

ACADEMY MUSEUM OF MOTION PICTURES TOURING EXHIBITION

CYBERPUNK

ENVISIONING POSSIBLE FUTURES THROUGH CINEMA





ABOUT

Visitors dive into the neon-drenched world of cyberpunk with our immersive cinematic experience *Cyberpunk: Envisioning Possible Futures Through Cinema*. This experience highlights the impact of the science fiction subgenre cyberpunk on global cinema culture. Featuring near-future scenarios set in worlds eerily similar to our own, cyberpunk films contrast technological advances with social upheaval, ecological crisis, and urban decay.

An exclusive immersive video installation at the core of the experience plunges viewers into these imagined futures, while a selection of iconic props, costumes, and concept art offer further connection to cyberpunk’s visionary world-building.

For science fiction fans and newcomers alike, the installation showcases cyberpunk’s legacy in cinema and transport viewers to the edge of tomorrow.

KEY EXPERIENCES

CYBERPUNK & FUTURIST CINEMA

At the experience's heart lies a transfixing 16-minute digital film montage with new voice-over narration scripted by MacArthur "genius grant" recipient and acclaimed filmmaker Alex Rivera. Viewers encounter dystopian futures through this mind-bending projection of cyberpunk's most visceral films.

From *Blade Runner's* rain-soaked streets to *Tron's* neon grids and the speculative futurist films spotlighting marginalized communities like *Sleep Dealer*, *Pumzi*, *Night Raiders*, and *Neptune Frost*, the experience introduces to and reflects on cyberpunk's stylistic and narrative elements through this newly created montage.

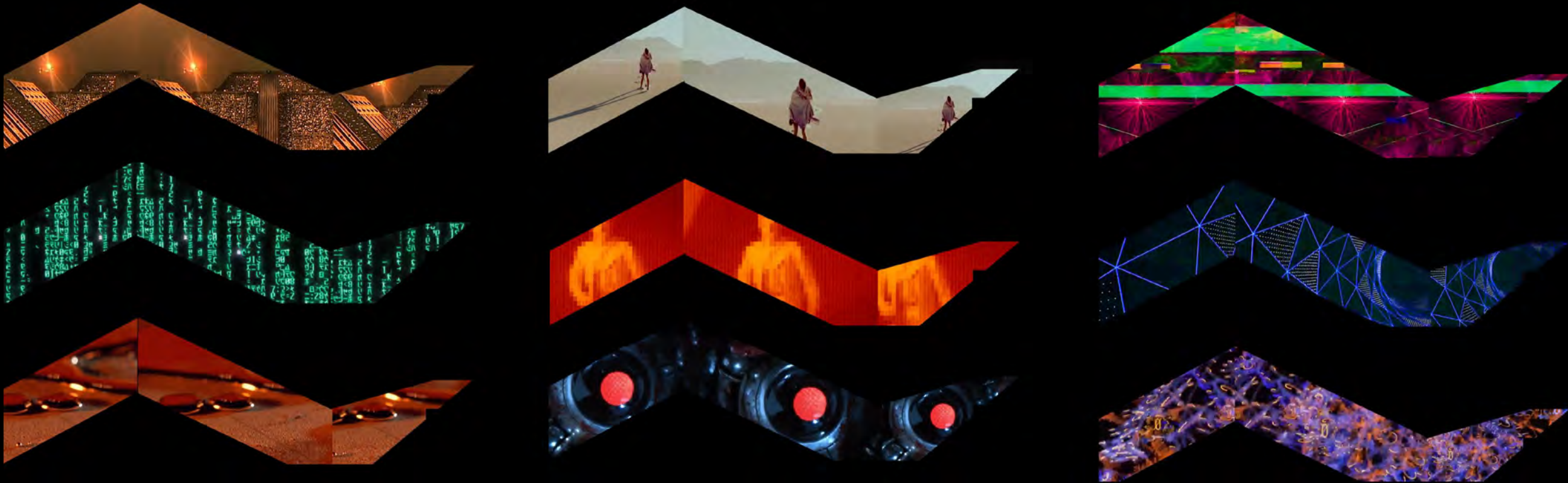
Surrounding the main film montage, a cutting-edge projection-mapped installation brings the cyberpunk universe to life, immersing audiences in striking displays of futuristic wastelands, glittering megacities, and digital landscapes. This scalable technology adapts to any space.



PROJECTION-MAPPED INSTALLATION



Gallery installation showing different angles of the projection-mapped installation.



Projection-mapped installation overall shape



Gallery installation showing different angles of the projection-mapped installation.



Virtual gallery flythrough (click for virtual fly-through)

KEY EXPERIENCES

WORLD-BUILDING
THROUGH ART & OBJECTS

Visitors peer into the creative genius and technical innovation behind cyberpunk’s defining films through an exclusive selection of original costumes, props, and concept art from classic films like *Blade Runner* (1982), and *The Terminator* (1984), *Ex Machina* (2014), and *Night Raiders* (2021).

Visitors also explore the subgenre’s roots through books, magazines, and film posters that showcase the relationship between cyberpunk literature and film.



BONUS CONTENT

MIXED REALITY EXPERIENCE

Actor Rosa Salazar virtually guides participants through this bespoke mixed reality experience. Wearing headsets, viewers drop onto the futuristic streets of the *Blade Runner 2049* universe and investigate the cutting-edge digital technologies that create the unique aesthetics of cyberpunk’s dystopian worlds.

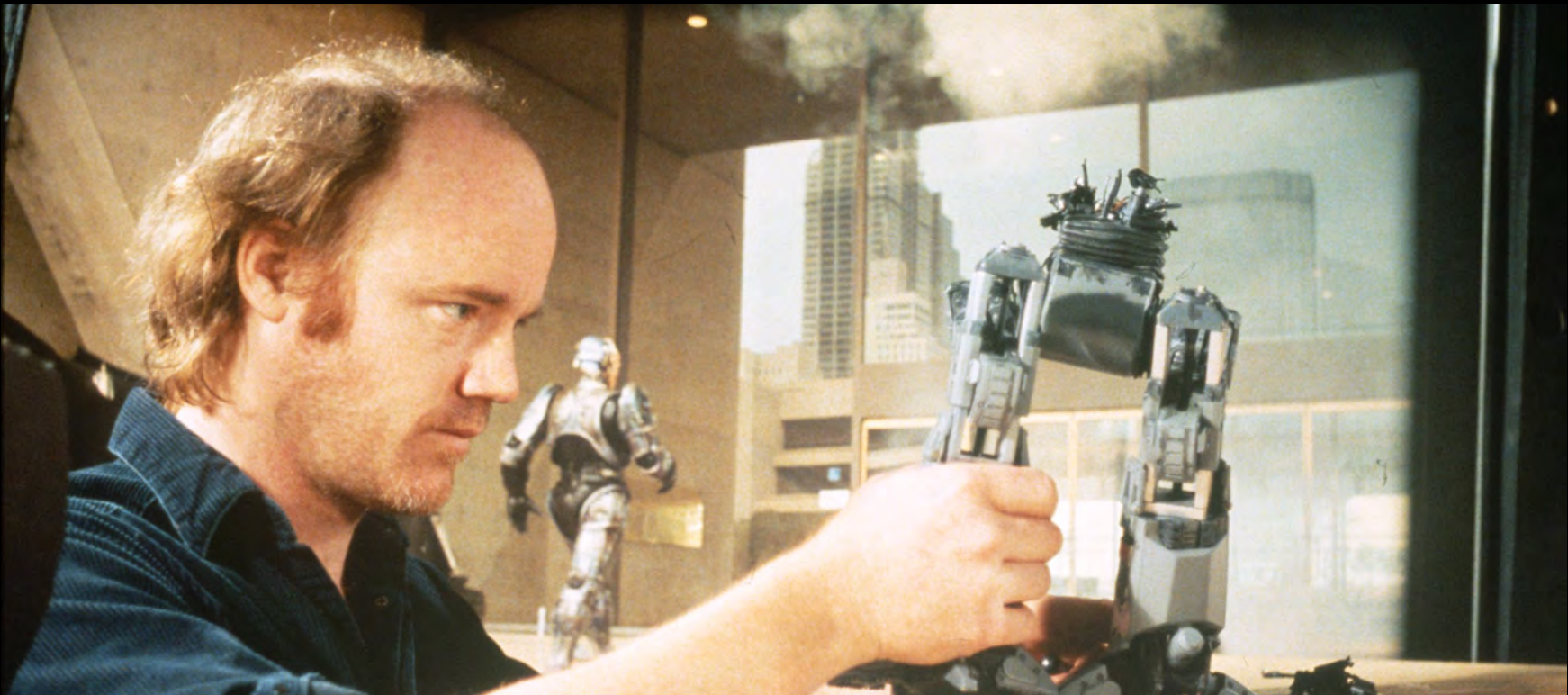
The Cyberpunk Mixed Reality Experience is made possible thanks to Magnopus as well as Epic Games, Metastage, and Alcon Interactive Group. Academy Museum Digital Engagement Platform is sponsored by Bloomberg Philanthropies. Technology solutions generously provided by Christie®



BONUS CONTENT

EXCLUSIVE VIDEO COMMENTARY

Videos featuring behind-the-scenes commentary are available to display on venue-provided iPads or monitors. These short videos include exclusive interviews with visionary filmmakers, providing insider perspectives on the creative process and a richer understanding of how this subgenre continues to shape the cinematic landscape.





FILM PROGRAM

A curated film series complements the exhibition, exploring pivotal themes and filmmakers in more depth.

Cyberpunk uniquely captures the anxieties surrounding societal, technological, and environmental developments. First appearing in the 1980s, the subgenre continues evolving with societal hopes and fears, connecting with cinematic expressions seen in Afrofuturist, Indigenous, and Latinx futurist films.

Some filmmakers in this series use cyberpunk themes to center the perspectives of marginalized peoples and imagine more liberated futures. They criticize existing inequalities and power structures, subverting legacies of oppression, colonization, and displacement. Central to these stories are rebellious outcasts who fight against these forces.

This film program is available for a modest administration fee. Venues are responsible for all arrangements, including licensing and fees.

PUBLICATION

The stunning 196-page companion book *Cyberpunk: Envisioning Possible Futures Through Cinema* delves even deeper into the world of cyberpunk, uncovering the subgenre's rise and enduring legacy. With rarely seen set photos, film stills, and captivating concept art, it takes readers behind the scenes of cyberpunk's most legendary films.

Over 20 insightful case studies by critics, historians, and filmmakers offer fresh perspectives on these influential works. Additional highlights include an in-depth introduction by curator Doris Berger, an exploration of cyberpunk's literary roots and global impact by scholar Carlen Lavigne, and a fascinating conversation with filmmakers Danis Goulet and Wanuri Kahiu on futurisms in the intersection of cyberpunk, Afrofuturism, and Indigenous futurism.

The book and the exhibition spotlight the often-overlooked contributions of women and filmmakers of color, expanding the cyberpunk narrative. A new cyberpunk script by Alex Rivera and a bibliography complete this essential and visually electrifying volume.

Co-published by DelMonico Books, it is available to all venues.



TOUR INFORMATION

EXHIBITION COSTS:	Reimbursable Tour Costs - will be pro-rated by the number of venues participating in the tour. Direct Costs - for exhibition requirements to be arranged and paid for by the Tour Venue.
TOUR DATES:	On view at Academy Museum from October 6, 2024 - April 12, 2026 Venue 1 - Summer 2026 Venue 2 - Fall/Winter 2026 Venue 3 - Winter/Spring 2027 Each tour slot is approximately 4 months.
GALLERY SPACE	Approximately 2,000 square feet 190 sq. meters
CONTACT	Molly Sjöberg Director, Exhibition Planning molly.sjoberg@oscars.org
FORMAT	The exhibition is available to tour with original objects, as well as in a “digital only” format that includes the film montage and projection mapped content, digital files for poster reproductions, the mixed reality experience and behind-the-scenes videos, and a prop neon “Cyberpunk” sign.



An aerial night photograph of a city skyline, featuring several prominent skyscrapers with illuminated windows. The text "THANK YOU" is overlaid in the center in a large, white, sans-serif font. The image has a blueish tint and a slightly grainy texture.

THANK YOU