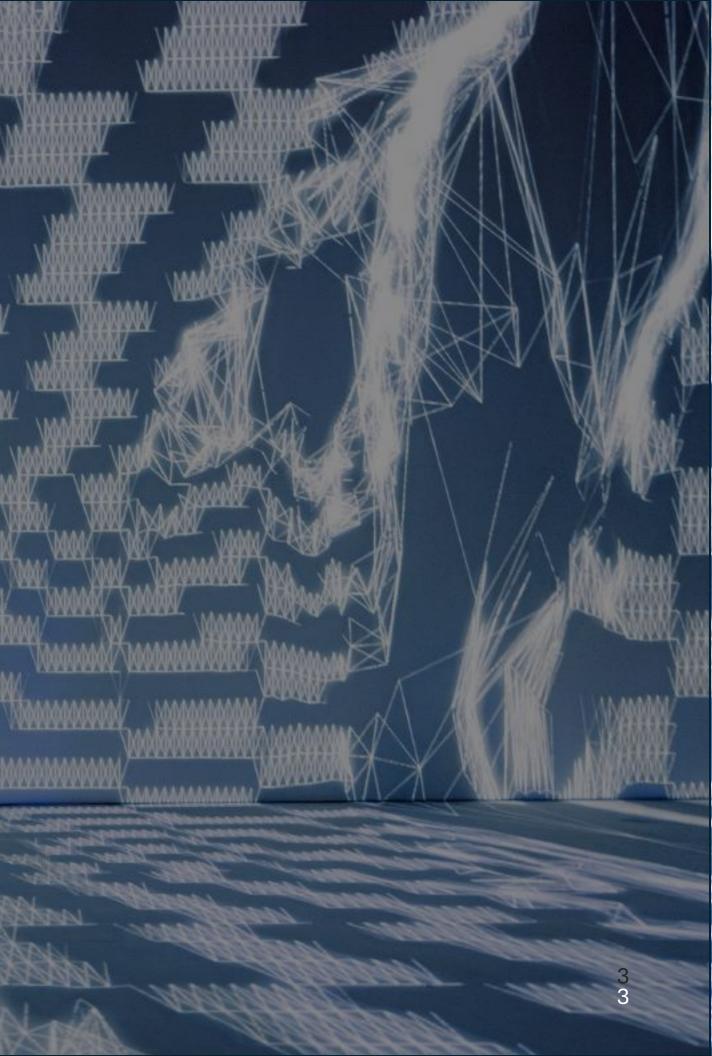
#### We are Grand Palais Immersif

#### Grand Palais Immersif +

The Réunion des Musées Nationaux-Grand Palais, an iconic French institution, has partnered with Chargeurs Museum Studio, a global leader in museum services, to manage the Grand Palais Immersif, a vast space located behind the Opéra Bastille. With over 1,200 square meters of exhibition space and ceilings reaching up to 26 meters, the Grand Palais Immersif is a truly unique venue in Paris and France.

Our mission: is to make art and culture accessible to the widest possible audience, offering immersive sensory experiences and emotional journeys through meaningful stories.

GRAND PALAIS IMMERSII



## 1. Our approach

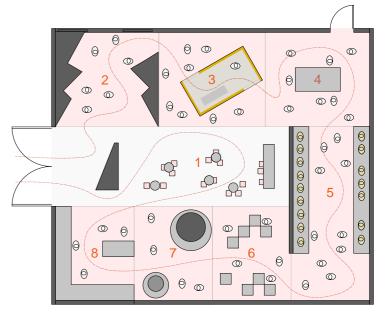


#### We conceive and create exhibitions as an experience



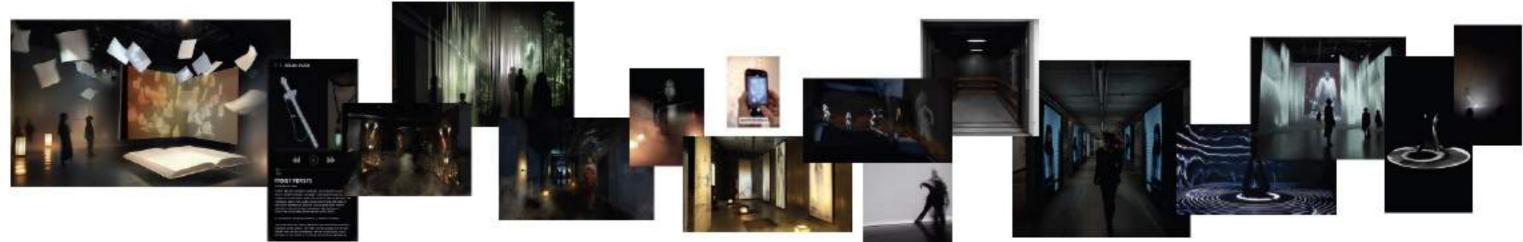


#### We map visitor journeys

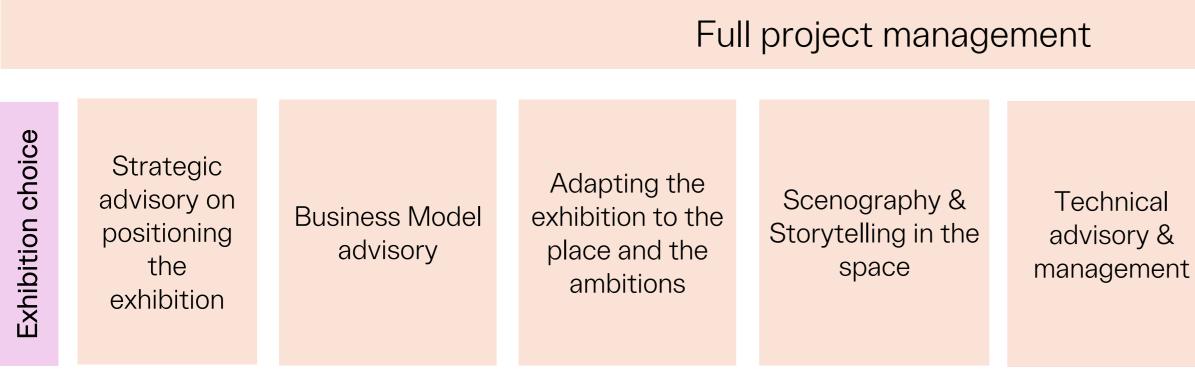


#### Craft an immersive journey like a movie





### We support you on the entire lifecycle of the exhibition according to your needs





360° com advisory incl. publishing

**Cultural Retail** advisory incl. merch strategy and publishing

Grand opening

### All exhibitions provide for a visit between 55 minutes and 1h30. They are adaptable to different settings with our designers and technical experts

Exhibition type Immersive exhibition with interactive devices and scenography, possibly hybrid

#### Hire Fee

[USD 40K – 60K] IP license fixed fee per month inclusive of all media and software assets. Variable fee to be negotiated according to duration and attendance.

#### **Technical costs**

Structure and audiovisual elements to be determined, services for adaptation and implementation to be included, project management and local expert intervention, without transportation and travel costs.

**Dimensions** From 300 to 1,200 sqm Ceiling minimal height 4,5 m

#### Offer innovative formats, tell unforgettable stories

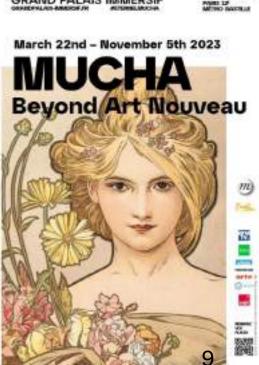












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## 2. Our catalogue



# Pixels

By Miguel Chevalier





## An interactive experience in the creative universe of AI

A unique solo show by Miguel Chevalier, one of the French leading artists in digital art to feel how technology and machines connect us invisibly. *Pixels* is a multisensorial and interactive interaction of our relations to machines and each other.





Interactive and generative AI



Opened in November 2024 up to April 2025

1h30 journey

Generative music by Thomas Roussel

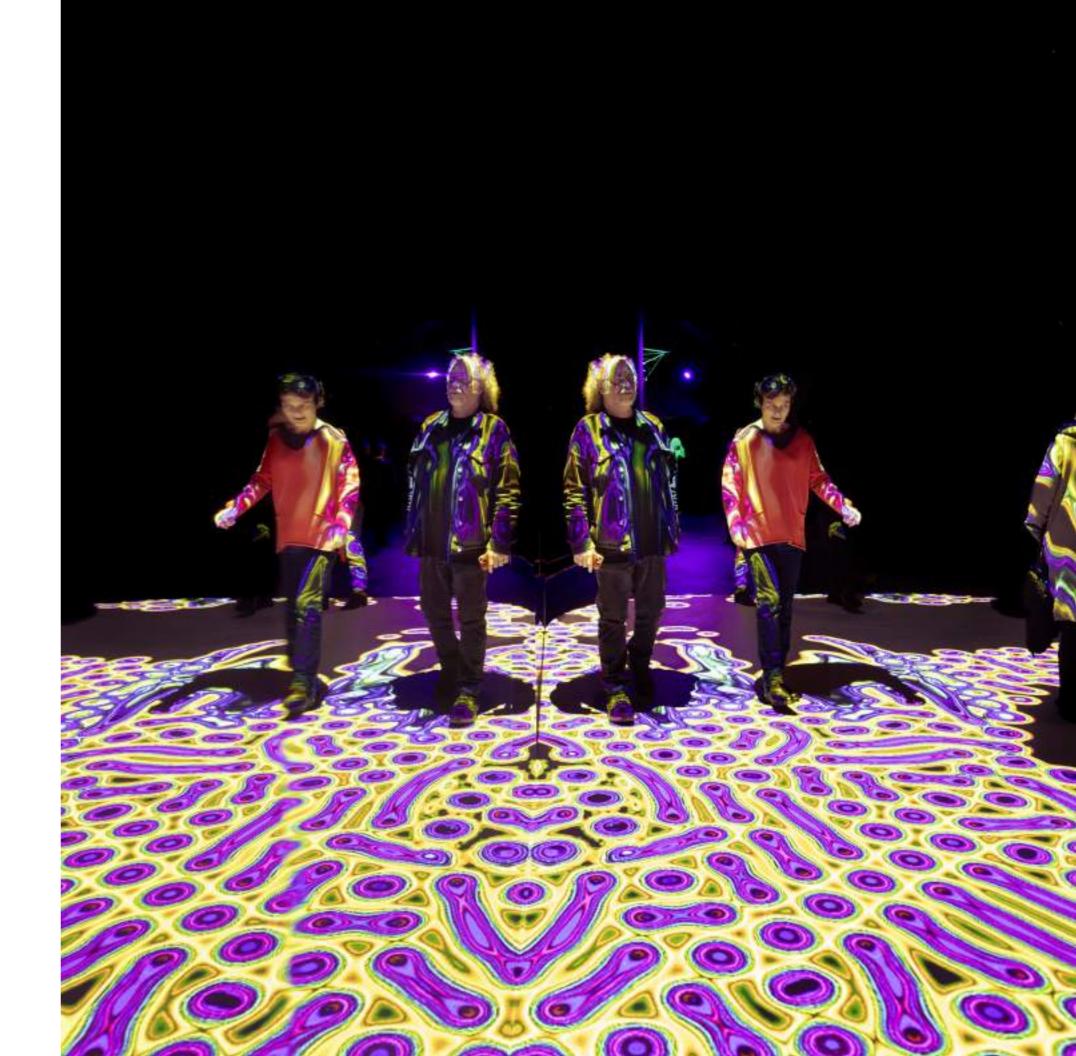


#### Pixels

#### Concept of the exhibition

The exhibition by Miguel Chevalier explores the invisible flows and networks that weave through our daily lives, connecting us. Featuring digital generative works on LCD screens, 3D printed sculptures, robotmade drawings, and immersive interactive digital art, the pieces seek to materialize and question these flow universes. The hypnotic works aim to put humans at the centre of an increasingly digital universe. Recent developments in artificial intelligence are also presented, showcasing the artist's research and applications in this field, which started in the early 1990s.

Accessible to all audiences, whether familiar with art or not, the works offer a sensory experience of body and space.





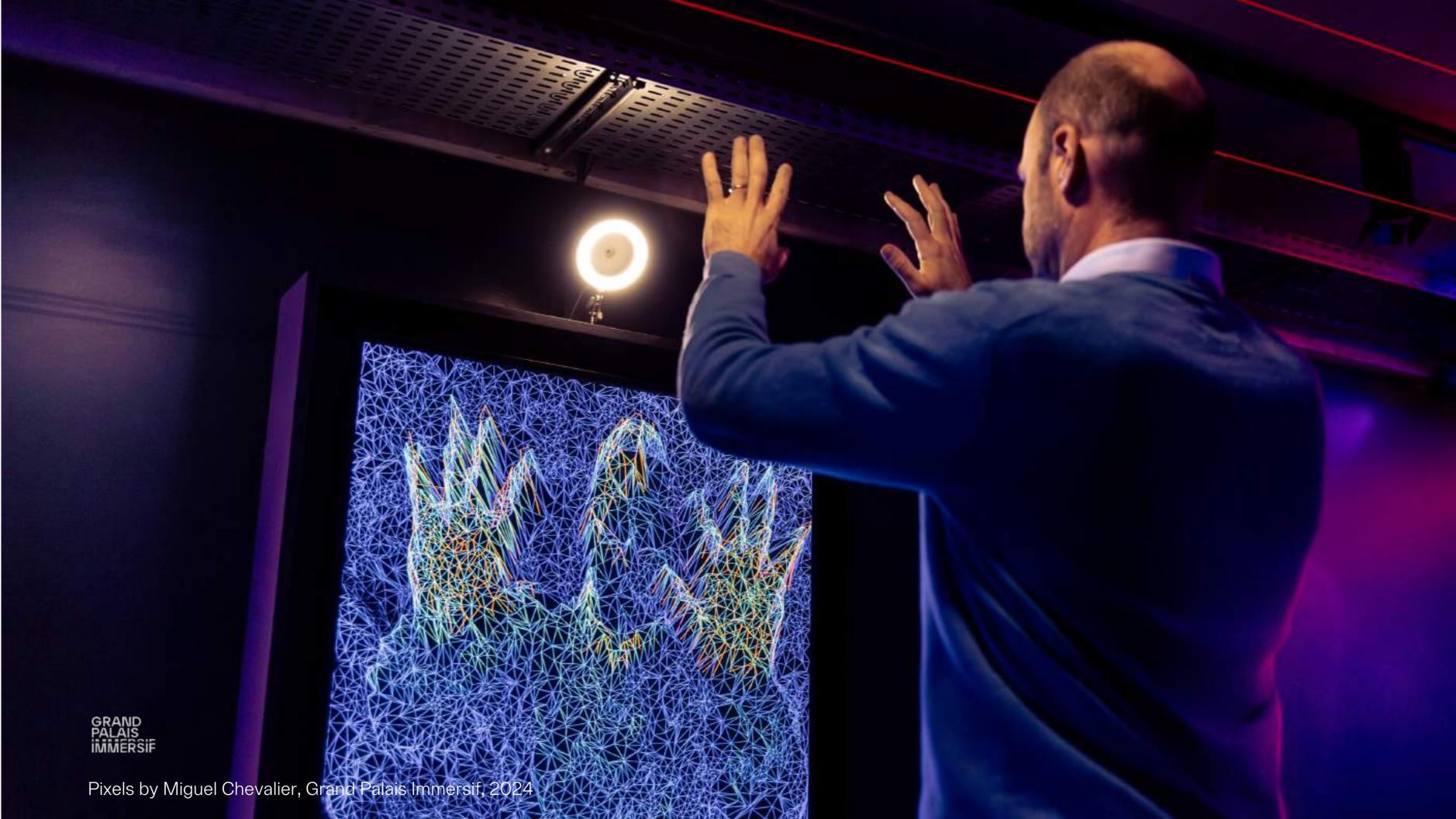
Pixels

#### Walkthrough (video)

					MACHINE DF	REAMING	
	INTERLUDE		FRACTAL CLOUD		A form of ins	piration	
ENTRANCE	Complex Meshes	THE EYE OF THE MACHINE Explore an artistic interpretation of video surveillance. How does	Fractals thus offer new possibilities for representing emptiness and eternity, with unlimited plays of scale.		notebook in the age of Al.		THE ( An in autor
		the machine see you?	CYBERSF A Dive in Universe! Thomas F	a Data with		Discover physical art pieces about light, voxels and data	
	SEE	FROM THE REAL TO THE VIRTUA YOUR FACE IN THE EYE OF THE M					





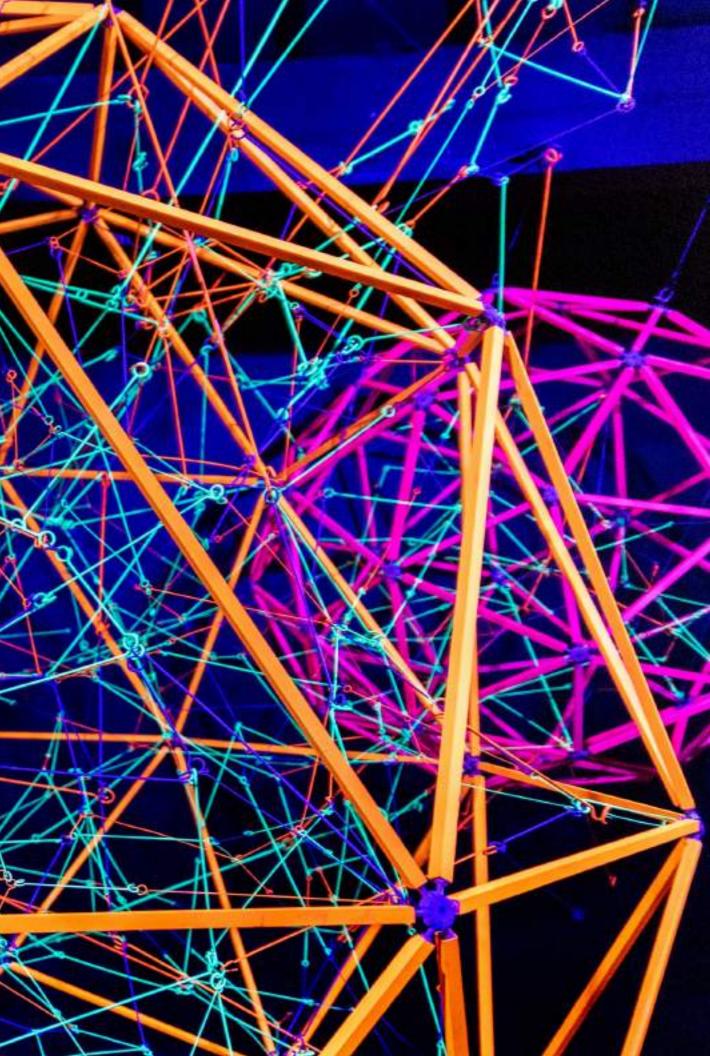






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Pixels by Miguel Chevalier, Grand Palais Immersif, 2024



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Pixels by Miguel Chevalier, Grand Palais Immersif, 2024

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Pixels by Miguel Chevalier, Grand Palais Immersif, 2024





Pixels by Miguel Chevalier, Grand Palais Immersif, 2024



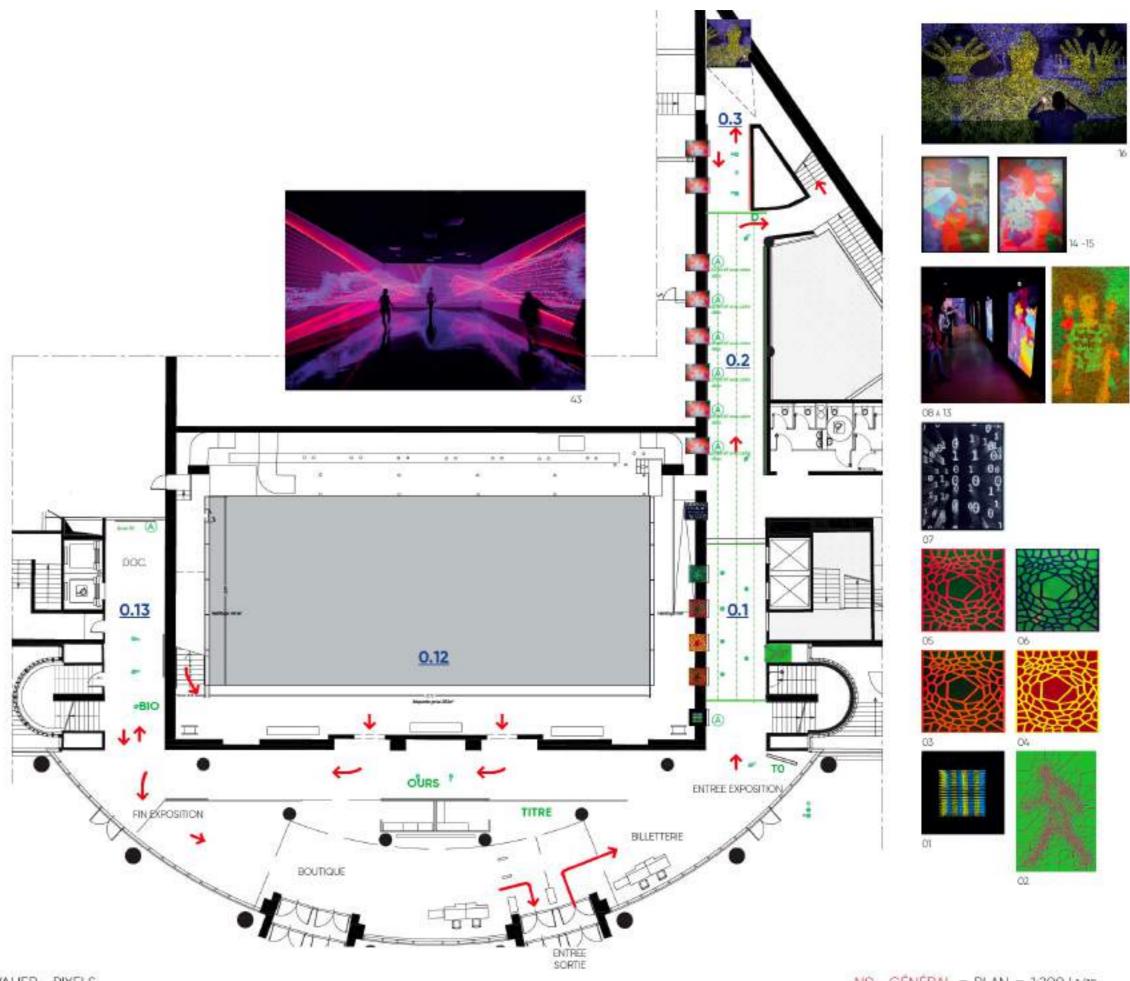
Pixels

#### Plan in Bastille



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## Éternel Mucha / Rendez-vous with Mucha Paris 1900



## A sensory dive into the world of Art Nouveau in Paris

*Paris 1900, Rendez-vous with Mucha* takes visitors on a deep trip into the figures and muses of Alphonse Mucha, the icon of French modernity.





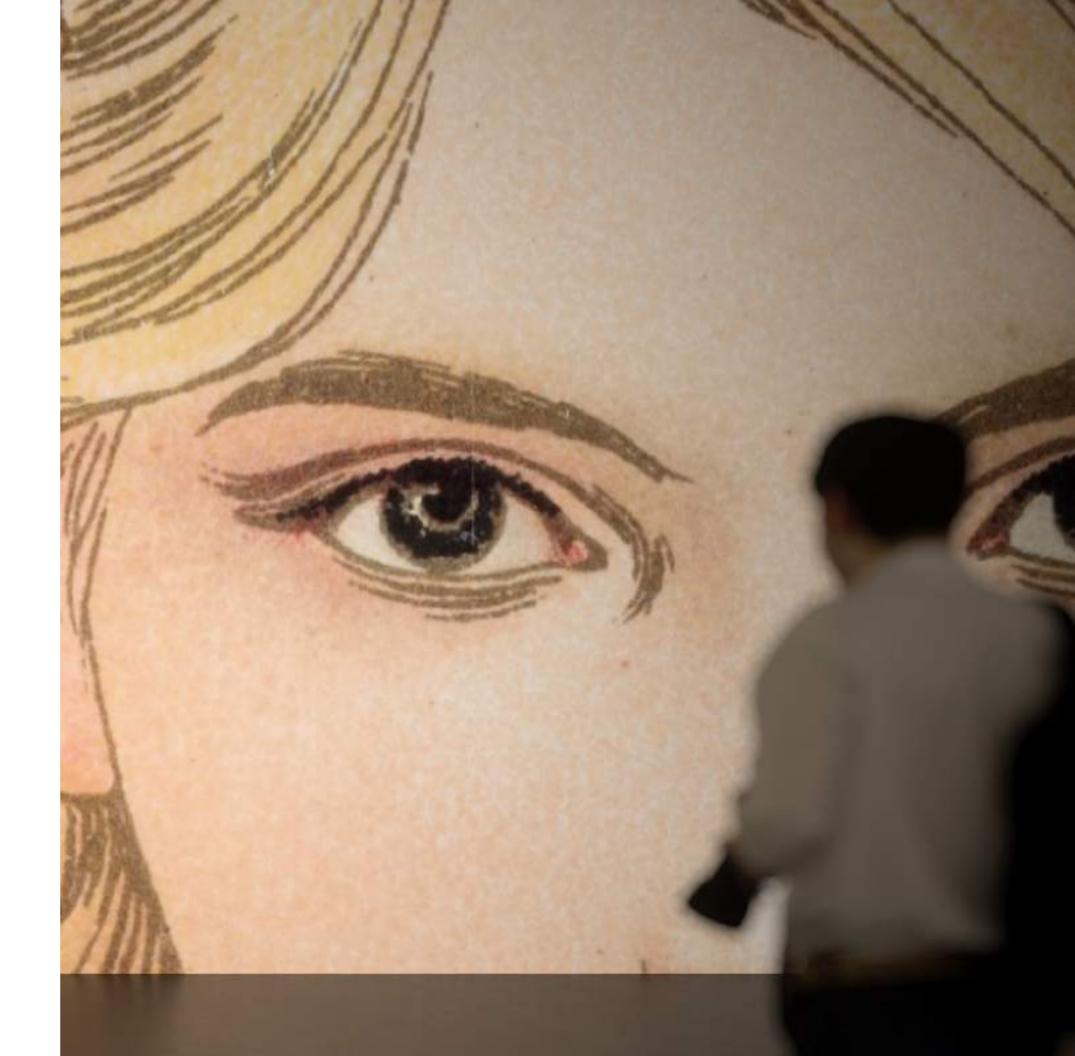
160k visitors



2021 - 5 months

1h30 journey

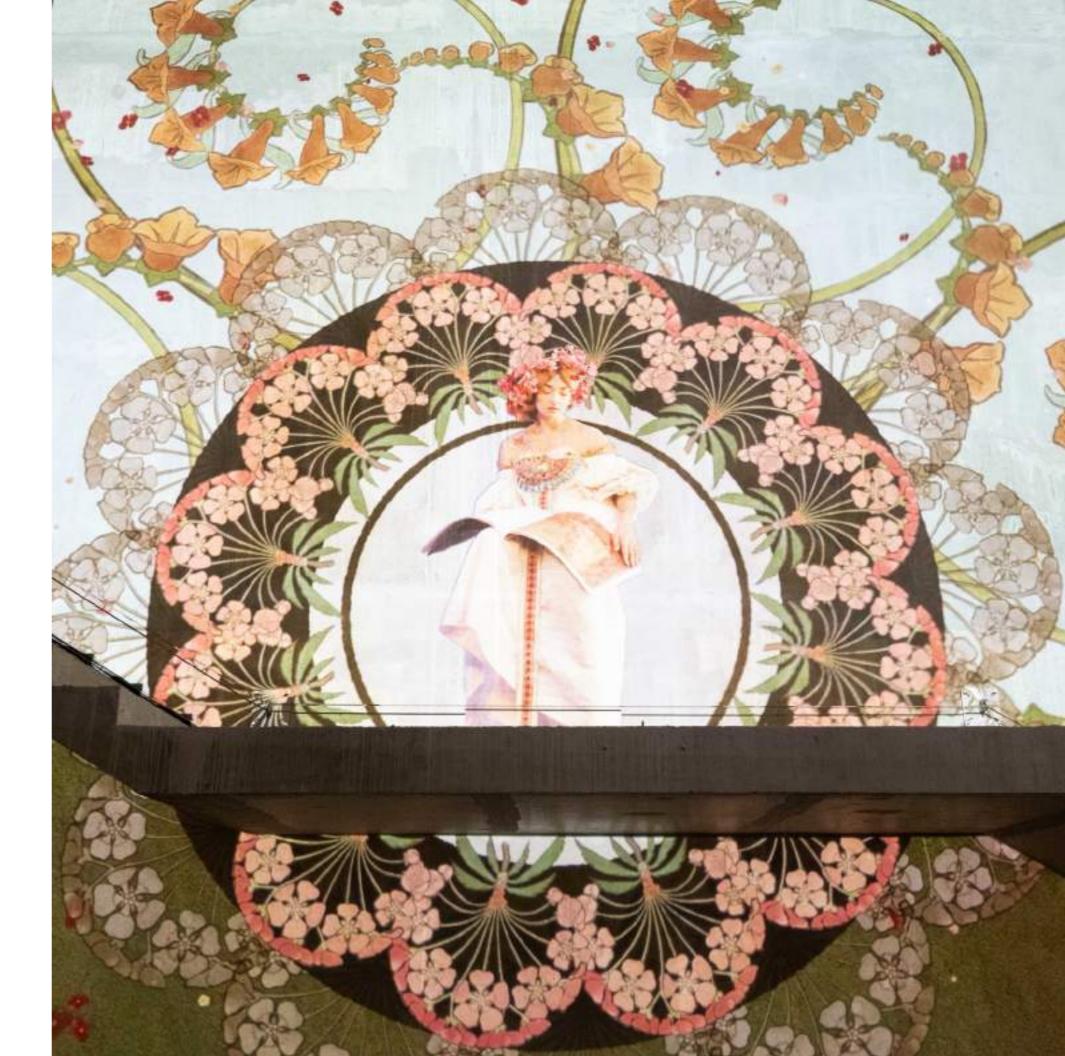
1.2M€ shop sales





### Concept of the exhibition

Rendez-vous with Mucha immerses visitors in a journey about the artist and the several influences he had on our pop culture, from the pacifist "Flower Power" movement of the sixties to Japanese manga, superheroes, street artists, videogames, and even tattoo art. At the turn of the 20th century, Alphonse Mucha became a key figure of Art Nouveau. The *Mucha style* has been a source of fascination ever since and a milestone of Modern Art. The exhibition brings out this major artist's striking modernity and philosophical influences. The exhibition highlights the artist's humanist ambitions through his monumental works, most notably the Slav Epic, which offers a pacifist model for the world and particularly for East-West relations, making it resonate today more than ever.





### Walkthrough (video)

			3. UTOPIAS		
	1. ICONS				4. THE MAKING:
ENTRANCE	Enter the iconic world of Mucha, by diving into its unique style and famous billboards.	2. 1900 The key role played by Mucha in the 1900	A unique vision of Europe and Slavic nations	4. THE PATER Mucha's interpretation of a spiritual landmark of the era	INSPIRATIONS & Mucha and Wom Mucha's imagina Europe How did Mucha I billboards at the advertisement?
		Universal Expo			The Smell of the Dra
	GRAND PALAIS IMMERSIF				

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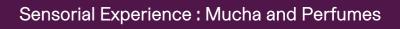
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#### e Workshop

## 6. LEGACY: THE INFLUENCER

The powerful influence Mucha had in the 1960s and beyond SHOP

Interactive table Praw your own Mucha !





Eternel Mucha, Grand Palais Immersif, 2022



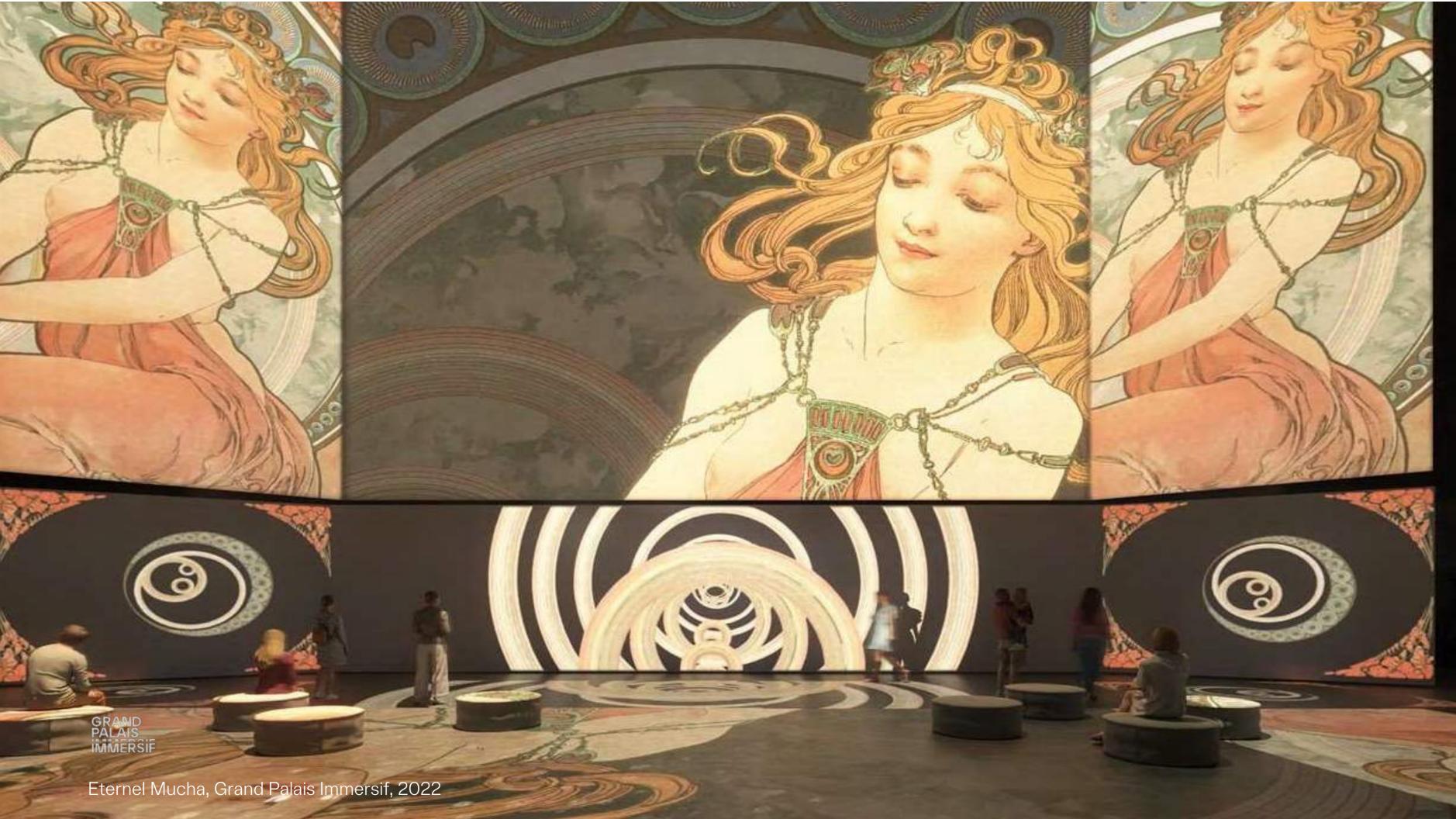




Eternel Mucha, Grand Palais Immersif, 2022











Eternel Mucha, Grand Palais Immersif, 2022

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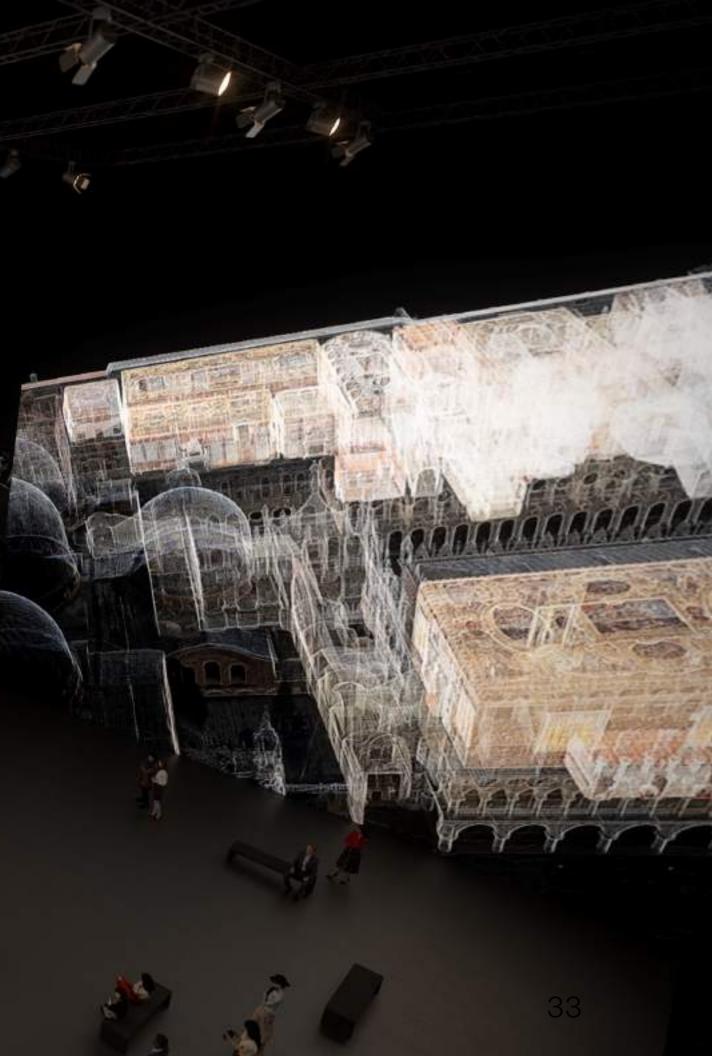
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## Venice revealed





### Live the Secrets of la Serenissima

*Venice Revealed* offers an incomparable immersion in entirely unseen images of the City, allowing visitors to experience and understand the wealth and complexity of this exceptional city like never before.







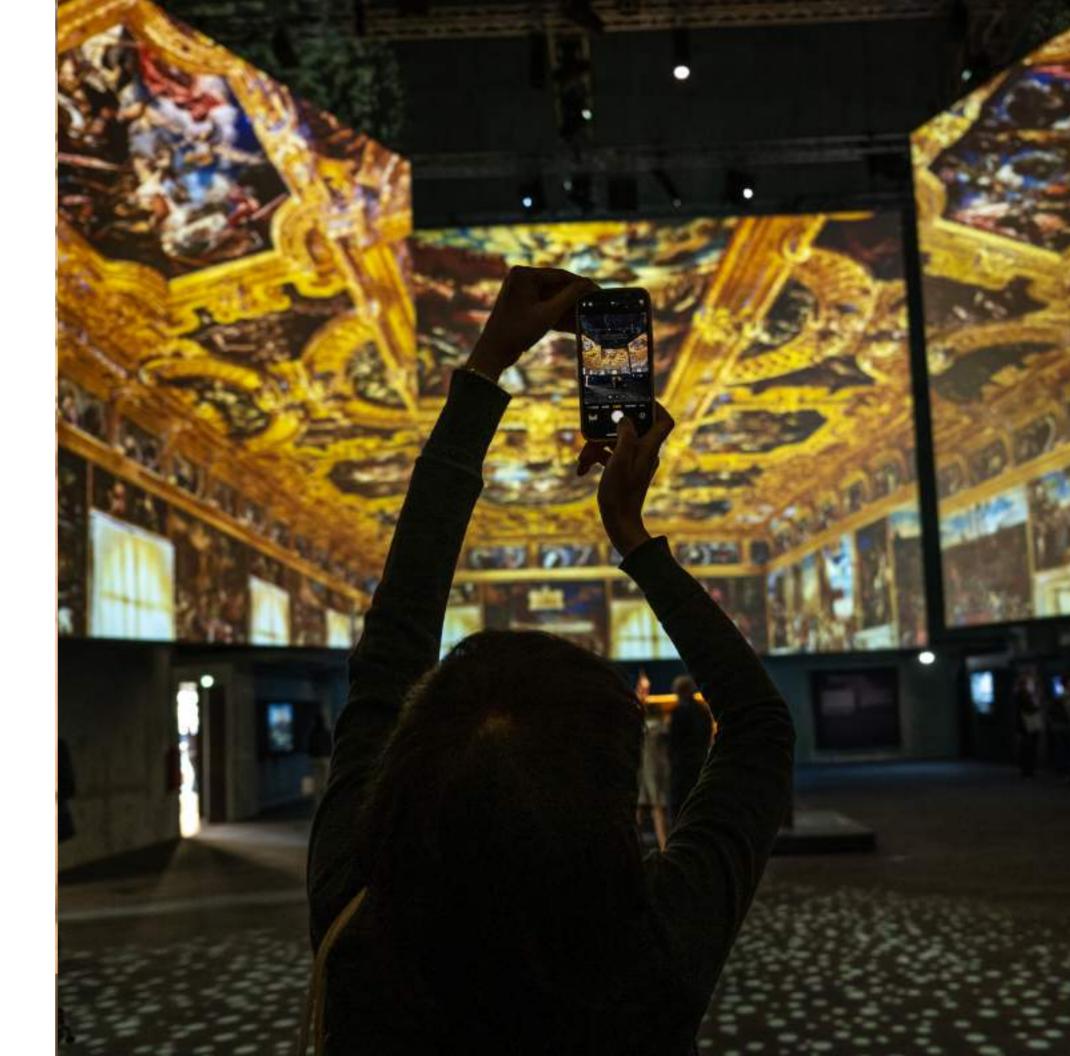


60k visitors

2022 - 3 months

1h30 journey

1st exhibition in GPI





### Concept of the exhibition

The existence of a city such as Venice is nothing short of a miracle of ingenuity, architecture and art, society and politics. Built on the muddy bed of a lagoon, with no stable ground or fresh water, La Serenissima has been under attack from the sea ever since, a relentless threat that was also the source of its wealth and global reputation. Each of Venice's canals and narrow streets keeps this heritage alive, and as they get lost in the city, visitors unearth the countless treasures that escape the eye. The images presented in this exhibition are taken from a digital double made in photogrammetry, using drones. Billions and billions of points recreate the urban space and the architecture of the palaces, as well as the details of some of the works they house, made by the greatest painters. It offers a unique and immersive behind-the-scene tour of a city like no other in the world.





### Walkthrough (video)

ENTRANCE	<ol> <li>VENICE, MIRACLE OF ENGINEERING, BUILT ON SAND</li> <li>A unique topography, an incredible history</li> <li>A fragile ecosystem</li> </ol>	2. THE GREAT CANAL The symbol of Venice commercial power	3. ASSASSIN'S CREED: VENICE, 1481 Follow Ezio in the city at the time of the Renaissance	5. THE VENI How does it be a Venetia
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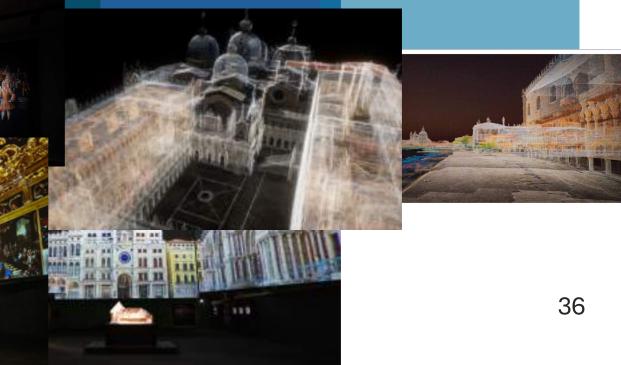
#### NICE LIFE

it feel to ian ? 6. ST MARC PLACE, A REAL POWER PLACE

Discover the secret of the most famous place in Italy

#### 7. VENICE AI MEMORY

Venice over the years in the eyes of an Al SHOP





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Venice Revelead, 3D Rendering





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Venice Revelead, Grand Palais Immersif, 2022

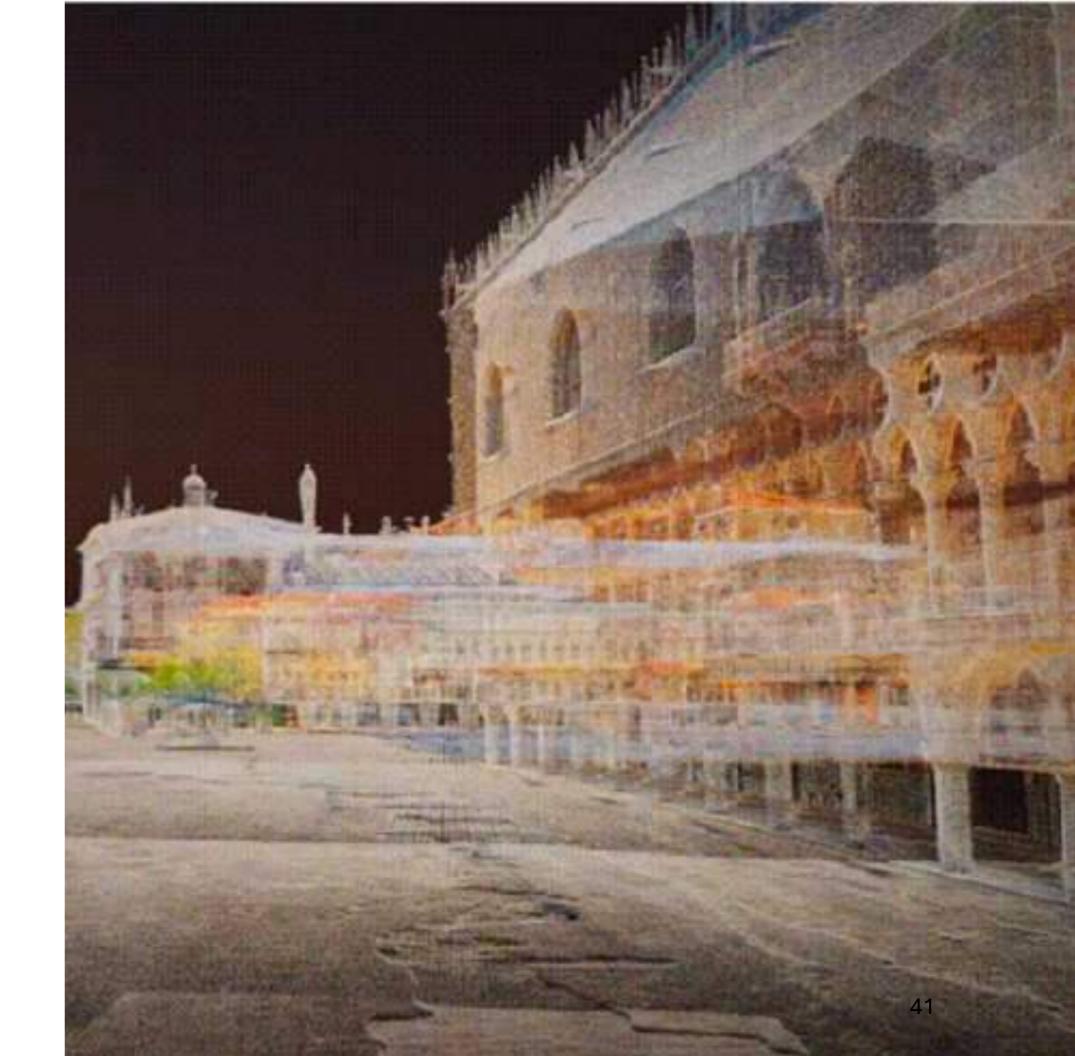




#### Venice Revelead

## An Al activation

A year and a half later, using the same viewpoints, an Al was asked to manage the images without even returning to the locations. The video generated 24 hours later no longer depicts the real Venice, but a Venice constructed from the Al's memory, based on photos from millions of tourists. This Venice is inconsistent, intangible, and reconstituted from the most photographed viewpoints of the city. It resembles the real Venice greatly but loses its materiality and any documentary truth. Venice becomes an illusion of itself, like the memories of the millions of tourists who have visited.





## Pompeii Immersive Splendour and Tragedy of the City

PALAIS



## Pompeii alive, submerged, unearthed

An incredible hybrid journey in Pompei, where large immersive art installations place the visitor at the heart of the city, combining virtual reconstructions, archaeological latest findings, a dynamic Ancient Rome street-life experience, and a spectacular eruption experience throughout all spaces.





200k visitors during Covid-19



2020



1h10 journey



Hybrid Exhibition



## Concept of the exhibition

Revealing the latest findings of the site and reinterpreting it with contemporary technology, Pompeii Immersive takes visitors back in time to discover the ancient Roman city through the centuries, transporting them to its streets and through the greatest excavation campaign conducted in Pompei since the end of the Second World War.

Pompeii alive, Pompeii submerged, Pompeii unearthed: visitors can wander around the city through three epochs that have made its history. A unique journey to ancient Roman times, the exhibition presents a strong narrative, never before presented internationally, in an impressive theatrical environment of immersive art displays and projections accompanied by urban sounds and original music.





### Walkthrough: Travel time at Pompei

#### 1. DOMUS

ENTRANCE

Pompei, a roman city The archaeological excavations The discoveries Frescoes

#### 2. VESUVIO

Dive in history and live the night when the volcano entered in eruption !

3. VR **EXPERIENCE :** Immersive Dive In The Pompeii





#### 4. THE DAILY LIFE

The home decor, famous banquets, the pleasure of gardens, beauty standards...What was it like to live in Pompei?

#### 5. LIVIE

Part of the hybrid approach is this Livie statue, the iconic wife of Auguste

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SHOP





Pompei Immersive, Grand Palais, 2020



GRAND PALAIS IMMERSIF

Pompei Immersive, Grand Palais, 2020





## rtificial Dreams

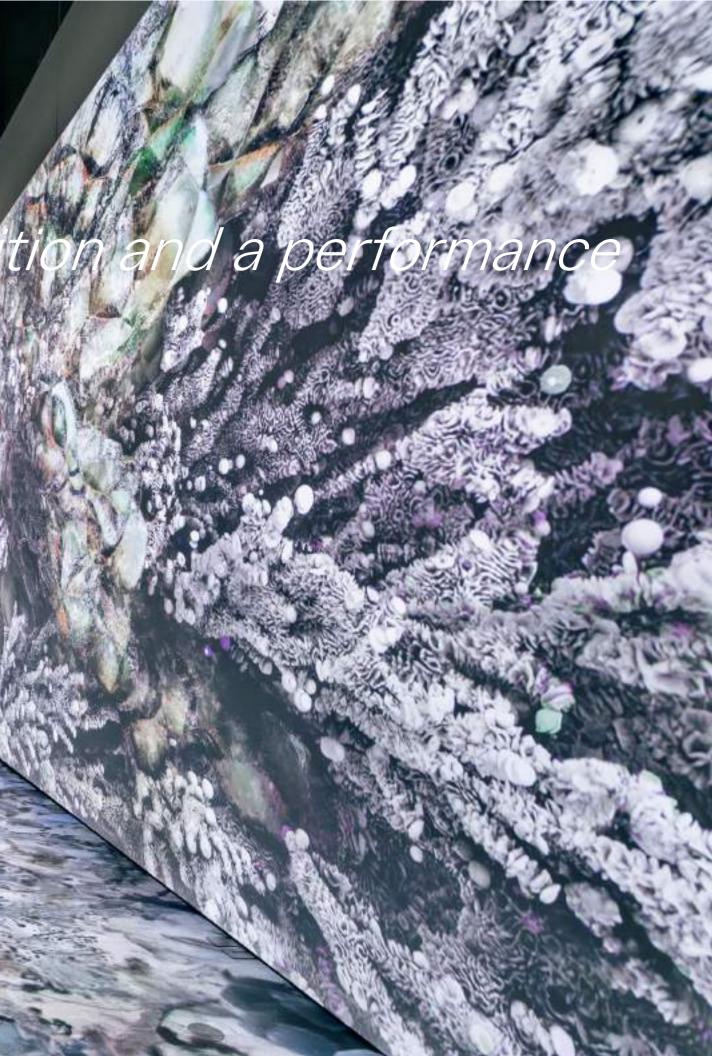
## A Lestival at the crossroads of an exhibit

GRAND PALAIS IMMERSIF

S

Markos Kay, Quantum Fluctuation, Installation, 2024, GPI

TO ACTION



# The poetic encounter of artists and AI

ARTIFICIAL DREAMS is a large-scale and spectacular exhibition, thought of as a performative journey to better understand the possibilities of AI and question in many artistic ways this powerful and sometimes scary tool.

The 2<sup>nd</sup> season of ARTIFICAL DREAMS will open in Spring 2025 at Grand Palais Bastille.



15 nights of opening



15k visitors



14 artists



55m visual loop 45m journey

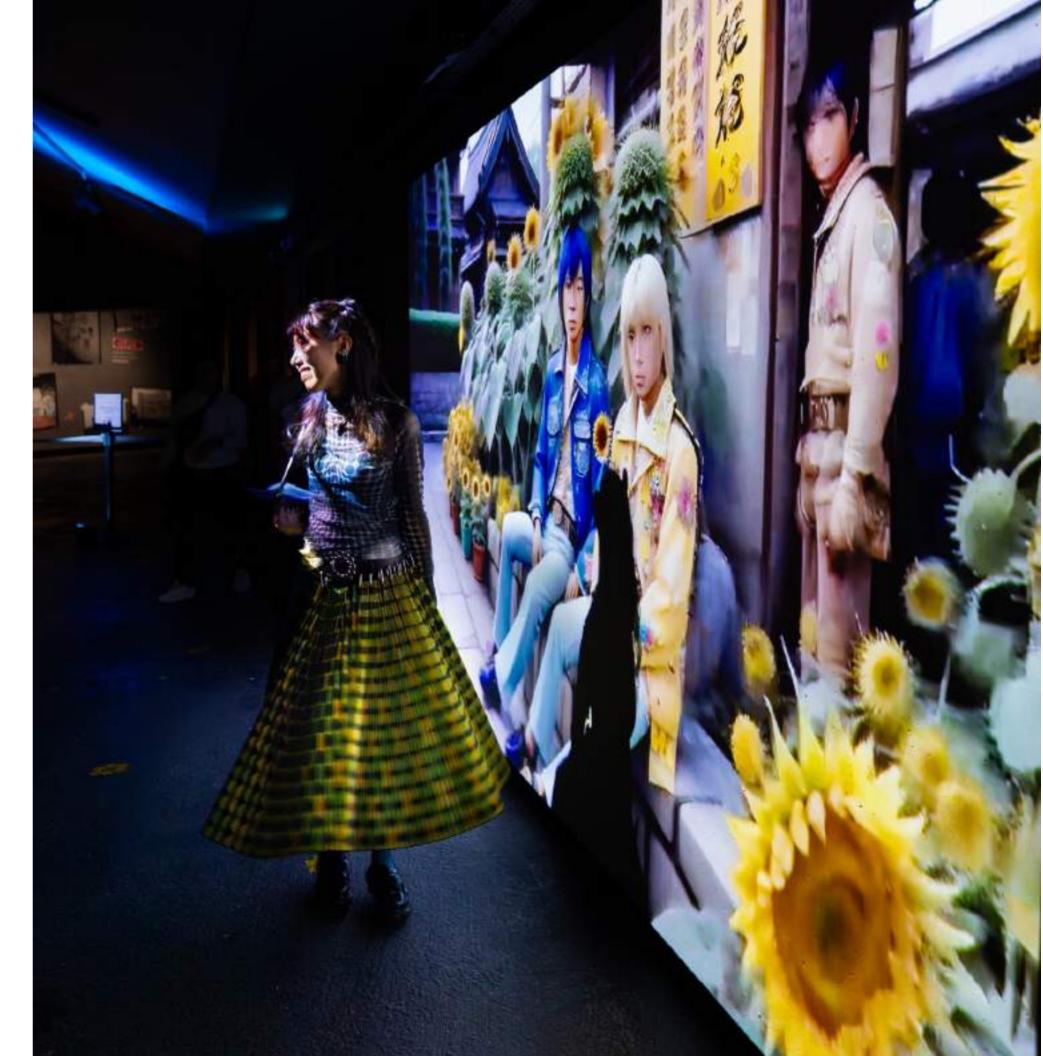




## Concept of the exhibition

In just a few months, artificial intelligence's meteoric rise to the centre of all debates has plunged the world into significant questions straight out of science fiction. The shifting contours of a revolution are taking shape.

With the recent proliferation of Al-assisted creation, the artistic sector once thought to be reserved for the human mind, is not spared. It has become a cutting-edge field of exploration. These major world transformations scrutinize our souls, our dreams, and the possible existence of an artificial imagination. Conceived as a series of immersive and spectacular dives into the dreamlike world of machines, the exhibition performance Artificial Dreams presents a panorama of Al and algorithm-assisted artistic creation at this decisive moment, representing both the symbolic emergence of Al and its accelerated expansion.





Artificial Dreams

### Walkthrough

#### 1. LOOP OF DREAMS



2. HYPERPHANTASIA

#### 3. THE CONFESSIONAL What does AI think of you ?

4. ABIOGENESIS

5. LEON









GRAND PALAIS IMMERSIF

ANDY THOMAS- Visual Sounds of the Amazon, GPI, 2024

CALL TO ACTION

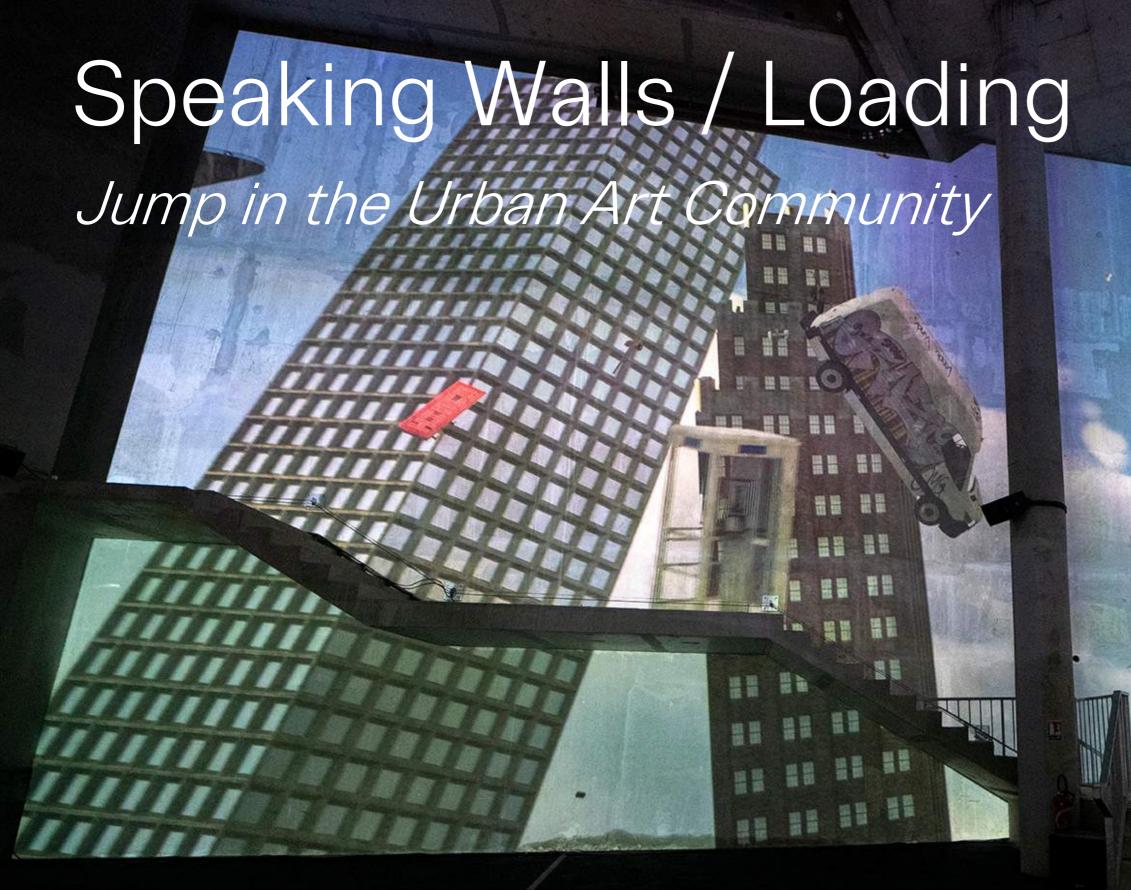
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GRAND PALAIS

MARKOS KAY – Abiogenesis, 3D rendering, 2024





GRAND PALAIS IMMERS



# The universal story of urban art

Urban art is a global form of expression that all individuals and communities can relate to.

This exhibition offers a worldwide journey into the world's most spectacular urban art landmarks, connecting artistic expression to social and political realities.





100k visitors



2023

1h30 journey



+100 artists 15 countries

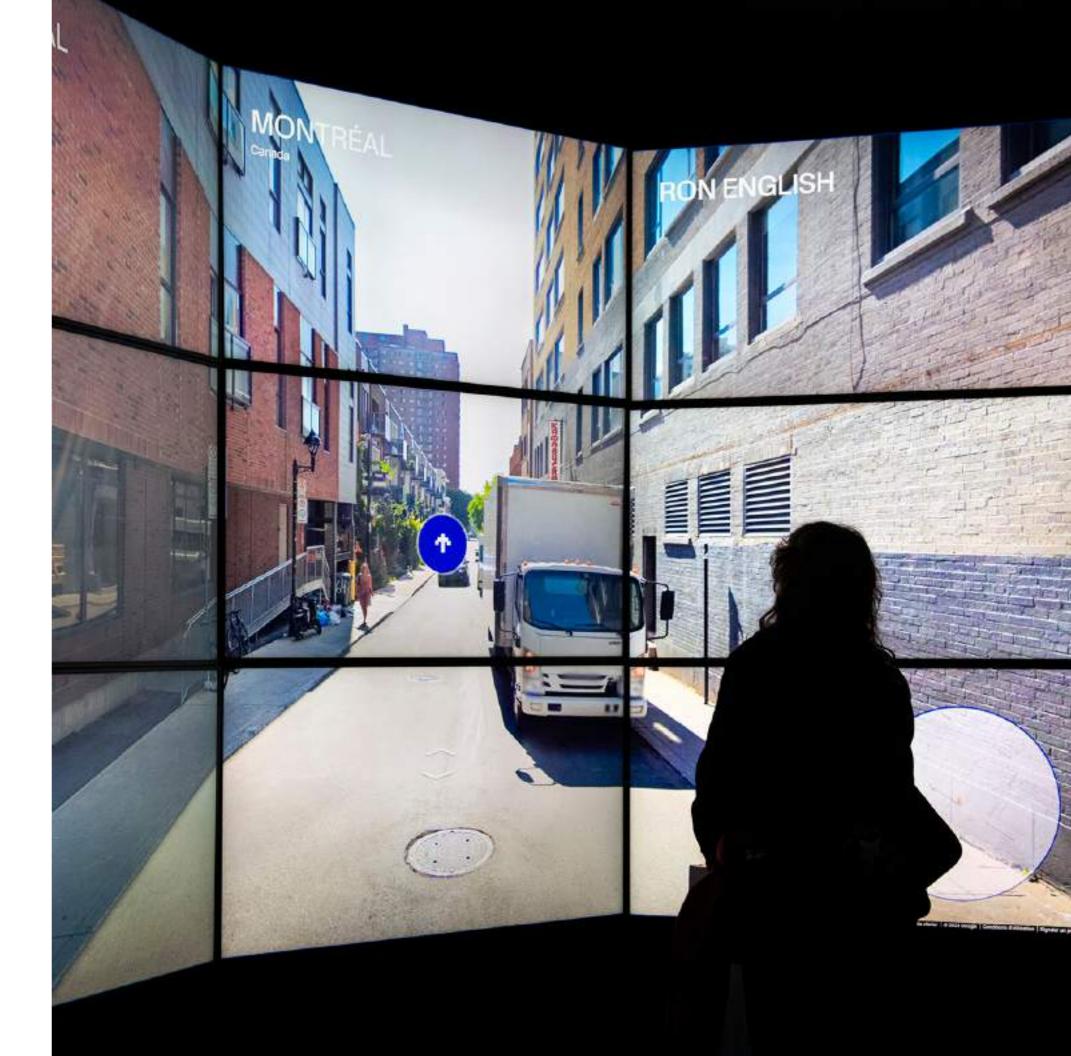




## Concept of the exhibition

Much more than just a story of street art, the exhibition aims to show how the digital revolution of the past twenty years has paved the way for a revolution in practices relating to urban art and its public appropriation. From the New York subway to the recent spread of NFTs, four sections explore an urban history of art.

In 2023, the Grand Palais Immersif presents its new exhibition, Speaking Walls, *Urban Art in the Digital Age*. Visitors will discover how new artistic practices, which were initially seen as marginal and disruptive, have changed to achieve widespread public popularity. The exhibition explores the artistic recognition of major artists and their creations, including today's projects using new technologies to redraw new boundaries between the real world and the digital sphere.





## Walkthrough: Join the global and vibrant community of urban artists

#### 1. CALL-TO-ACTION

See the best of urban artin the World.All continentsAll expressionsAll in

ENTRANCE

#### 2. (IN)VISIBLE

From the first wall expressions to modern street art as we know.

## 3. BOMBING THE METAVERSE

Links between the digital sphere and urban art, as virtual walls bear no limit.

## 4. WORLD WILD WALLS

Thanks to Google Art & Culture, travel across the globe to see the best of street art on Google Maps.









5. HACKTIVISM Urban Art as social expression

5. ARTIST WORKSHOP

Collective Experience

Chill RSM

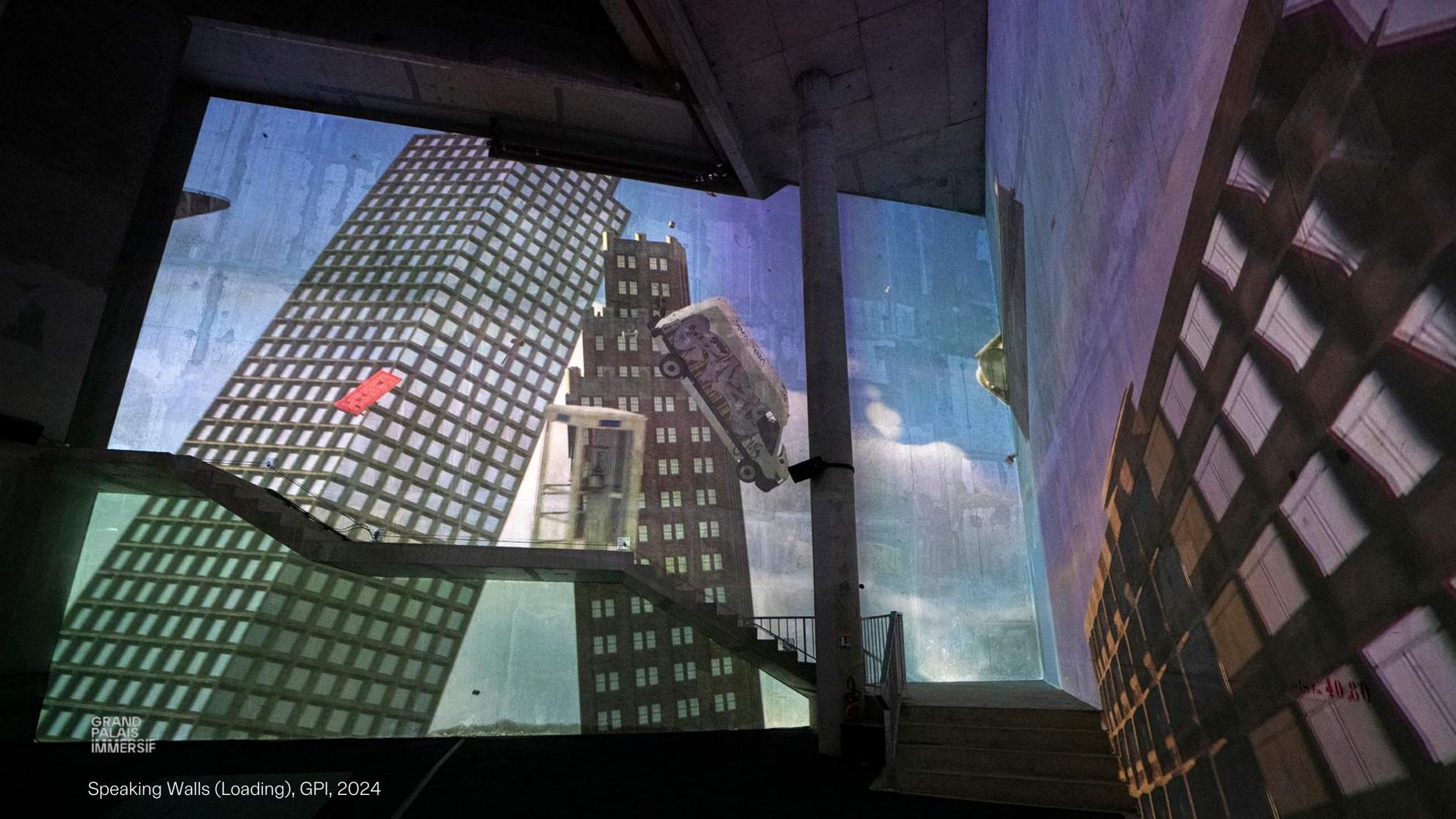
5. MY NAME IS

Your turn to become an artist

Do it yourself

Do it yourself

SHOP







Speaking Walls (Loading), 3D Rendering, 2024







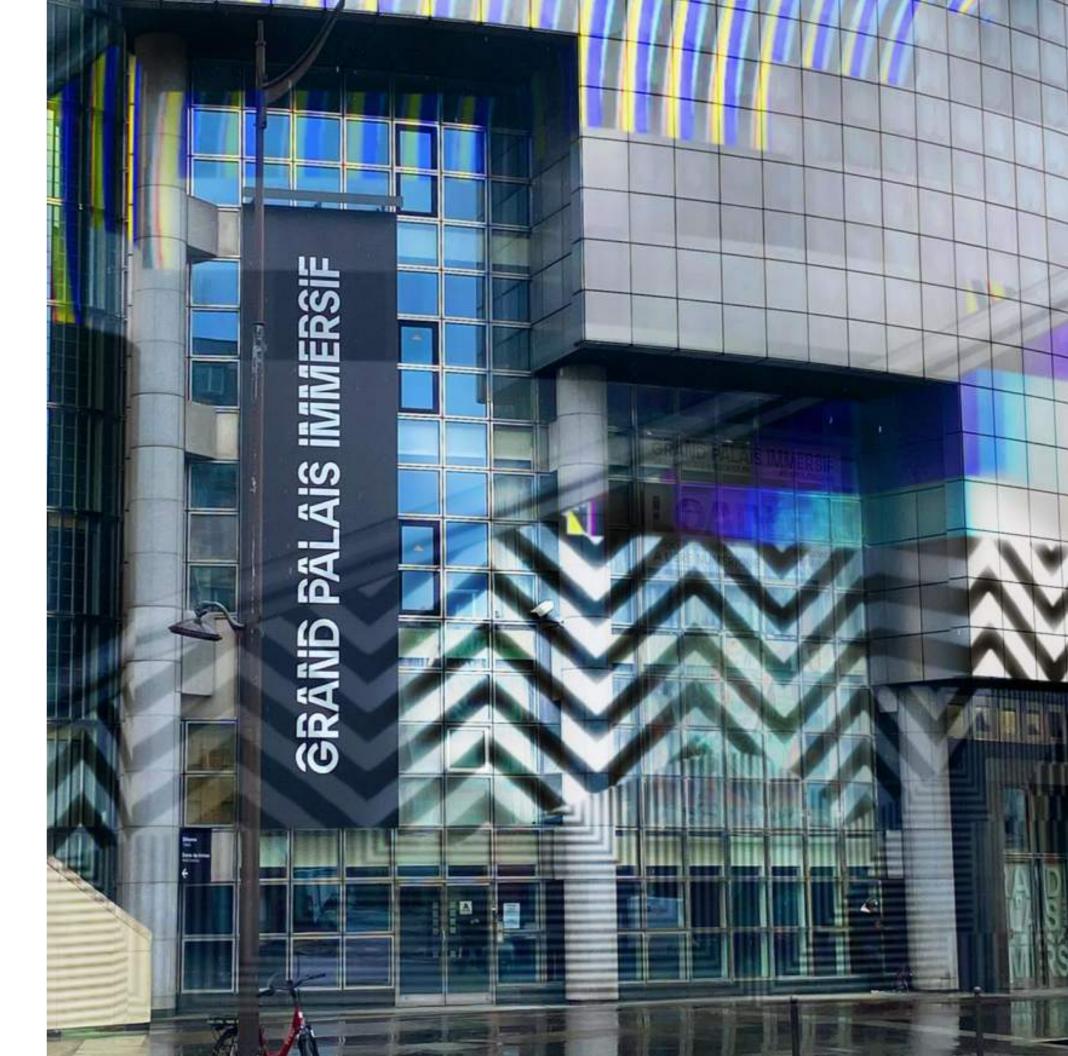
## Felipe Pantone's activation

Felipe Pantone, a worldwide digital artist – offered to produce a dedicated AR filter for the exhibition in Grand Palais Immersif.

The piece interacts with the GPI unique façade but holds global digital resonance via social media.

The piece is part of a wider filter program developed by Google Arts & Culture with Pantone. Each exhibition place could have its own social media AR creation.





## Mona Lisa, an immersive experience A unique exhibition developed with Le Louvre



# The most famous artwork like you've never seen it

Why does the Mona Lisa fascinate us so much?

Coproduced with the Louvre, The Mona Lisa Experience is an exclusive global exhibition about the mystery behind this global landmark, with an exclusive musical creation by Rone.

This exhibition is subject to international touringspecific conditions.



40k visitors



2022 In Marseille

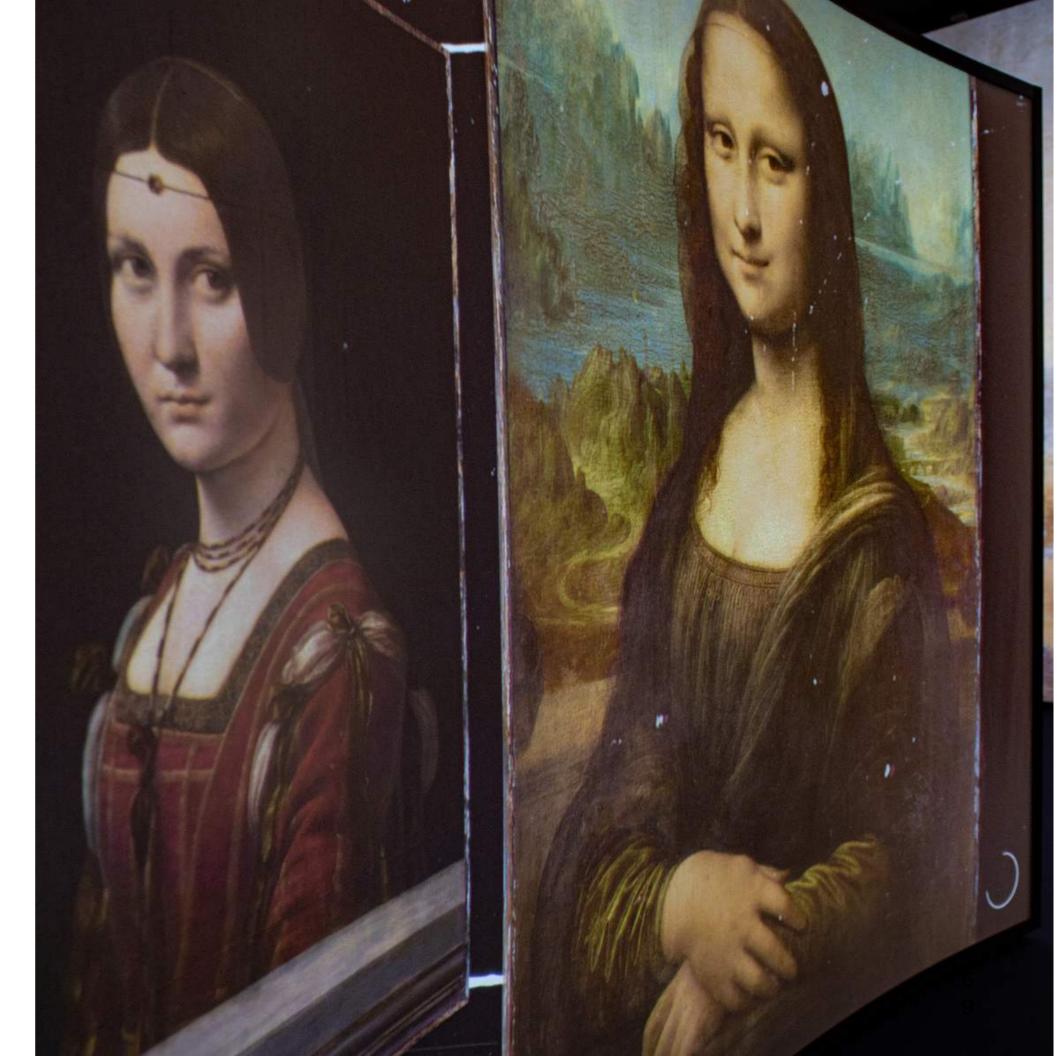


1h30 journey



Rone's exclusive creation

### LOUVRE

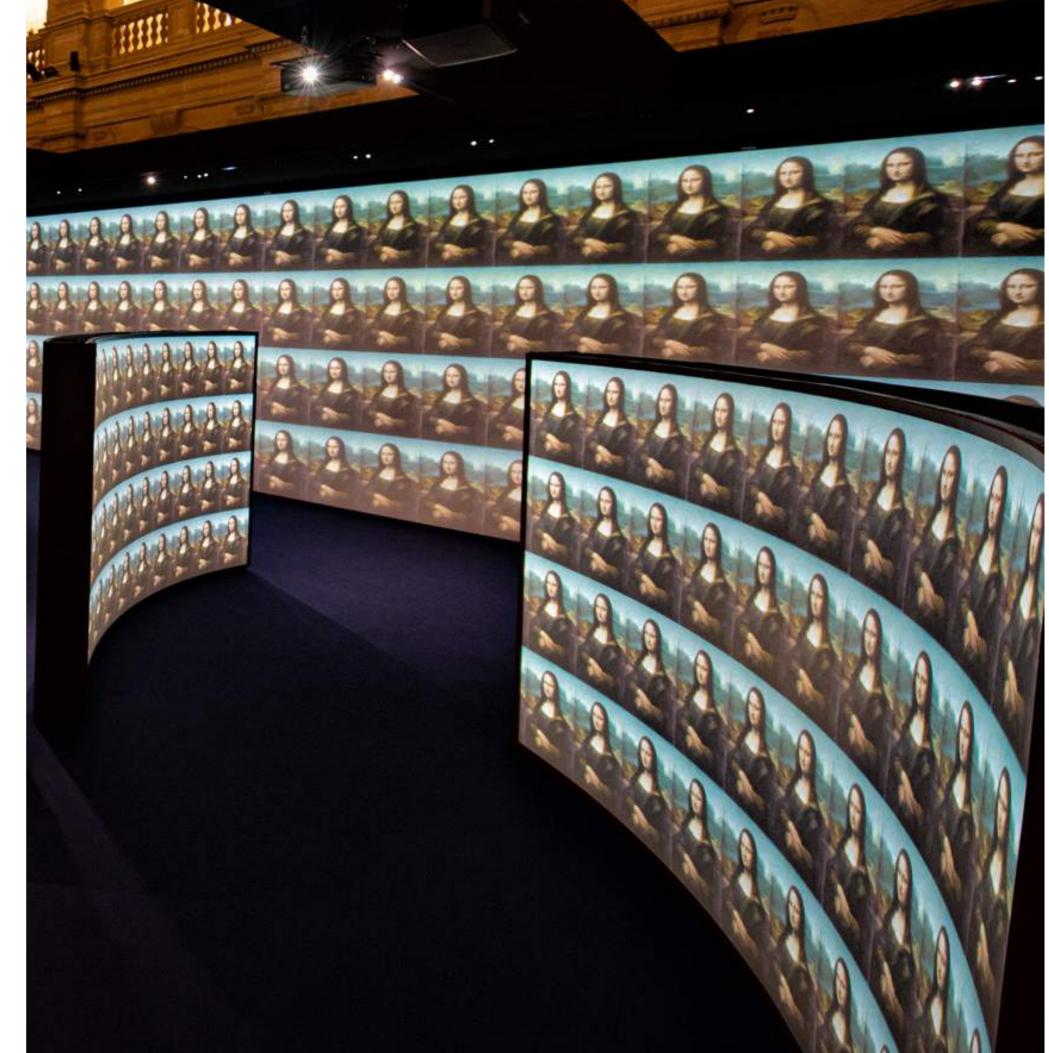




## Concept of the exhibition

No painting is more famous than the Mona Lisa. Leonardo da Vinci began painting in Florence in the early years of the sixteenth century, but never quite put the finishing touch to it, as he worked slowly and devotedly up until his death. Today, it attracts more than 10 million visitors every year to the Louvre, as all nationalities come and try to capture the essence and delight in the image. A myth, nourished by fantasy as well as history, adds to the perception of the painting and gives rise to a true "cult".

The immersive digital experience designed by the Louvre Museum and the Grand Palais Immersif is presented through six sections, telling visitors the exceptional story of a painting that Leonardo da Vinci wanted to make his masterpiece, the symbol of the power of painting.





### Walkthrough : Unveil the secrets behind the Mona Lisa

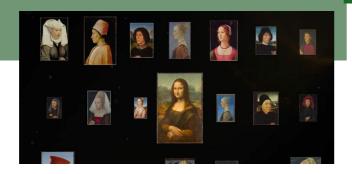
#### 1. THE ORIGIN OF THE MYTH

The history of the painting and how it became the life challenge of one of the Masters of the Renaissance, Leonardo.

#### 2. A LIVING PORTRAIT

Traditions of portraits, power of the gaze, choice of the position and the expression... How is an iconic portrait so alive?





#### 3. UNDER **OBSERVATION**

Like an expert and conservator, explore the details of the painting, and the unique technique and learn more about Leonardo's *sfumato*!

#### 4. MONA LISA **OBSESSION**

culture !



Participate in the painting analysis



The myth Mona Lisa, and its multiple influences on modern and contemporary artists, but also on pop

#### 5. THE MONA LISA HAS **BEEN STOLEN!**

The incredible history of the robbery of the painting in 1911.

Interactive table Your Mona Lisa

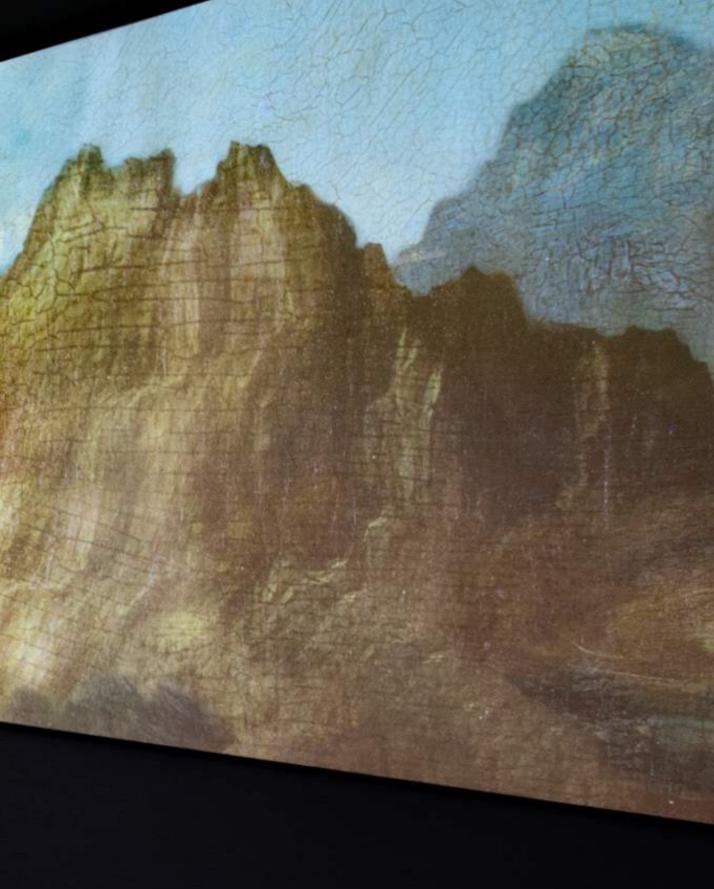


SHOP





MONA LISA, AN IMMERSIVE EXPERIENCE, after Mona Lisa, Leonardo Da Vinci, 1503, Exhibition in La Bourse de Marseille, 2022







MONA LISA, AN IMMERSIVE EXPERIENCE, after Mona Lisa, Leonardo Da Vinci, 1503, Exhibition in La Bourse de Marseille, 2022











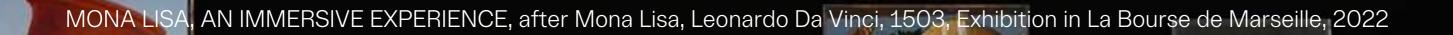




GRAND PALAIS IMMERSIF







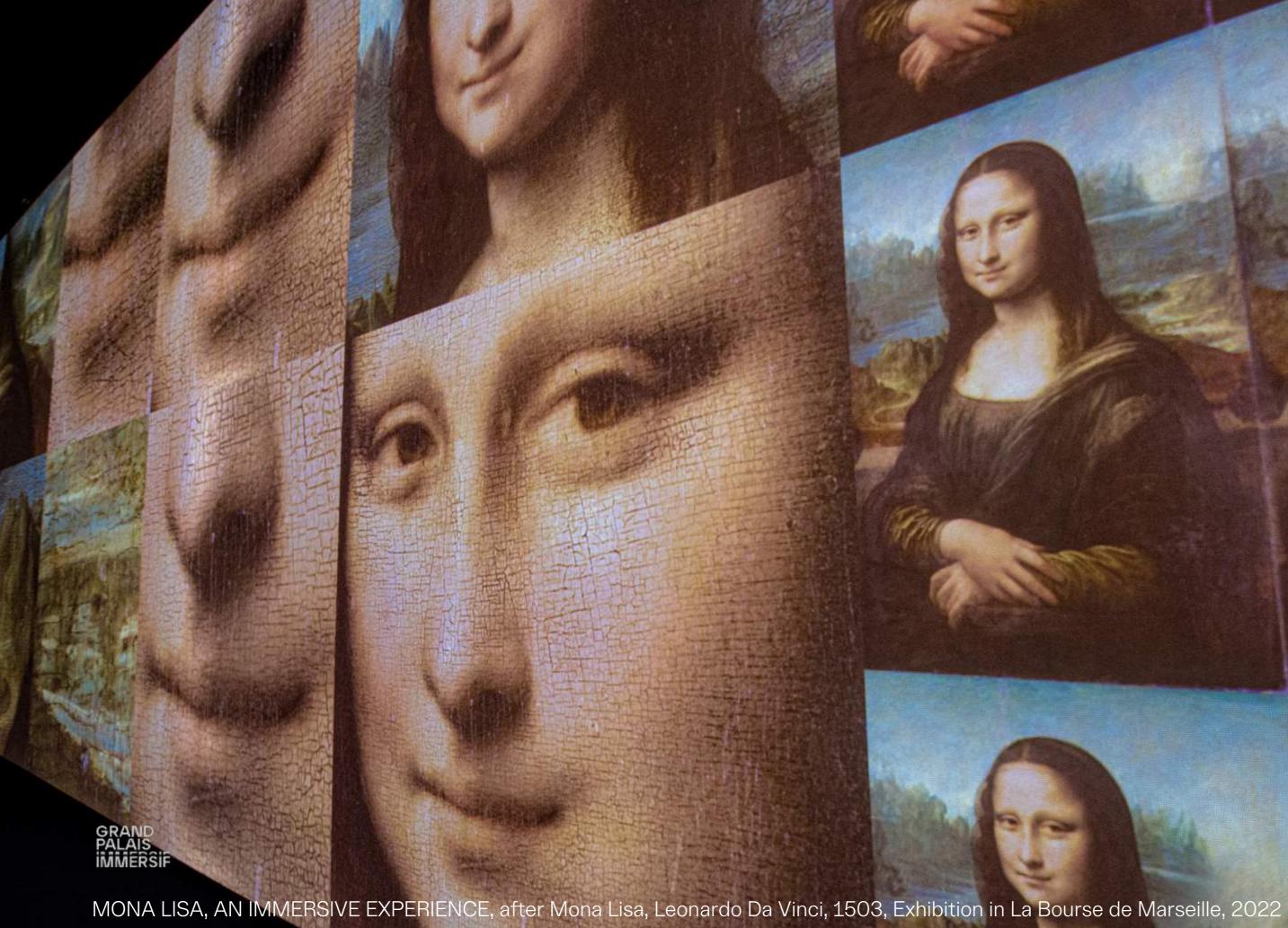














MONA LISA, AN IMMERSIVE EXPERIENCE, after Mona Lisa, Leonardo Da Vinci, 1503, Exhibition in La Bourse de Marseille, 2022

# 3. Our future exhibitions



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# Clubbing History Dances at Night, by Pierre Giner





Clubbing

# The global story of the nightclubs, by Pierre Giner

Welcome to Clubbing: History Dances at Night, an exhibition celebrating the captivating world of clubbing, where music, dance, fashion, and art come together to create a space of freedom and creativity. This is more than just an exhibition—it's a full immersion into the vibrant, living history of clubs that have shaped communities and transformed culture over the decades.

An unclassifiable, playful artist and relentless globetrotter, Pierre Giner has made new technologies, video, mobile phones, websites, and video games his creative playground.









Spring 2025 1h30 journey

Your Own Avatar In The Journey



# Clubbing

# Concept of the exhibition

Dive into the evolution of clubbing, from the first underground clubs of the '60s and '70s to the rise of electronic music in the '80s and '90s, where star DJs and mega-clubs emerged. In cities like Milan, New York, Manchester, and Berlin, discover how these night spaces became creative havens. At the heart of the exhibition is a chronological journey through legendary clubs, with rare music and visual archives, captivating playlists, interviews, and contemporary interactive art that bring the history of nightlife alive as a dynamic art form.

For the first time, the Grand Palais Immersif transforms into a full-time nightclub, filled with live performances, DJ sets, audiovisuals, and immersive stories. Visitors are invited to share in this experience and feel the pulse of legendary nights thanks to their OWN AVATAR!















# Clubbing

# Walkthrough: An interactive journey into the Soul of the Night



7. EVERYBODY **DANCE! BY PIERRE** GINER

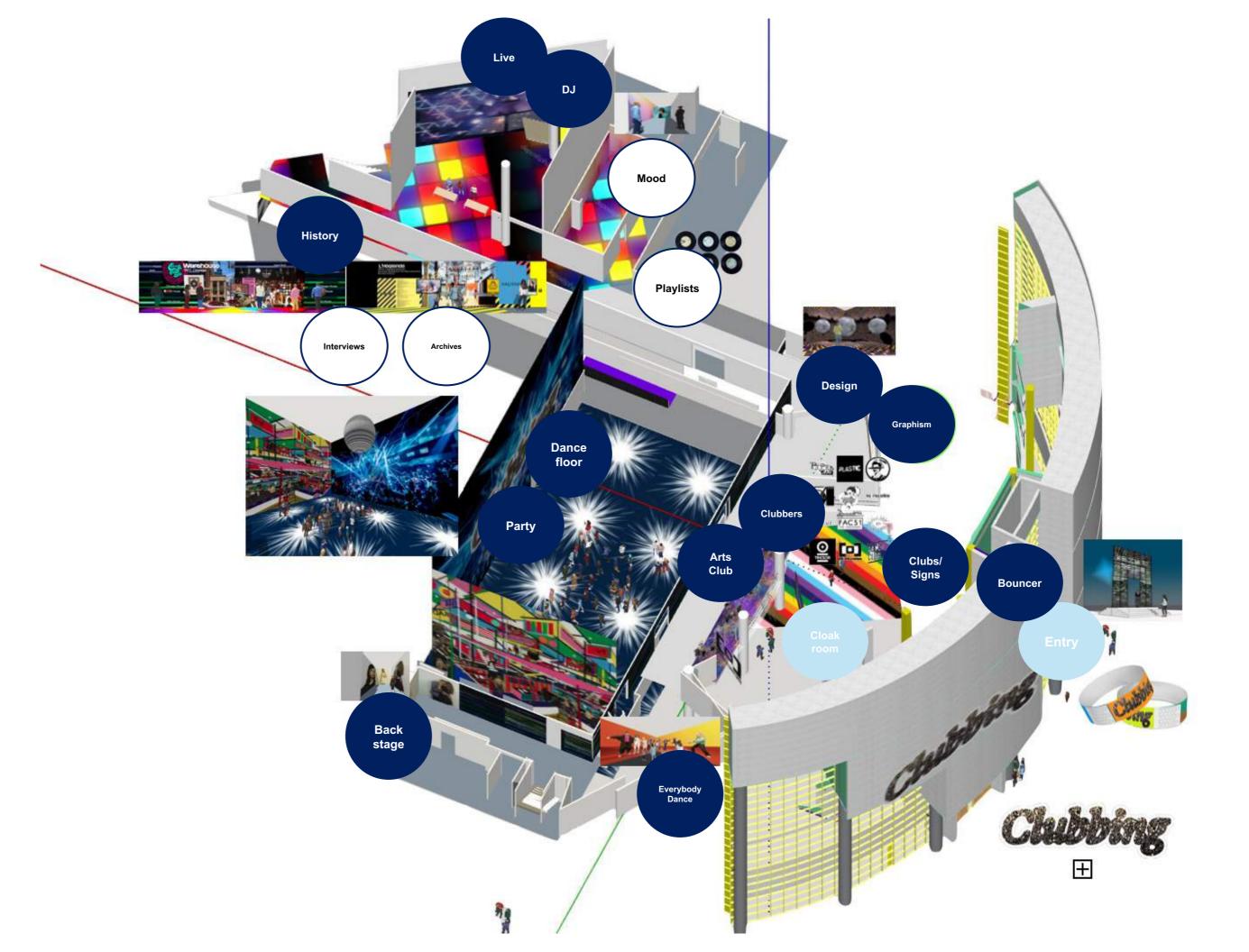
An INTERACTIVE closing to dance with your avatar and your friends until dawn!

SHOP

Dance with your 3D Avatar



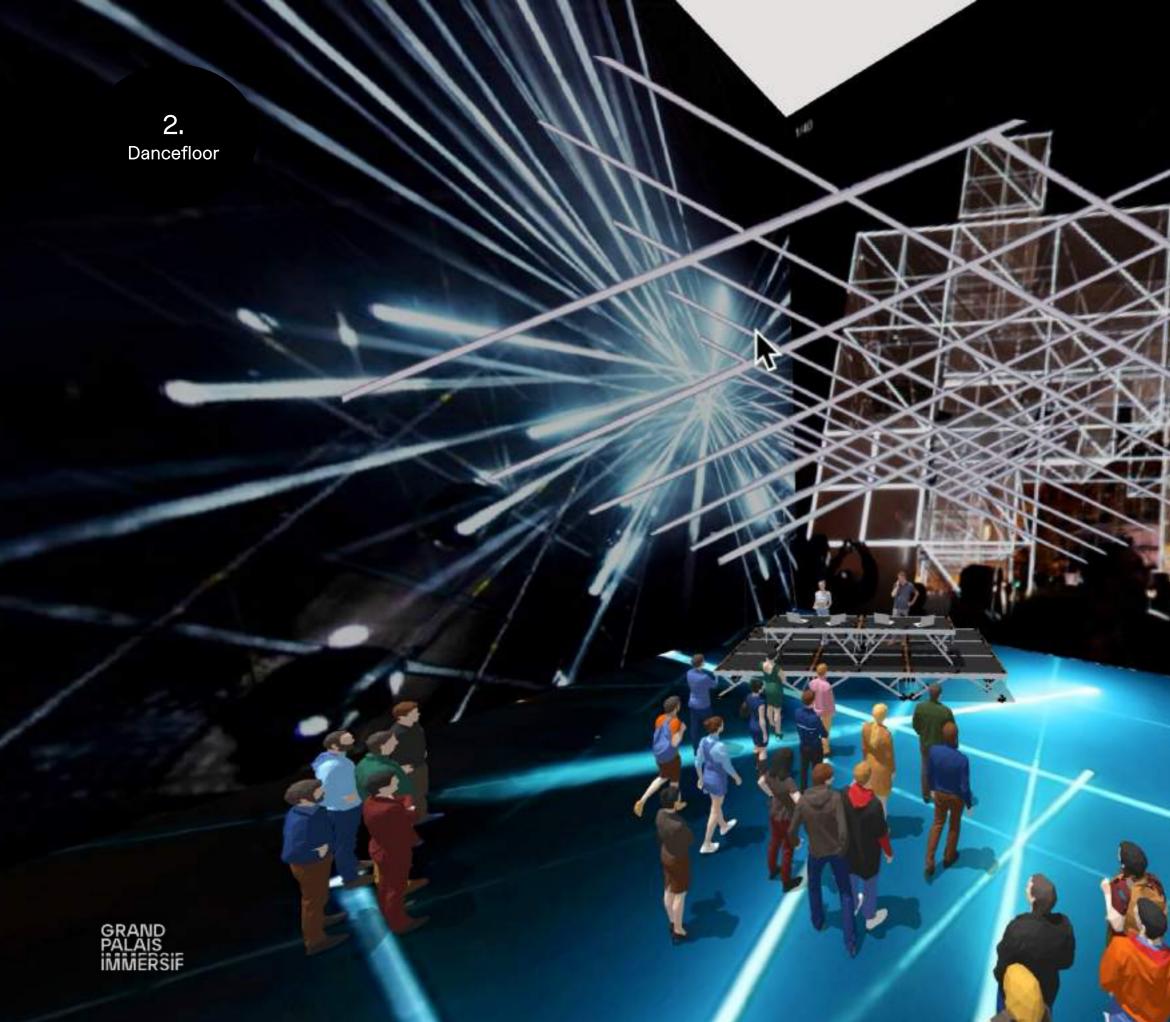
# Plan in Bastille

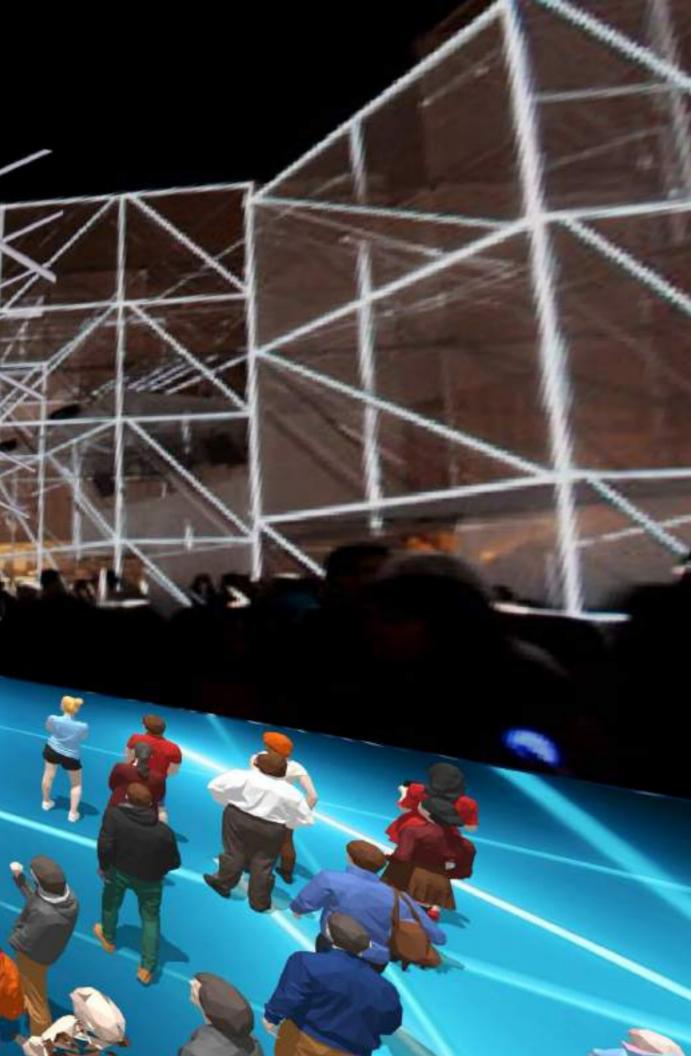


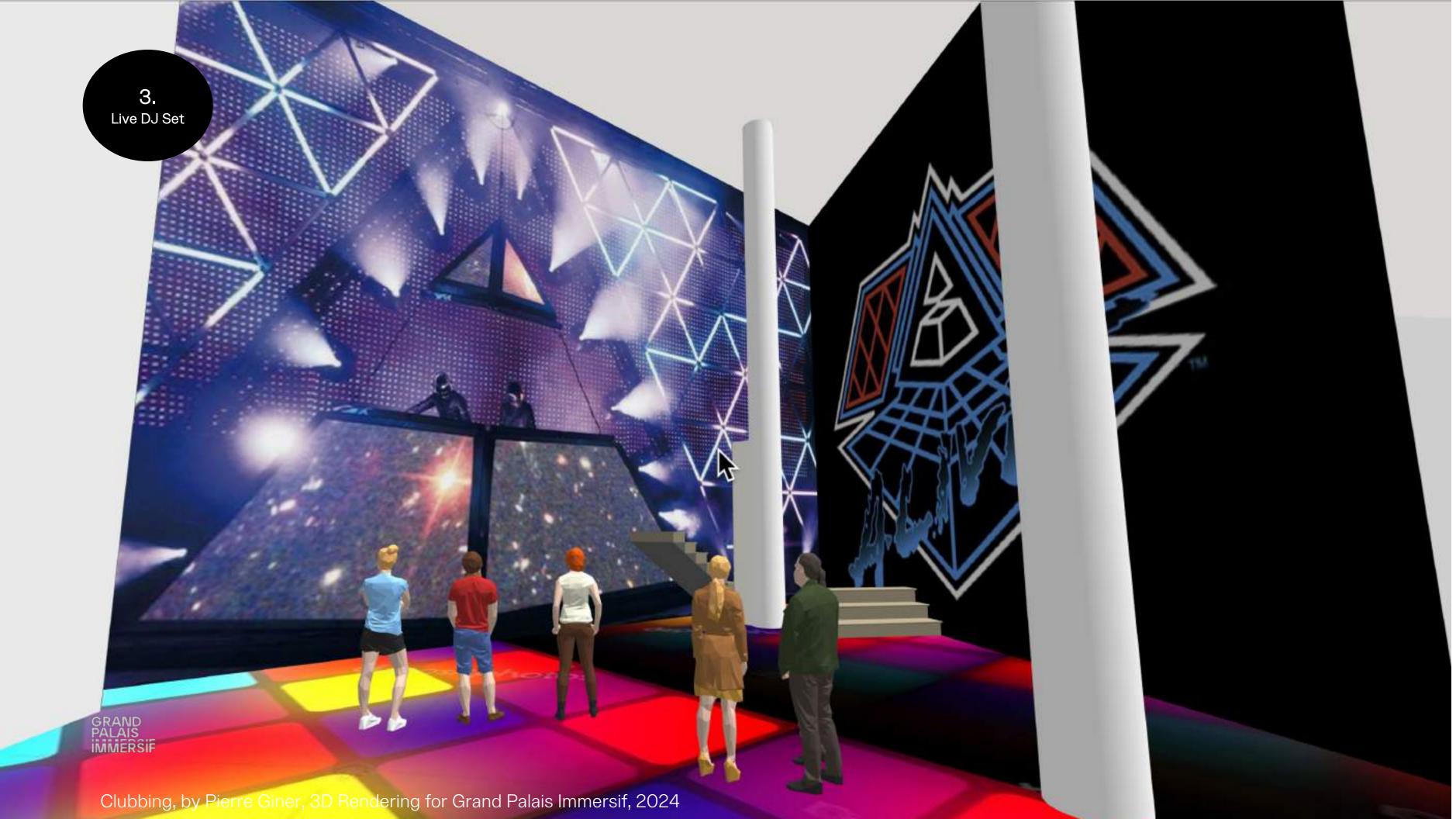






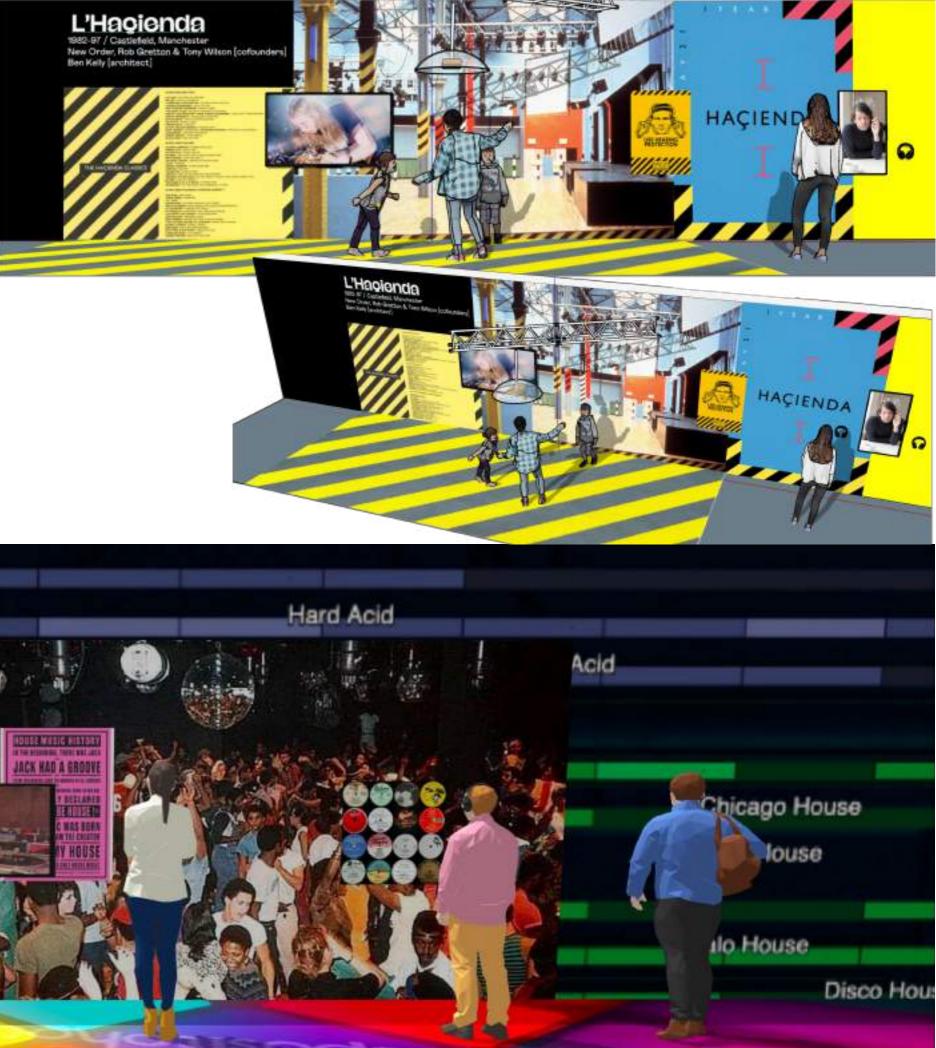






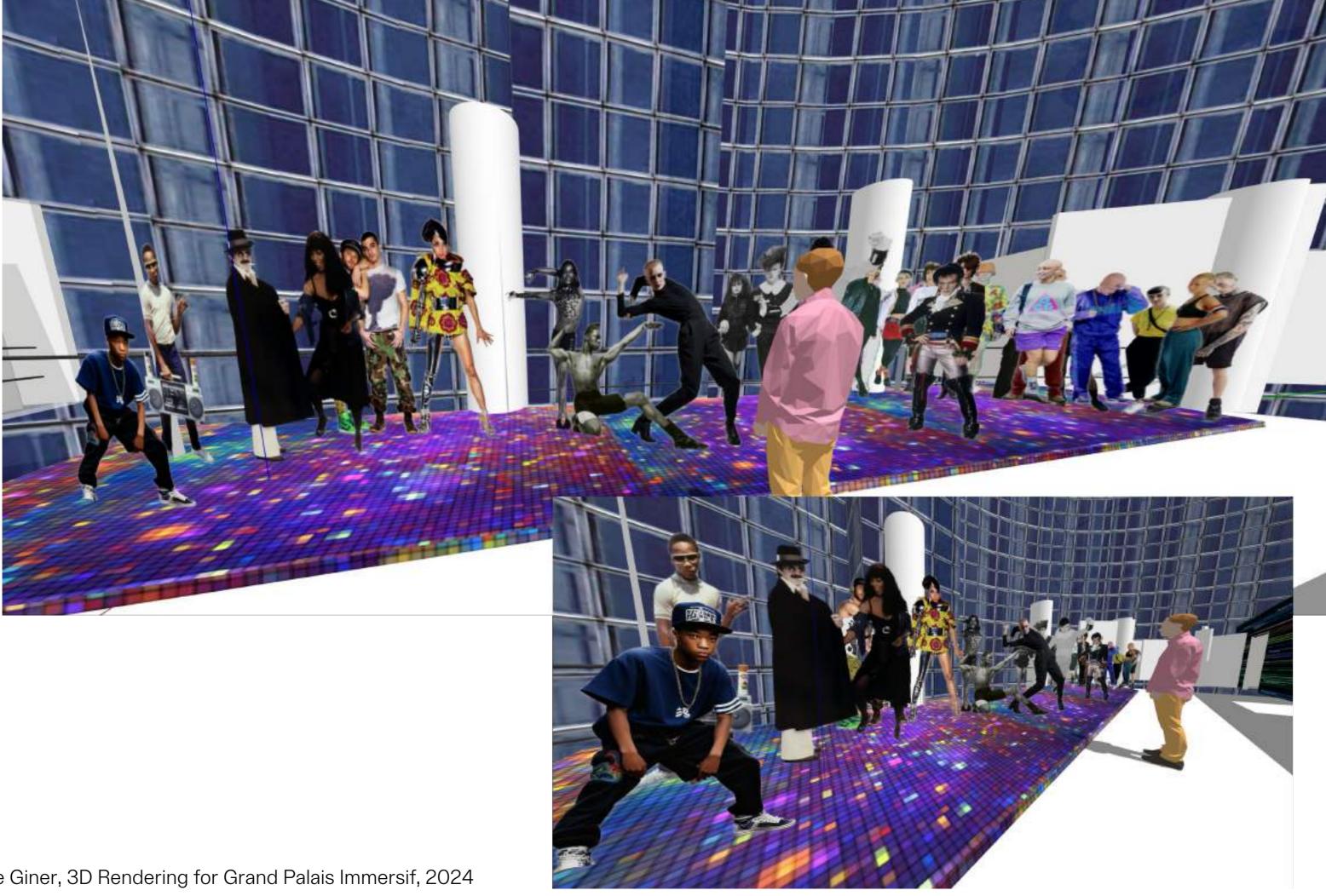




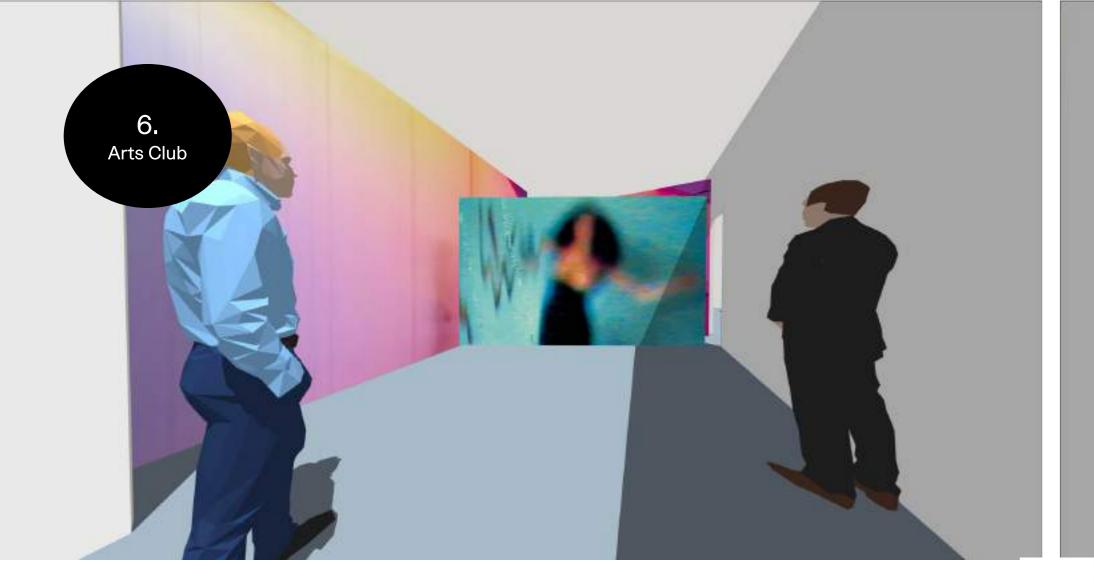






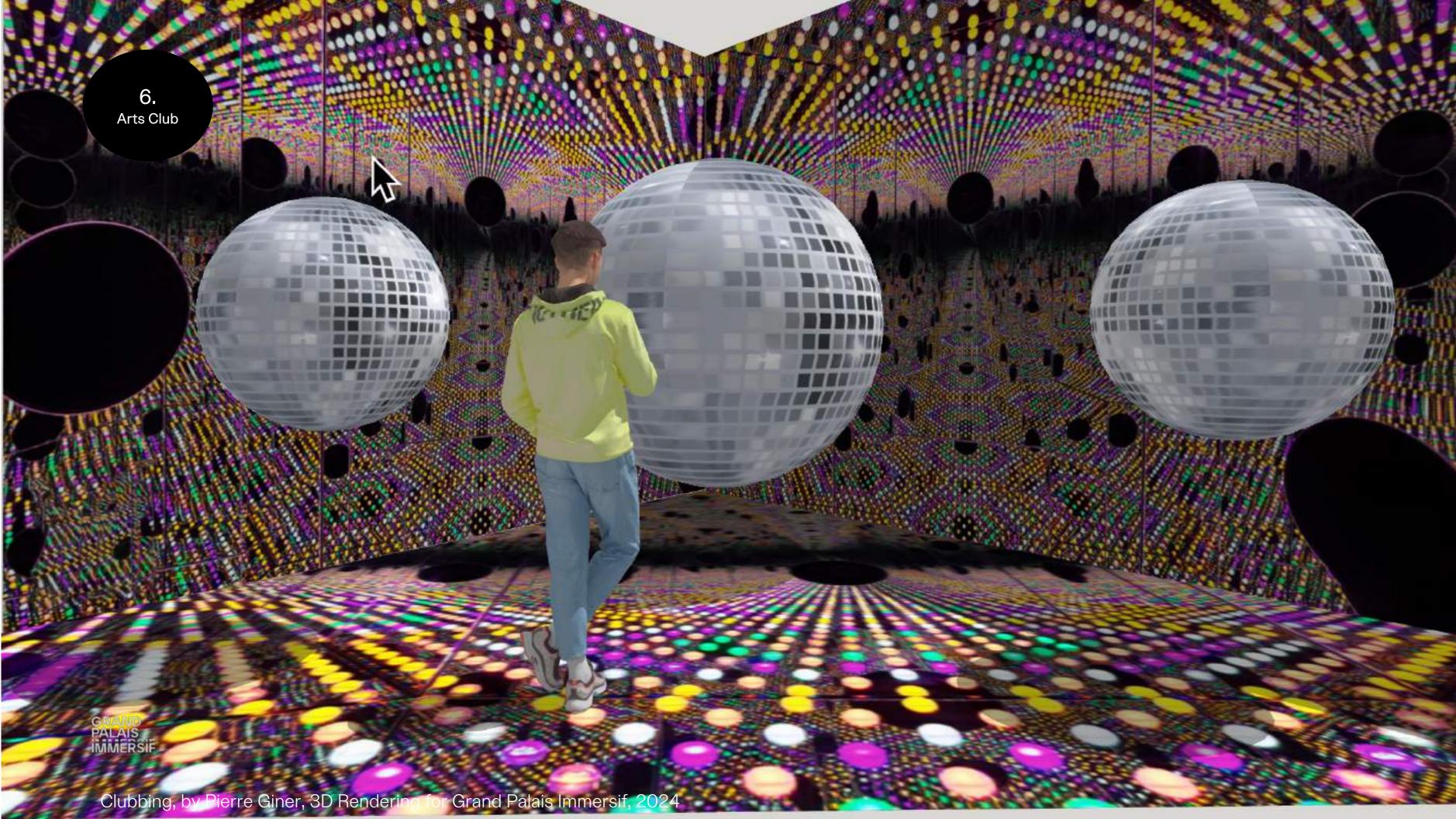














# Asian Ghosts The Gory Tale of the Asian Underworld





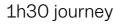
# Once Upon a Night, in the Asian Underworld

Coproduced with the Musée Jacques Chirac - Quai Branly, Asian Ghosts aims at bringing the rich ghostly culture to life. From Buddhist culture to J-Horror, Hokusai prints to Pac-Man, and Thai spirit lore to horror manga, ghosts have long haunted the Asian imagination. In China, Thailand, and Japan, this fascination is real, shaping a range of cultural expressions—from wandering spirits and vengeful cat-women to hopping vampires and yōkai.

This exhibition will offer a captivating encounter with Asian ghost lore, building connections between past exhibits and contemporary and engaging an international audience.













# Asian Ghosts

# Concept of the exhibition

"Ghosts of Asia" is an immersive exhibition that takes visitors on a journey to meet the Ghosts by recreating captivating worlds and characters. Ghosts are figures that appear across various cultures and societies, extending far beyond questions of mere belief. Our exhibition showcases apparitions and tells stories as they exist in Asia, where ghosts are an integral part of life, culture, and the arts.

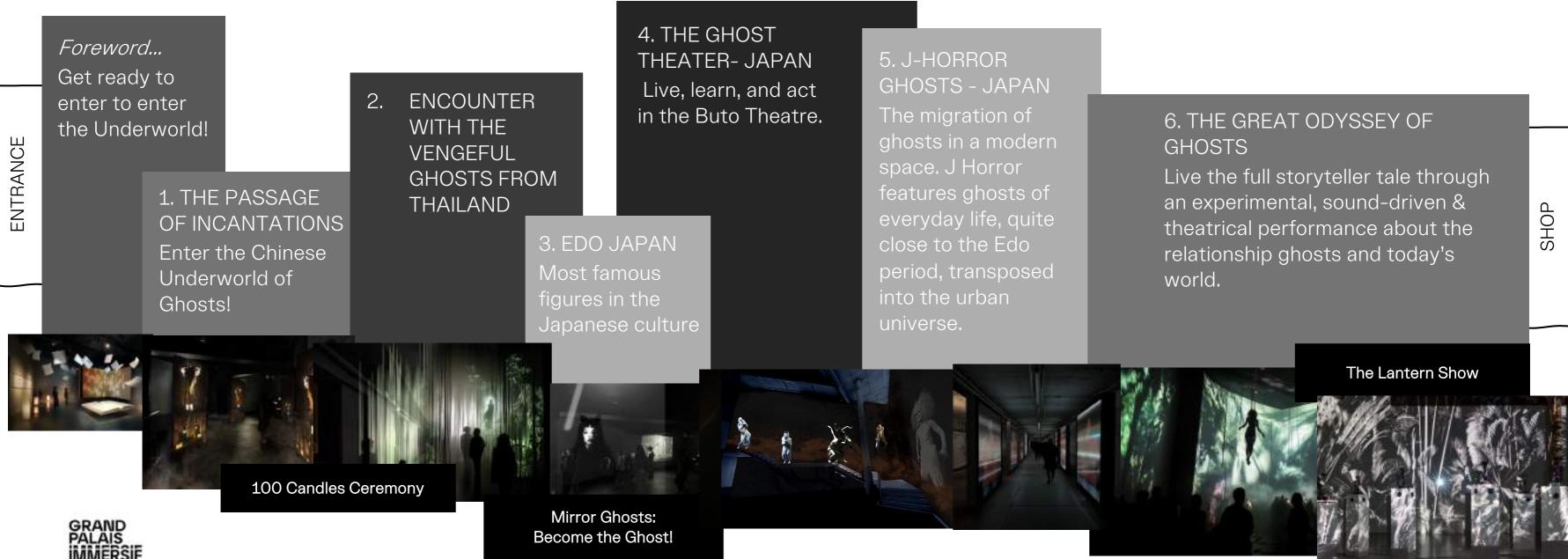
The use of digital technologies emerges as the most natural and fitting way to embody these apparitions and supernatural characters. These technologies allow us to portray the ghostly presence while preserving its ethereal nature. At the heart of our approach lies the promise of a unique emotional experience. We aim to evoke fascination through our ghosts—fear joy as well—by engaging all the senses of our visitors. Meeting these entities should be a memorable experience because, without a doubt, ghosts exist!





# Asian Ghosts

# Walkthrough: Enter the Underworld of Asian Ghosts!



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n of odern or sts of quite do bosed	6. THE GREAT ODYSSEY OF GHOSTS Live the full storyteller tale through an experimental, sound-driven & theatrical performance about the relationship ghosts and today's world.	SHOP



FOREWORD

Asian Ghots, 3D Rendering, Grand Palais Immersif x Musée Jacques Chirac, Quai Branly, 2024



1. THE PASSAGE OF INCANTATIONS

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Asian Ghots, 3D Rendering, Grand Palais Immersif x Musée Jacques Chirac, Quai Branly, 2024

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## TROIST PRIESTS

EXORCISM IN CHINA

TAOIST PRIESTS CONTROL VAMPIRES USING PAPER CHARMS, PEACH WOOD SWORDS, MIRRORS, AND MAGIC DIAGRAMS. THE SYMBOLS OF YIN AND YANG, STICKY RICE, AND SAKE REPEL THE JIANGSHI, MUCH LIKE GARLIC AND CRUCIFIXES ARE USED IN THE WEST, GENERALLY, OBJECTS ASSOCIATED WITH PURITY, FERTILITY, AND UNIVERSAL HARMONY ARE NATURALLY EFFECTIVE IN DRIVING AWAY MALEVOLENT SPIRITS.

BY INVOKING CELESTIAL GENERALS, DEMON HUNTERS.

THE SPIRITUAL AND BODILY BREATHS THAT ANIMATE A PERSON DISPERSE AFTER DEATH. THE FIRST (SHEN) ASCEND TO THE SKY, WHERE THEY CAN BE DIVINIZED, WHILE THE SECOND (GUAI) RETURN TO THE EARTH. IF THE GUAI ARE NOT NOURISHED BY



1. THE PASSAGE OF INCANTATIONS

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olan Ghots, 3D Rendering, Grand Palais Immersif x Musée Jacques Chirac, Quai Branly, 2024.



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### THE STORY OF THE JIANGSHI

CORPSE IN CHINESE FOLKLORE

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THE JIANGSHI, ALSO KNOWN AS THE "HOPPING VAMPIRE IS A TYPE OF REANIMATED CORPSE IN CHINESE FOLKLORE. THESE CREATURES ARE DISTINCTIVELY KNOWN FOR THEIR STIFF MOVEMENTS AND THEIR METHOD OF LOCOMOTION, WHICH INVOLVES HOPPING RATHER THAN WALKING.

JIANGSHI ARE BELIEVED TO BE CREATED WHEN A PERSON'S SOUL FAILS TO LEAVE THE BODY AFTER DEATH, OFTEN DUE TO IMPROPER BURIAL RITUALS, A VIOLENT DEATH, OR THE INFLUENCE OF DARK MAGIC. THE CORPSE BECOMES REANIMATED AND IS DRIVEN BY A DESIRE TO ABSORD THE LIFE FORCE [QI] OF THE LIVING.



× 2.ENCOUNTER WITH THE VENGEFUL GHOSTS

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### THE STORY OF NANG TANI

FOREST SPECTERS AND OTHER PHI OF THAILAND

BELIEF IN SPIRITS (PHI) COEXISTS WITH BUDDHISM IN THAI POPULAR RELIGION. THE CONCEPT OF PHI DESIGNATES SEVERAL TYPES OF SUPERNATURAL ENTITIES: NATURE OR EARTH SPIRITS, SPECTERS, AND HUNGRY GHOSTS.

THE MOST IMPORTANT PHI ARE ASSOCIATED WITH ANCESTOR SPIRITS, GUARDIANS OF DIFFERENT LEVELS OF SOCIETY: HOME, NEIGHBORHOOD, TEMPLE, TOWN, PROVINCE, ETC. OTHERS RESIDE IN NATURAL ELEMENTS SUCH AS TREES, RIVERS, AND STONES.

GENERALLY, PHI ATTACHED TO A PLACE ARE CIVILIZED AND ARE THE SUBJECT OF A REGULAR CULT CONSISTING MAINLY OF FOOD OFFERINGS. IN CONTRAST, WILD PHI, MOST OFTEN







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### THE STORY OF NANG NAK

NANG NAK, ALSO KNOWN AS MAE NAK PHRA KHANONG, IS ONE OF THE MOST FAMOUS AND ENDURING GHOST LEGENDS IN THAILAND, THE STORY IS SET IN THE 19TH CENTURY IN THE PHRA KHANONG DISTRICT OF BANGKOK.

ACCORDING TO LEGEND, NAK WAS A BEAUTIFUL YOUNG WOMAN DEEPLY IN LOVE WITH HER HUSBAND, MAK. WHILE MAK WAS CONSCRIPTED INTO THE ARMY AND SENT AWAY TO WAR, NAK TEAGICALLY DIED DURING CHILDBIRTH, ALONG WITH HER UNSORN CHILD. WHEN MAK RETURNED HOME, UNAWARE OF THEIR DEATHS. HE FOUND NAK AND THEIR BARY SEEMINGLY WAITING FOR HIM. DELIGHTED, HE RESUMED HIS LIFE WITH THEM, NOT REALIZING THEY WERE SPIRITS.

VILLAGERS WHO TRIED TO WARN MAK ABOUT NAK'S TRUE NATURE







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## STORY OF OIWA

OIWA 15 THE MOST FAMOUS OF JAPANESE GHOSTS.

YOTSUYA KAIDAN (四谷性族), THE STORY OF OIWA AND TAMIYA IEMON, [A] IS A TALE OF BETRAYAL, MURDER AND GHOSTLY REVENGE, ARGUABLY THE MOST FAMOUS JAPANESE GHOST STORY OF ALL TIME, IT HAS BEEN ADAPTED FOR FILM OVER 30 TIMES AND CONTINUES TO BE AN INFLUENCE ON JAPANESE. HORROR TODAY.

WRITTEN IN 1825 BY TSURUYA NANBOKU IV AS A KABUKI PLAY, THE ORIGINAL TITLE WAS TÔKAIDÔ YOTSUYA KAIDAN (東 海道四谷怪談, GHOST STORY OF YOTSUYA IN TOKAIDO), IT IS NOW GENERALLY SHORTENED, AND LOOSELY TRANSLATES AS GHOST STORY OF YOTSUYA.







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### THE STORY OF KAIBYO

VAMPIRE CATS AND DEMONS WITH ANIMAL TRANSFORMATIONS

THE CAT-WOMAN IS WHAT JAPANESE FOLKLOTE HAS THAT IS CLOSEST TO THE VAMPIRES AND WEREWOLVES WHO TRIUMPHED ON WESTERN SCREENS IN THE 20TH CENTURY. THE KAIBYÓ STANDS OUT WITH ITS PRODIGIOUS ACROBATICS AND MANIPULATES HUMANS LIKE PUPPETS ON STRINGS. THE CHOSTS OF J-HORROR WILL NOT FORGET THESE STRANGE GESTURES REMINISCENT OF MODERN DANCE.

THE FRIMARY FUNCTION OF CATS IN JAPAN WAS TO PROTECT SACRED SCROLLS AND TEMPLES FROM RODENTS. IT IS NOT SURPRISING THAT THEY ARE ASSOCIATED WITH THE WORLD OF SPIRITS. THEIR MYSTERIOUS NATURE AND LEGENDARY BIRTH GIVE RISE TO THE BAKENEKO (MONSTER CAT), EQUALLY CALLED KAIBYŐ (SUPERNATURAL CAT).





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### THE STORY OF YOKAI

FROM HISTORY TO POP CULTURE

TOKAL IS A CATCHALL JAPANESE WORD FOR GHOSTS, DEMONS, MONSTERS, SHAPESHIFTERS, TRICKSTERS, AND OTHER KINDS OF SUPERNATURAL BEINGS AND MYSTERIOUS PHENOMENA. YOKAL INTERACT WITH THE HUMAN WORLD AND SPARK COMMON NOTIONS OF FRIGHTFUL THINGS.

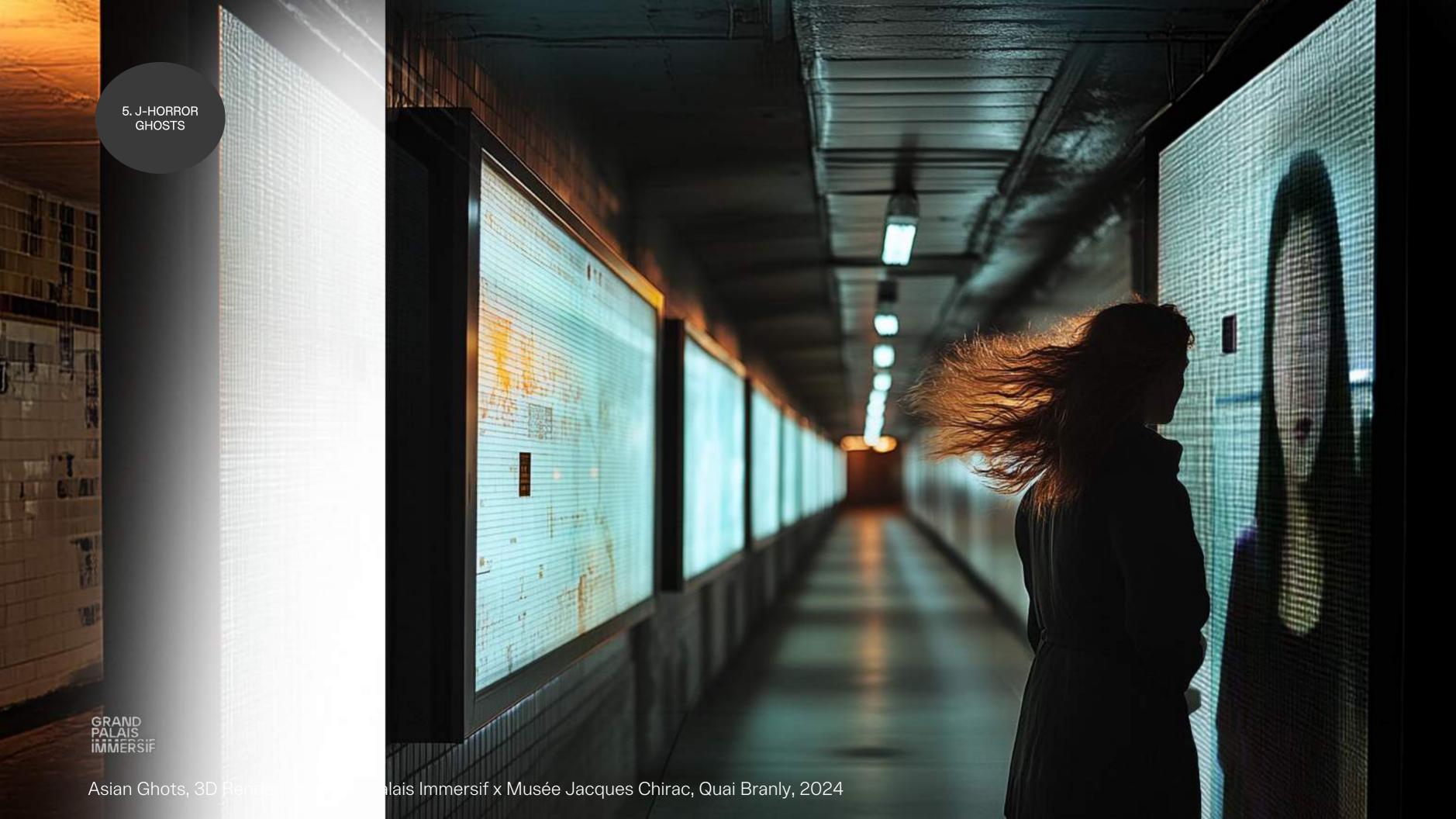
YOKALI MAGES BURST ONTO THE POPULAR SCENE THANKS TO WODDBUOCK PRINT TECHNOLOGY IN THE EDO PERIOD (1603-1867), NOW, CONES OF A PRINT COULD BE CREATED QUICKLY AND CHEATLY WHEREAS THE EARLY SCROLL PAINTINGS HAD LIMITED AUDIENCES, TRINTS WERE ACCESSIBLE AND AFFORDABLE AS SPECIFIC DEPICTIONS OF YORAL BEGAN TO CIRCULATE AMOING THE MASSES. THE IMAGES BECAME POPULAR CULTURAL REFERENCES.



















# A connected necklace

On sale at the ticket office, the bracelet reacts to each encounter with a Ghost. The bracelet comes alive in the cathedral room during the Grand Final Show, echoing the lantern show that closes the Great Odyssey, and allows the ghosts to be freed.







# 4. Our exhibitions abroad



# Mona Lisa



Mona Lisa Immersive @Bunkamura Museum Icheon, South Korea (2024)



# Eternal Mucha



Eternal Mucha @Bunkamura Museum Tokyo, Japan (2024)

Eternal Mucha @Taubman Museum Roanoke, USA (2024)



Eternal Mucha @Hangzhou Hangzhou, China (2024)

# Thank you.

