

# Skammekrogen



— *A first person reality film*  
Digital press-kit

*Welcome*

*— A dining room table with chairs is placed in the middle of a white room.*

The table is set for five and on each plate awaits a pair of special glasses and headphones. You sit down, put on the glasses and headphones, and instantly a film opens and you are a part of it.

You are at a family dinner. Mum and dad have made roast beef. Older brother has taken his new girlfriend home for the first time. And little brother is trying to avoid the inevitable disaster.

*— The duration of the experience is twenty minutes.*

*In the Doghouse you experience,  
what the actor experiences  
— As if you were there.*

It started with the desire to understand mother. Her thoughts, her little lies, and her shame. So she no longer could hide behind, what all mothers hide behind; that she gave birth to you. To understand her, we need to see her point of view. And not just her point of view, but also the point of view's of the people around her.

That led to *The Doghouse*, and the idea to experience the same story from five different point of views at the same time. Omni-POV. We call it First Person Reality, because we put the audience even before the first row, inside the character, where the film is no longer fiction, but reality. In *The Doghouse* you experience, what the actor experiences. As if you were there. You see, what the actor sees, and you hear, what the actor hears. So you, by the help of the actor, become a character in the film. Like an advanced role playing game.

The Oculus Rift glasses give the spectator the opportunity to look around the living room. You yourself choose where to look, in the ceiling, to the sides, or even down the body of your character. At the same time you'll have a true perception of the sounds surrounding you, so you can navigate in the audio landscape. Together these impressions create an experience of being present in the film, like being in a dream, a memory, or pure fantasy.

*— Johan Knattrup Jensen, director and writer*





*Shooting* — The custom made rig is equipped with two GoPro HERO3 black edition cameras with custom optics placed exactly 6.5 centimetres from each other to create a 3D image - same distance as between the human eyes. The cameras are mounted on a helmet, which the actors carry on their head.

*Image* — You view the films through the so-called Oculus Rift, which is a pair of virtual reality glasses originally designed for the gaming industry. In the Doghouse a 180 degree wide angle shot is ‘wrapped’ around the spectator’s field of vision, so simply by turning your head, you look around.

*Sound* — Our ears are designed in such a way, along with the shape of our head, that it tells our brain where the sounds are coming from. Binaural sound recording utilizes this design, by an in-ear recording device. The little microphones will record the sound in the same way the actor’s ear experiences it, which will make a natural three-dimensional sound experience.

*Installation* — The installation creates a physical connection between fiction and reality. The audience is gathered around the same dining room table as in the film, with the same plates, knives, and forks, they sit on the same chairs, the same lamp is above them, and even the carpet is the same.



*Johan Knattrup Jensen* — Director and writer, graduated from film school Super16 in 2012 with the graduation film ‘Copenhagen Love Story’ about the last days of real life poet Michael Strunge. In 2011 Johan made the crossover documentary ‘Road to Paradise’, where he follows the footsteps of late hippie star Eik Skaløe in his fatal journey to rural India to commit suicide. The documentary screened in all major film festivals in Denmark. Johan also works in the fields of photography, theatre, music, and performance art.

*Mads Damsbo* — is a media director and producer at Makropol. He strives to produce great stories that are natively told across any given medium.

*Dark Matters* — works with light, stage design, development of new ideas and abstract visual narration museums, theatres, music & television.



— *From February 6th to  
March 2nd 2014.*

FOKUS video art festival is arranged by Nikolaj, Copenhagen Contemporary Art Center, and is supported by the Danish Arts Council and Wondercool. For the fourth time FOKUS presents a wide collection of Danish and international artists, artist talks, and events.

*Read more:*

[nikolajkunsthall.dk/da/kunst/fokus-2014-videokunst-festival](http://nikolajkunsthall.dk/da/kunst/fokus-2014-videokunst-festival)

*Cast*

Sophie Stougaard  
Benjamin Engell  
Sebastian Teschemacher  
Katrine Bruun  
Ole Boisen

*Director*

Johan Knattrup Jensen

*Producer*

Mads Damsbo

*Dark Matters*

Rune Brink Hansen

Lasse Andersen

*Production Design*

Louise Rathje

*Production Design Assistant*

Rie Hougaard Landgren

*Line Producer*

Anders Wøldike

*Programming*

Tim Garbos, Kanako  
Jesper Taxbøl, Kanako

*Sound*

Bo Asdal Andersen

*3D Sound*

Morten Mygind

*Stereorig*

Allan Lukow

*Costume*

Ayoe Nissen

*Vfx*

Andree Knutsson

*Light*

Noah Lynnerup

*Production Assistant*

Sarah Wessman

*Graphic Design*

Åsmund Sollihøgda

*Grading*

Virgil Kastrup

*Still-Photography*

David Stjernholm

*Casting*

Casteriet, Anja Phillip

*Music*

— Forest & Crispian

Margit Viola Hanssons resa

*Script Consultants*

Daniel Joseph Borgman

Dorte W. Høgh

Julius Krebs Damsbo

Peter Christoffersen

Finn Skårderud

*Photographical Consultant*

Talib Rasmussen

*D.i.t.*

Kasper Bundvad

*NDS Consultant*

Jakob Høgel

*Assistant Director*

Daniel Borgman

*Stereographical Consultant*

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