

# ***Walk With Us: The Collaborative Works of Janet Cardiff and George Bures Miller***

## **Synopsis**

**Walk With Us: The Collaborative Works of Janet Cardiff and George Bures Miller**, is a one-hour documentary exploring the work and creative process of internationally acclaimed Canadian artists Janet Cardiff and George Bures Miller. In the past, they have made a name for themselves by creating 'Audio-Walks' and other sound-based art which frequently asks for the viewer to step out of the role of distant observer to actively participate in their art. In 2001, Cardiff and Miller were the first Canadian artists ever to win a major prize at the Venice Biennale for their audio/visual installation *Paradise Institute*.

**Walk With Us** aims to give the audience a unique insight into the minds of two of Canada's most acclaimed visual artists. However, instead of experts, this doc lets the work and the artists speak for themselves. Since most of Cardiff/Miller's pieces are site specific it has up to this point been very difficult to experience the wide range of their work. **Walk With Us** changes that and allows the television audience the ability to experience this ephemeral and mesmerizing work.

**Walk With Us** begins with a video-walk that Cardiff/Miller created for the Hebbel theatre in Berlin. As the viewers experience this work, they are drawn deeper and deeper into the world of these brilliant artists. Veering off at several points from the Hebbel walk, we experience the creation of a new site specific composition for the Penitentiary in Philadelphia, witness the tuning of their acclaimed choral piece 40 Part Motet, visit the Artist's home in the Okanagan Valley and explore, with them, their theatre based works which ultimately resulted in "The Paradise Institute" a piece that won them the top prize at the Venice Biennale in 2001.

**Walk With Us** was shot in Berlin, Philadelphia, Ottawa and the Okanagan Valley. Cardiff and Miller take art beyond gallery walls, **Walk With Us** brings their art out of the confines of the art world onto the screen.