

## Open Call for an exhibition in BITCH universe

We encourage artists all over the world to apply with works for permanent exhibition inside the BITCH digital space

### About:

Bitch is a desktop PC, that houses small physical exhibitions from its glass cabinet and operates an online exhibition space.

Bitch is at the same time a cryptocurrency miner that uses the electricity from the exhibition space it is exhibited to mine cryptocurrency.

The digital exhibition space is an online computer game, where guests can see the current exhibition, chat together, as well as walk around and discover former exhibitions.

Videos of the earlier online exhibition and the universe and interview

[The tour - YouTube](#)

[DefaultCube Online MMORPG - YouTube](#)

[Storage x Bitch interview af Marta Eliseo Tronhjem - YouTube](#)

### Event:

BITCH will be exhibited at KØS Museum from the 18<sup>th</sup> February 2021 to 25<sup>th</sup> June 2021.

Send a proposal with your works to us if you:

- Have a soundtrack you want in the game
- Have works that are suitable for a 3-D environment
- Would like to exhibit in the glass PC cabinet

Places to exhibit inside the universe:  
(See attached photos for reference)

A: Inside KØS

B: Streets of KØS

C: Aros Wall

D: Streets of Aarhus

E: Trains of Aarhus

F: Kunsthal Aarhus

G: Location of your choice (Send a picture and description)

The application should include:

- pictures or videos of the pieces you would like to exhibit
- A few words about the works
- contact information
- Where inside the world you would like to exhibit

How to send:

- Send application to [malthe.stadsgaard@gmail.com](mailto:malthe.stadsgaard@gmail.com)
- For applications bigger than 20mb – please make use of [www.wetransfer.com](http://www.wetransfer.com)

Formats welcome:

- fbx, obj, any picture or video formats

**Deadline: 29<sup>th</sup> January 2021**

For any questions contact:

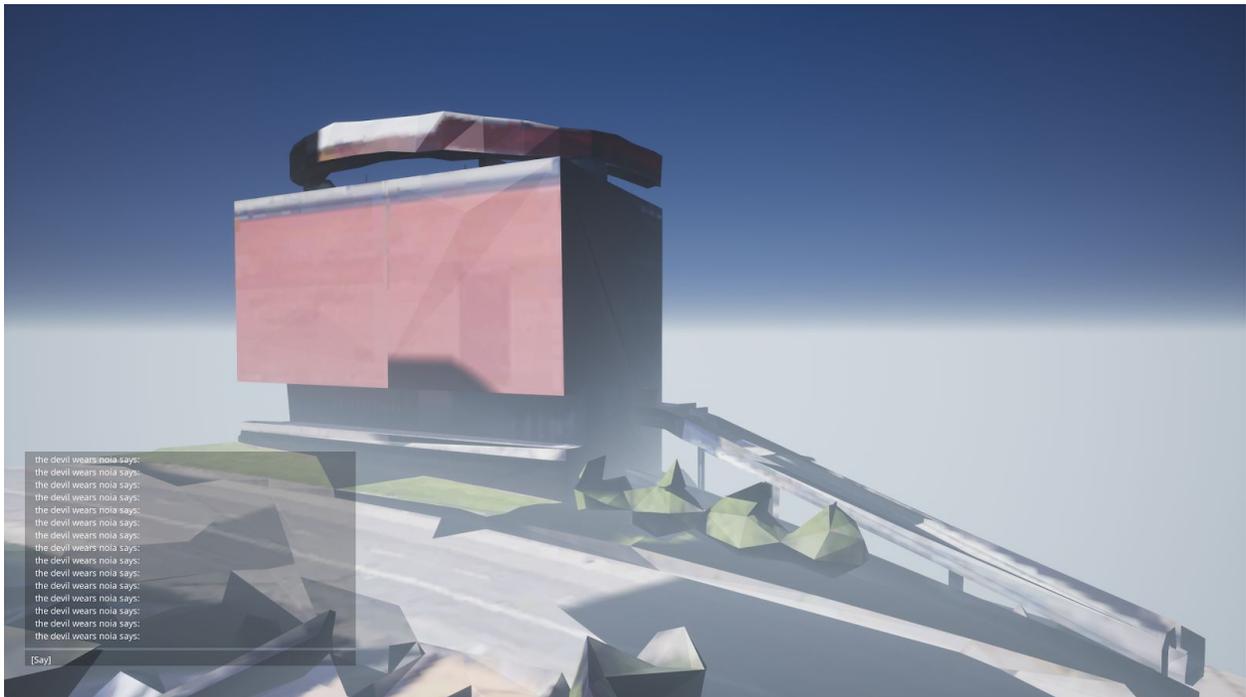
Malthe Stadsgaard

Email : [malthe.stadsgaard@gmail.com](mailto:malthe.stadsgaard@gmail.com)

## Attachments



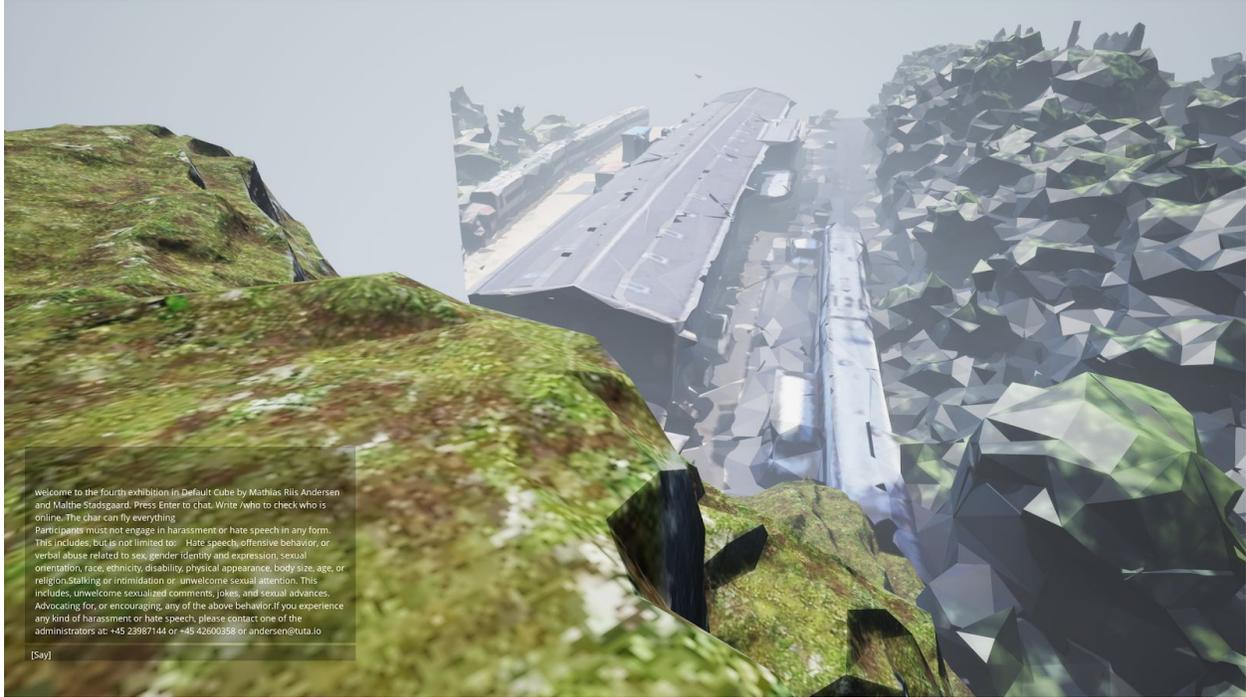
A: Inside KØS & B: Streets of KØS (in development)



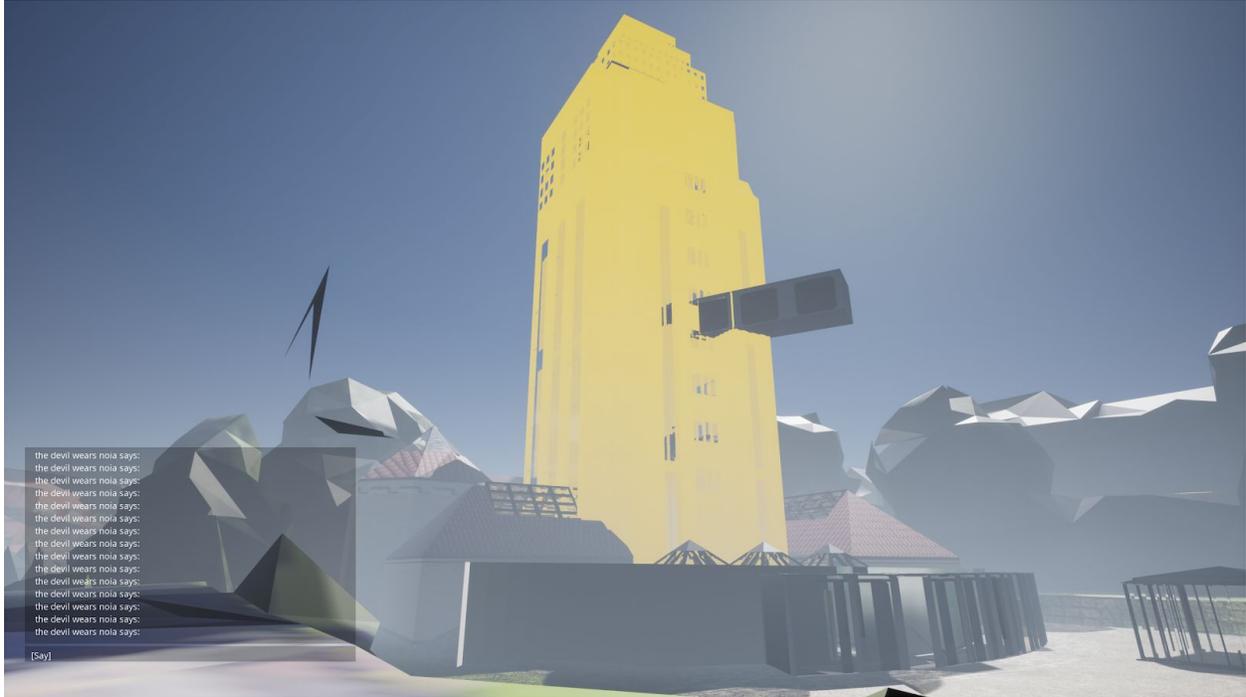
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