



The Grannies

A multichannel videogame installation





“the glitchy event horizon of
Rockstar’s virtual-western
epic”

The Guardian

50,000+ visitors.
the most visited exhibition
ever in ACMI’s Gallery 3.

The Grannies



About

The Grannies is a multichannel videogame installation. The work consists of a two screen experimental documentary that can be shown alongside an accompanying multiplayer videogame, *Red Desert Render*

The Grannies premiered at a host of international film festivals including Fantastic Fest (Austin), IDFA (Amsterdam), and London Short Film Festival. In 2023 it has been exhibited in its full installation format at Somerset House (London) and ACMI (Melbourne) where it saw over 50,000 visitors and became the museum's most visited exhibition in their Gallery 3 space.

Synopsis

The Grannies are a group of players who venture beyond the boundaries of the videogame *Red Dead Online* (Rockstar Games, 2018). With infectious enthusiasm and curiosity they talk of the landscapes and experiences they discover beyond the limits of the game's virtual world. These recollections combine with photographs and video excerpts from their adventures to create an otherworldly travelogue about a journey to a different digital dimension.

The wayward explorations of the Grannies leads us through a captivating and ethereal space that reveals the humanity and materiality of digital creations.



Installation Format

The Grannies plays across two large format screens positioned at slightly offset angles.

The screen layout, positioning and design should align with the references images in this deck but can be adapted to suit different venue requirements and layouts. Additional exhibition design references can be provided.

Accessible seating must be provided. English language closed caption subtitles are provided and must be shown when exhibited in English speaking countries



Suggested Installation sketch

Film Credits

The Grannies

Marigold Bartlett, Andrew Brophy, Ian MacLarty, Kalonica Quigley & friends

Director

Marie Foulston

Editor

Luke Neher

Music

Luke Neher
Sam Gill

Sound Design

Sam Gill

Producers

Nick Murray
Marie Foulston

Interviewer

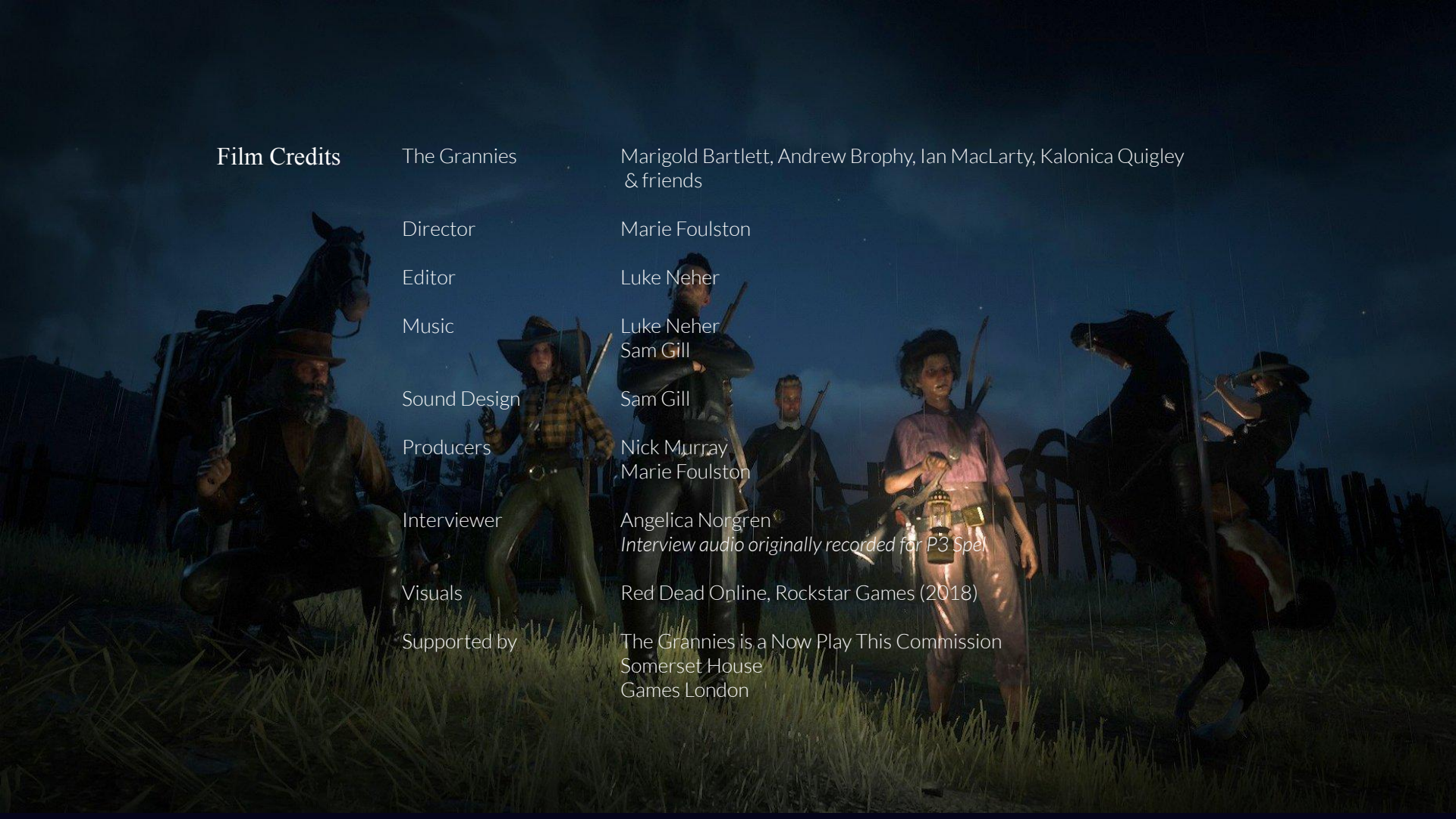
Angelica Norgren
Interview audio originally recorded for P3 Spel

Visuals

Red Dead Online, Rockstar Games (2018)

Supported by

The Grannies is a Now Play This Commission
Somerset House
Games London



Film Specifications

Run Time	16 minutes 34
Language	UK English
Country of origin	UK and Australia
Year	2021
Subtitles	UK English closed caption SRT available
File Format	SMPTE-DCP or MP4
Frame Rate	25FPS (alternative formats can be discussed)
Resolution	4K (2K available)
Audio	Stereo (simulated 5.1 available)

Red Desert Render

Multiplayer videogame epilogue

After an immense effort
with incredible teamwork,
we finally slid through
the boundary.



Red Desert Render

A multiplayer (online or local) videogame created by acclaimed game designer Ian MacLarty in response to his experiences as a member of *The Grannies*. The game can optionally be exhibited alongside *The Grannies* as an interactive epilogue to the film installation.

“Discover the secrets hidden in a vast desert, take a hot bath, and maybe grow a pumpkin”. Digital sculptures created in the game persist in its landscape for as long as players continue to be present, this creates a shared connection of creativity that passes along those who play.

Download

<https://ianmaclarty.itch.io/red-desert-render>

Game Credits

Developer	Ian MacLarty
Year of Release	2020
Country of origin	Australia
Systems	Windows, Mac, Linux
Controls	Keyboard and Mouse or Controller



Suggested Installation sketch

Contact & Links



Contact

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Email

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Press Site

tigershungry.co.uk/thegranniespress

Red Desert Render

<https://ianmaclarty.itch.io/red-desert-render>

Stills & trailer

tinyurl.com/granniespress

