

Three solo exhibitions present groundbreaking weaving, virtual reality from a psychiatric ward, and sound installations that reveal our vastly different ways of perceiving reality

Press Release

In April and May, O—Overgaden presents no less than three exhibitions, moving across generations and media, with Annette Holdensen's woven works, which for more than half a century have paved the way for the needlework of the contemporary art scene, Alexander Tillegreen's demonstration of the ability of words to create psychological illusions, and Line Finderup Jensen's virtual reality works taking inspiration from her period of illness in the world of psychiatry.

Line Finderup Jensen

No Exit Prior to Orientation

2 April – 22 May 2022

Vernissage: Friday 1 April, 17–21h

With large video projections, 3D game techniques, and a total installation, Line Finderup Jensen has transformed O—Overgaden's lower floor into a simulation of a psychiatric facility, inspired by the memory of her own hospitalization during a period of illness. At her first institutional solo exhibition, she invites visitors to enter the world of psychiatry and the otherwise inaccessible spaces of memories, where each viewer can examine a course of action from the artist's own recollections.

Equipped with VR glasses and consoles, the exhibition guest meets Finderup Jensen's former co-patients and "plays" her course of illness. With the exhibition's large, enveloping video work, the guest is placed directly in the warm chair of investigation in front of a circle of projected therapists wearing lab coats, with lines of dialogue drawn directly from the artist's own medical records.

When Finderup Jensen invites others to enter her story, she opens up the possibility of renegotiation and for new interpretations of a personal course of events: for who can actually define a medical history or claim to have a patent on the "true story"?

The scene is set within the world of psychiatry because there is hardly a more obvious space to talk about a world of different perceptions of reality, or the mistrust one can nurture towards one's own memory. With her combination of playful, interactive game elements and absurd institutional narratives, Finderup Jensen not only engages in an institutional critique, but also creates important

insight into universal human scenes that shed light on how the truth is portrayed within the stories we tell about our own lives.

The exhibition is supported by the Danish Arts Foundation, the William Demant Foundation, the Hielmstjerne Rosencroneske Foundation, the Beckett Foundation, Overretssagfører L. Zeuthens Memorial Scholarship, and the Municipality of Copenhagen.

Line Finderup Jensen (b. 1991, DK) graduated from the Academy of Fine Arts in Vienna and the Glasgow School of Art. Finderup Jensen works with software and techniques within game design such as 3D animation, programming, and game engines. Instead of developing classic video games, she creates digital artworks in which narrative storylines function as open, interactive videos.

For further information, interviews, and press photos, please contact Line Brædder.
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