

Press Release



FOR IMMEDIATE RELEASE



Step into a whimsical Wonderland at ArtScience Museum

*Explore more with the Lost Map of Wonderland and a
workshop tailored for the exhibition*

SINGAPORE (11 April 2019) – Follow Alice into a land of peculiar characters and magical adventures at ArtScience Museum’s new exhibition, *Wonderland*. Opening on 13 April, the exhibition celebrates the titular heroine of Lewis Carroll’s timeless tales and presents the first ever survey of Alice on screen and in popular culture.

The dramatic nature of Alice’s adventures has led the well-loved protagonist to a life destined beyond the pages. Pop culture has kept Alice relevant and alive – as a real girl, a fictional character and an icon – through films, television shows, music videos, advertising campaigns, video games and fashion.

A remarkable selection of over 300 artefacts and objects shows how Carroll’s story has compelled artists and filmmakers to experiment with new techniques to bring Alice and her adventures to life for over a century. These include first edition books, drawings, original costumes, films, magic lantern projectors, animation, puppetry, and original multimedia works by digital creative studios, Sandpit, Grumpy Sailor and Mosster Studio.

“We are thrilled to be the first stop on the global tour of this award-winning exhibition by ACMI. *Wonderland* invites visitors to take a trip through the looking glass into an immersive, enchanted world. This extraordinary exhibition spectacularly conjures up the surprising and magical world of Alice and her adventures. In *Wonderland*, the more curious visitors are, the more they will discover. So, to draw out the inherent curiosity in all of us, ArtScience Museum

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has developed an original educational workshop based on Alice's inquisitive character and questioning mind. Participants will be encouraged to use science, mathematics and logic to explore iconic scenarios in the *Wonderland* tales and use their creativity to craft their own ending to the stories. This hands-on workshop blends art, literature, science and role-play, underscoring ArtScience Museum's commitment to providing interdisciplinary educational pathways into our exhibitions for visitors of all ages," said Honor Harger, Executive Director of ArtScience Museum.

Wonderland sees visitors completing a journey akin to Alice's as the exhibition is presented in 10 sections inspired by the chapters of the book and its sequel. These stories have been adapted for the screen over the last 100 years, allowing the history of moving images to be traced by following the chronicles of *Alice in Wonderland* on screen.

The exhibition also charts the cultural, technological and social shifts that have compelled filmmakers to create their own visual interpretation of Alice and her adventures. From exploring a *Hallway of Doors* to seeking *Advice from a Caterpillar* and stomping on *The Queen's Croquet Ground*, *Wonderland* spectacularly conjures up the surprising and magical world of Alice. Bespoke digital activities at the exhibition will draw upon the wonder and curiosity of Lewis Carroll's stories.

Please refer to Annex I for the list of galleries at *Wonderland*.

Which Wonderland character you are?

In the magical world of Alice, are you mad as a hatter or mischievous like the Cheshire cat?



Visitors with *The Lost Map of Wonderland*, ACMI, Photo Anne Moffatt (L) and Phoebe Powell (R)

The *Wonderland* experience for the visitors begins from home. Prior to their visit, visitors are encouraged to take a short *Wonderland* character quiz via ArtScience Museum's Facebook Messenger Chatbot to determine which character they are. At the exhibition, visitors will pick up their individual copy of *Lost Map of Wonderland*, which will correspond to one of four archetypal characters at *Wonderland*.

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Developed by Sandpit, the *Lost Map of Wonderland* serves as a physical interactive tool that offers visitors a unique exhibition experience – triggering different video, audio and interactive content at *Wonderland*. At *The Queen’s Croquet Ground*, the map plays an integral part to the craft activity component, allowing visitors’ work to be brought to life digitally, projected on a large wall for all to see.



The Queen’s Croquet Ground, ACMI, Photo: Anne Moffatt

Visitors are highly encouraged to use the unique identifier on their map to log on to www.wonderlandexhibition.com to unlock additional bespoke content after their visit to *Wonderland*.

A Hat-trick of Clever Tricks workshop and upcoming programmes

Inspired by the White Queen’s belief in her ability to remember “six impossible things before breakfast”, ArtScience Museum has developed a workshop, *A Hat-trick of Clever Tricks*, which aims at disproving three impossible phenomena in *Wonderland*.

Beyond using logic and mathematics, participants will be encouraged to recall the narrative of Alice’s adventures and develop their own ending. *A Hat-trick of Clever Tricks* will commence in May and runs in parallel with *Wonderland*.

In conjunction with the opening of *Wonderland*, visitors can look forward to a series of complementary programmes from 13 April onwards.

Event:	Date and time:	Description:	Remarks:
Conversations: Wonderland	13 April (Sat), 2pm	Join <i>Conversations: Wonderland</i> to explore the versatility and timelessness of Alice and the enduring fascination her world inspires.	Free admission
ArtScience on Screen: Alice is Everywhere	From 14 April	Celebrate three great classic films of <i>Alice in Wonderland</i> with special in-camera effects used in the early 1930s, and lovely hand drawn colour animation from 1950s and a different approach to the story with	Free admission and refer to ArtScience Museum’s website and Facebook page on

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		adult dramatization and a psychedelic soundtrack in the mid-1960s.	specific timings for each film.
ArtScience Late: The Latecomers	18 April (Thu), 8pm and 9pm	<p>Late to the game, on time with the punchlines. Catch The Latecomers in action as they entertain you with classic improv games and silly serenades. Bring your suggestions and they will bring the laughs.</p> <p>The Latecomers' show at ArtScience Late is programmed as a response to <i>Wonderland</i>, a playful and interactive exhibition based on Lewis Carroll's timeless stories of Alice and her adventures through Wonderland.</p> <p>A regular in the Singapore comedy circuit, The Latecomers are an improvisational comedy troupe formed by a group of friends from different nationalities, backgrounds and personalities.</p>	Free admission on a first-come, first-served basis.
Public Guided tour (45 Mins)	<p><u>Family Fridays:</u> 19 & 26 April, 3.00pm - 4.00pm</p> <p><u>Saturdays:</u> 13 April, 11.30am - 12.30pm</p> <p>20 and 27 April, 11.30am - 12.30pm & 5.00pm - 6.00pm</p> <p><u>Sundays:</u> 14 April, 11.30am - 12.30pm</p> <p>21 and 28 April, 11.30am - 12.30pm & 5.00pm - 6.00pm</p>	<p>Take the chance and step through the looking glass with the wide-eyed Alice for an immersive experience of wacky Wonderland.</p> <p>What will you see? Who will you meet? Remember, curiosity is the key to discovery.</p>	Complimentary to ticket holders of <i>Wonderland</i> .
Mandarin Guided Tour (45 Mins)	27 April (Sat), 2.30pm – 3.30pm.		Complimentary to ticket holders of <i>Wonderland</i> .

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			Up to 25 participants on a first-come, first-served basis.
A Hat-trick of Clever Tricks	<u>Family Fridays:</u> 3, 10, 17, 24 May, 14 & 28 June, 4.30pm - 5.30pm	Down the rabbit hole for a jolly tumble topple where the impossible is quite possible! Keep your head on and join us as we go this way, then a bit of maths that way.	\$5 per participant. Up to 20 participants on a first-come, first-served basis.

Wonderland runs from 13 April to 22 September 2019.

Tickets are available for purchase at all Marina Bay Sands box offices and website. Terms and conditions apply.

Ticket prices as follows:

	STANDARD TICKET (SGD)	SINGAPORE RESIDENT (SGD)
Adult	19	16
Senior (65 years and above)/ Student/ Child (2-12 years)	14	12
Family package (2 kids & 2 adults)	54	45

For more information on *Wonderland*, please visit <https://www.marinabaysands.com/museum/wonderland.html>.

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About Marina Bay Sands Pte Ltd

Marina Bay Sands is the leading business, leisure and entertainment destination in Asia. It features large and flexible convention and exhibition facilities, 2,560 hotel rooms and suites, the rooftop Sands SkyPark, the best shopping mall in Asia, world-class celebrity chef restaurants, a theatre and an outdoor event plaza. Completing the line-up of attractions is ArtScience Museum at Marina Bay Sands which plays host to permanent and marquee exhibitions. For more information, please visit www.marinabaysands.com

About ArtScience Museum

ArtScience Museum is a major cultural institution in Singapore that explores the intersection between art, science, technology and culture. It is the cultural component of Marina Bay Sands. Since its opening in February 2011, ArtScience Museum has staged large-scale exhibitions by some of the world's major artists, including Leonardo da Vinci, M.C. Escher, Salvador Dalí, Andy Warhol and Vincent Van Gogh, as well as exhibitions that explore aspects of science and technology – including particle physics, big data, robotics, palaeontology, marine biology and space science. For more information, please visit www.marinabaysands.com/museum.html

About Australian Centre for the Moving Image (ACMI)

A globally unique cultural institution, ACMI presents and champions the art and culture of the moving image. Through a vibrant annual calendar of award-winning exhibitions, screenings, film festivals, live events, creative workshops, education programmes and Collection resources, ACMI provides a wide diversity of audiences with an

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unsurpassed range of ways to engage with the moving image. As one of Victoria's major cultural, tourism and learning attractions, and a national centre of screen culture debate and innovation, ACMI has an international reputation as one of the world's leading moving image centres.

Media Enquiries

Gladys Sim: (+65) 6688 1048 / gladys.sim@marinabaysands.com
Dawn Wang: (+65) 6688 0042 / dawn.wang@marinabaysands.com

For hi-res images, please click [here](#). (Credit to Marina Bay Sands and ACMI as indicated in the captions)

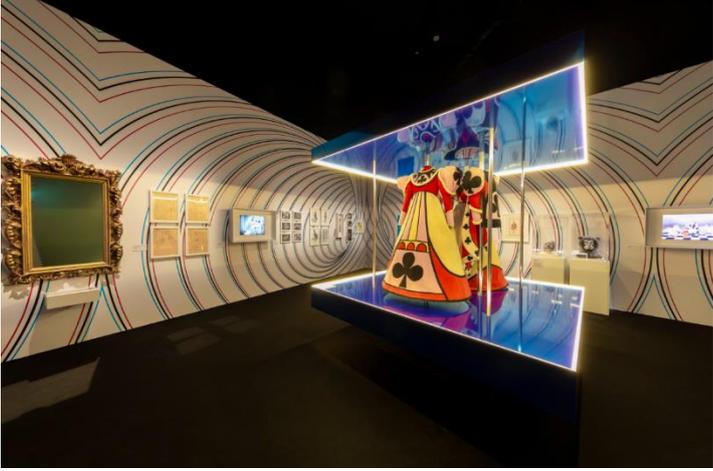
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Annex I

List of galleries at *Wonderland*

Gallery:	Description:
Drawing Room	 <p>Inspired by Charles Dodgson's (Lewis Carroll) drawing room from his time at Christchurch, Oxford, this reimagined Victorian-era space introduces Dodgson's early life and interests through a series of photographs, objects and ephemera.</p>
Hallway of Doors	<p>Taking a cue from the first chapter in <i>Alice's Adventures in Wonderland</i>, this section introduces Alice Liddell and her siblings who inspired some of Carroll's literary characters. A selection of original letters, contracts and books which narrates the publication of the Alice stories, their release and popular reception and an extraordinary array of the original drawings by Sir John Tenniel are featured in this section as well.</p>
The Pool of Tears	 <p>Focusing on the earliest <i>Wonderland</i> interpretation that moved the stories off the page, <i>The Pool of Tears</i> presents an</p>

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	<p>incredible collection of original material including magic lantern slides and projectors, movie jecktor strips, and a projection which highlights the films that were released in 1910, 1915, 1927 and 1931.</p>
Looking Glass House	 <p>Highlighting a series of major moments from film and television of the 1930s to 1980s, this section reflects the craft and techniques of live-action filmmaking and includes production and character designs, set drawings, script pages, masks, props, posters and the highlight – original costumes from NBC’s <i>Alice Through the Looking Glass House</i> (1966).</p>
The Rabbit Sends in a Little Bill	 <p>Featuring puppet creatures, set pieces, character sketches, posters and more from Lou Bunin’s 1949 production, Jan Svankmajer’s <i>Alice</i> (1988) and the Quay Brothers’ <i>Alice in Not So Wonderland</i> (2007), this section unravels the genius of stop-motion techniques</p>

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Advice from a
Caterpillar



Celebrating all things hand-drawn and all things Disney, this section tells the story of Walt Disney Studio's long term interest in Alice through the selection of story sketches, concept arts, animation cels, reference photos, posters and audiovisual clips.

A Mad Tea Party



Developed by digital creatives Grumpy Sailor and incorporating VFX-techniques with projection mapping, guests will take a seat at the famous Mad Hatter's Tea party and witness the party coming alive!

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The Queen's Croquet Ground



Visitors will help to paint the roses red in the Queen's Croquet ground by creating their card slider with their 'Lost Map of Wonderland'. Developed by digital toymakers Mosster Studio in collaboration with Sandpit, this fun and participatory interactive installation offers visitors a chance to get crafty using Sir John Tenniel's original illustration as inspiration.

Who Stole the Tarts?



Featuring behind-the-scene materials from Walt Disney Studio's latest Alice blockbusters, this section celebrates the incredible ingenuity of blending live action with digital animation and also the contemporary retelling of Wonderland for a new age.

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Alice's Evidence



Wonderland concludes with Alice's Evidence with an 18-screen audiovisual composition which highlights various representations of Alice from different times, cultures and media platforms.