13 —— 19 September 2019

CPH:LAB*

New Visions | New Partnerships | New Markets

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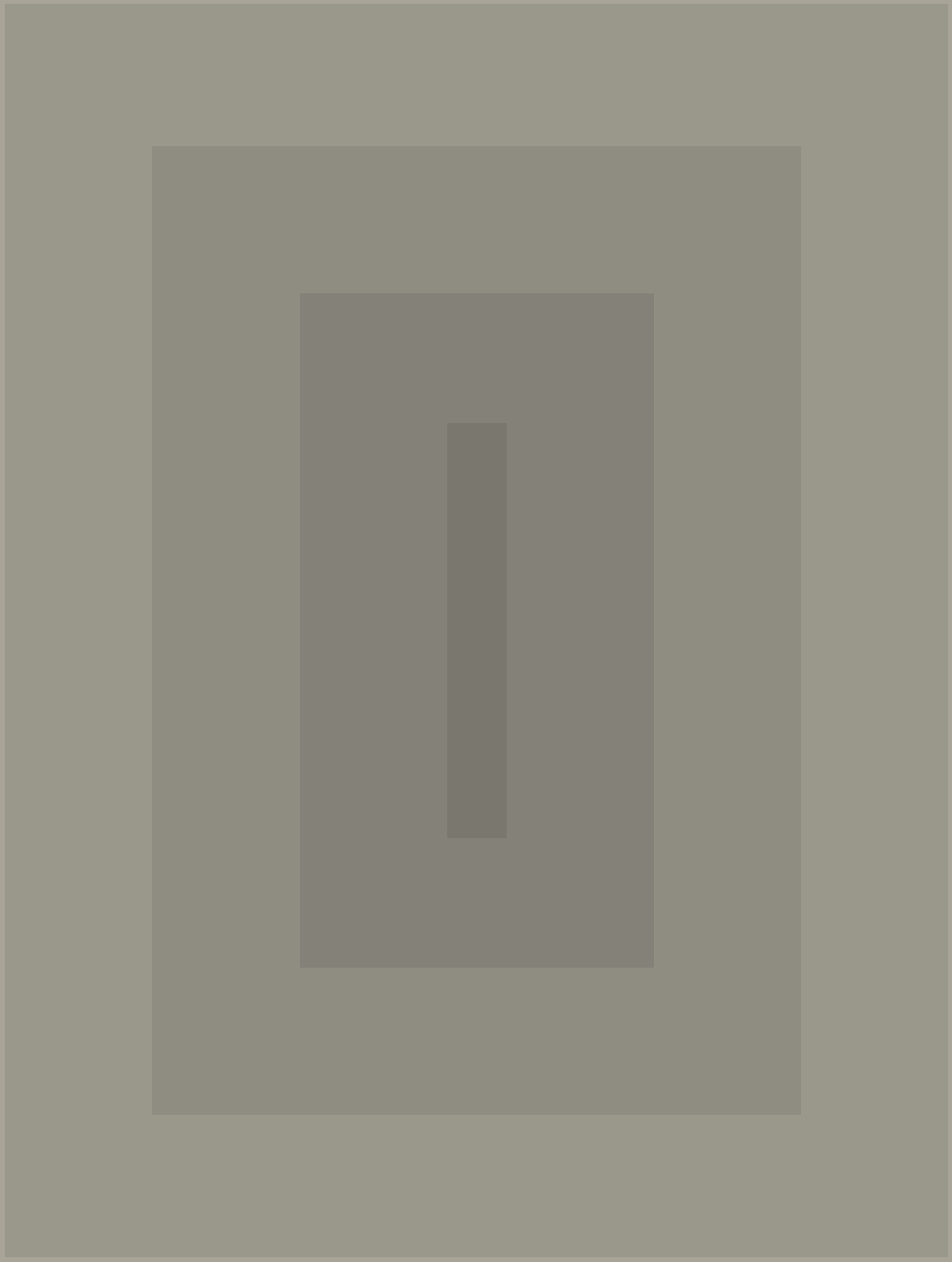


Welcome to CPH:LAB

Dear Participant of CPH:LAB 2019/20,

It is with great pleasure that we welcome you to our very own talent development programme, CPH:LAB.

When we launched the very first edition of the programme in 2009, the idea was - and it still is - to create a space where unauthorized cinematic forms can be explored and developed. With the past two editions, CPH:LAB continues to stimulate innovation within the framework of an international, laboratory-like incubator supporting creative processes, while focusing on interactive and immersive media.

Back in the day, we selected a small group of international filmmakers to participate in an experimental film laboratory, hoping to stimulate a fresh, dialogue-based aesthetic.

We only dreamt of the success that the films have achieved over the years: from invitations to prestigious international film festivals, distribution in cinemas and broadcast on television, to winning critical acclaim and prizes around the world.

We now venture into the digital territory where lots of things are still to be explored, and we are happy to welcome a strong group of international creators as well as an equally strong group of tutors to guide you. The participants of the past edition are in full swing financing and finalising their productions, and we cannot wait to see what these new matches across countries and competences are going to bring us.

We will do our best to make it an experience of a lifetime. Here's to wishing you all the best and much success with your projects.

Katrine Kiilgaard
CPH:DOX
Head of Industry
& Training

Mark Atkin
CPH:LAB
Head of studies

Ombeline de la Gournerie
CPH:LAB
Project Manager

Anna Krasztev-Kovács
CPH:LAB
Coordinator

What is CPH:LAB

CPH:LAB is CPH:DOX's talent development programme that encourages creative risk taking, celebrates raw talent, facilitates collaboration across borders and business sectors and supports visionaries to push the existing boundaries of documentary filmmaking. Since 2009 the lab has established itself as a highly acknowledged, ambitious and yet playful laboratory-style talent scheme showing great results.

The lab is conceived as an incubator for documentary projects that seek to explore the potential of digital technologies and advance new visions of what a documentary can be in a digital age. It offers a space for experimentation and collaboration in creative, cross-disciplinary partnerships across film, the creative arts, science, technology and social entrepreneurship.

The lab's central focus is an intensive 7-day project development and prototype workshop in the fall of 2019 followed by a 3-day strategy bootcamp and market access workshop during CPH:DOX in March 2020 with online development mentoring in between. In addition all participants will be assisted further in their efforts to access the market through partnerships with renowned arts organisations, pitching forum markets and festivals established by CPH:DOX.

CPH:LAB supports:

- Innovation competences and entrepreneurial skills
- Storytellers open to new digital formats
- New collaborative approaches between creative talents across sectors
- New ways of defining stakeholders, creating and enhancing an audiovisual work's relevance for its audience
- Alternative financing and distribution methods

In the following pages you will find a rundown of the CPH:LAB schedule. We start with introductions, then work on audience and platforms before moving on to story development, creating a prototype and a pitch. There is a lot to do in a week and it's a packed schedule. Each day starts with a team briefing, so please make sure that you are there on time each morning.

The schedule allows for team work, mentor meetings and input from your fellow lab participants. We hope that you will form strong ties with your fellow participants, and with the mentors, that will lead to collaborations on projects in the future.

There will be daily Development Briefings, which take the form of short seminars, followed by time for brainstorming and prototype building; Watering Holes, which are your regular production meetings with the mentor team, and Fireside Chats, where the mentors will talk in mini conference sessions about their practice and experience, how they see the industry changing in the future, and where opportunity lies.

Each mentor represents a different part of this rapidly-developing industry, covering live events, theatre, web/interactivity, AR, VR, 360 video, TV, games, film and festivals. Their experience from across these sectors will prove invaluable for your projects. Your fellow lab participants each have a wealth of diverse experience and together with the mentors, should prove a powerful catalyst to your work.

Please come with an open mind, a spirit of collaboration and a willingness to be nudged a little out of your comfort zone, and we will be able to achieve a lot together. We are there to support and to stimulate you. Let the LAB begin.

Mark and the mentor team

Programme

Day one | Friday 13 September

GETTING ON THE SAME PAGE

11:00	**Pick up at Hotel 27:** We meet in the hotel lobby and go to Skabelonloftet together
12:30 — 13:30	**Welcome Lunch at Skabelonloftet:** Refshalevej 167F, 1432 CPH
13:30 — 14:00	**Welcome by Mark Atkin:** Programme objectives and outline of the week. Logistics and tour of Skabelonloftet
14:00 — 15:00	**Introductions**
15:00 — 16:30	**Participant Project Presentations**
16:30 — 17:30	**Mentor Presentations**
17:30 — 18:00	**Group Discussion I:** What are the factors affecting the creation and consumption of media today?
18:00 — 19:00	**Mapping:** The creative ecology and shared mindmap of the creative environment that we are all working in today
20:30	**Dinner at Bazaar:** Dronningens Tværgade 21, 1302 CPH

Overview The first day is all about getting to know each other and collectively defining the creative environment that we are all working in: Creating a level-playing field for collaborations and a shared vision of the objectives of the lab.

Day two | Saturday 14 September

AUDIENCES AND PLATFORMS

9:30 — 11:00	**Group Discussion II:** Which platforms & why?
11:00 — 11:30	**Development Briefing:** Platforms
11:30 — 11:50	**Development Briefing:** Audience
11:50 — 13:00	**Group Work:** Platforms and audience
13:00 — 14:15	**Lunch at Reffen:** Refshalevej 167A, 1432 CPH
14:15 — 15:30	**Group Work:** Platforms and audience
15:30 — 17:00	**Watering Holes I:** Platforms and audience
17:00 — 18:00	**Peer Presentations I:** Platforms and audience
18:30 — 19:15	**Fireside Chat I:** Audiences of the future, Annette Mees
19:30 — 21:00	**Dinner at Reffen:** Refshalevej 167A, 1432 CPH

Overview

Day 2 focuses on identifying your intended audience/s, why you have chosen the platform you are working on and why this platform is appropriate for your audience.

Development Briefings are short presentations or seminars for all participants where the Head of Studies will provide development targets for the following brainstorm session.

Group Work sessions are where participants develop their lab projects according to the targets from the development briefing. Mentors will join in according to needs.

Watering Holes are scheduled meetings with mentors, who will provide you with input from across their range of experience and expertise. Each watering hole will focus on the development briefing targets.

Peer Presentations are your opportunity to get feedback from other participants on the Lab - each of whom comes from a different country or creative background with different approaches to solving problems.

Fireside Chats are evening presentations from, or talks with, the mentors or special guests who can present their take on the day's subject. Today we will hear from Annette Mees, who will give us some insight into the Audience of the Future.

Day three | Sunday 15 September

STORY

9:30 — 11:00	**Development Briefing:** Story
11:00 — 12:30	**Group Work:** Story development
12:30 — 13:15	**Development Briefing:** Storyboards & UX / De Bono's hats, Maude Thibodeau & Mark Atkin
13:15 — 14:30	**Lunch at Reffen:** Refshalevej 167A, 1432 CPH
14.30 — 16.00	**Group Work:** Storyboards & UX
16:00 — 17:30	**Watering Holes II:** Storyboards
17:30 — 18:30	**Peer Presentations II:** Storyboards
18:30 — 19:15	**Fireside Chat II:** Immersive storytelling, Vassiliki Khonsari
19:15 — 20:00	**Dinner at Reffen:** Refshalevej 167A, 1432 CPH

Overview

Day 3 focuses on storytelling - the essential element of any documentary, regardless of the format. The Story Workshop is a step-by-step process challenging you to clearly express a narrative arc, demonstrate how you will keep your audience engaged, where surprise comes from, how you will introduce characters and evoke empathy. We get you to map out these key elements of your narrative on a storyboard which you will present to the mentors in the watering holes.

During today's Fireside Chat we will get insight on Immersive story from Vassiliki Khonsari.

Day four | Monday 16 September

CREATE

9:30 — 10:00	**Development Briefing:** Producing a prototype
10:00 — 11:30	**Group Work:** Prototype production plan
11:30 — 13:00	**Watering Holes III:** Prototype production plan
13:00 — 14:15	**Lunch at Aamanns:** Refshalevej 163A, 1432 CPH
14:15 — 16:15	**Group Work:** Create prototypes
16:15 — 17:45	**Watering Holes IV:** Prototypes progress
18:30 — 20:00	**Fieldtrip and Fireside Chat II:** Khora, Simon Lajboschitz, Høkerboderne 8, 1712 CPH
20:30	**Dinner at Gorilla:** Flæsketorvet 63, 1711 CPH

Overview

On Day 4 we start to work on building prototypes that can be used to help you resolve a key aspect of your work as well as being a tool to support a pitch and inspire funders and collaborators to join your project.

Just as a trailer is an essential component of a documentary film pitch, prototypes are increasingly expected by potential funders or other supporters of immersive media projects. We will start by discussing the best approach for each project and get you to create a production plan for each of the prototypes. Once these have been presented in the Watering Holes, then it's time to start building/shooting/designing.

For today's Fireside Chat, we will make a field trip to Khora where Simon Lajboschitz will talk about how immersive technologies are influencing art practices and how digital art is valued and exhibited..

Day five | Tuesday 17 September

CREATE

9:30 — 10:00	**Development Briefing:** Who needs what? What mentor assistance is required?
10:30 — 11:30	**Group Work:** Continue to create prototypes
11:30 — 13:00	**Watering Holes V:** Progress on prototypes
13:00 — 14:15	**Lunch at Aamanns:** Refshalevej 163A, 1432 CPH
14:15 — 16:30	**Groupe Work:** Prototype production
16:30 — 18:00	**Watering Holes VI:** Progress on prototypes
18:00 — 19:00	**Peer Presentations III:** Prototypes
19:00 — 19:30	**Fireside Chat IV:** Makropol, Mads Damsbo
20:30	**Dinner at IL Buco:** Njalsgade 19C, 2300 CPH

Overview

It's Day 5 and work continues on the prototypes, with each team now set up as a small production unit. Mentors will join teams as required and according to their key skills. There are two Watering Holes where mentors can check on progress and in the peer presentations, participants can present prototypes to each other for additional feedback.

For today's Fireside Chat, we will be joined by Mads Damsbo of Makropol who will give a talk about sustainability in immersive production.

Day six | Wednesday 18 September

PITCH

9:30 — 10:00	**Development Briefing:** The art of pitching
10:00 — 11:30	**Group Work:** Participants prepare a pitch deck and pitch presentation; prototype production continues
11:30 — 13:00	**Watering Holes VII:** Value proposition
13:00 — 14:00	**Lunch at Skabelonloftet:** Refshalevej 167F, 1432 CPH
14:00 — 14:15	**Development Briefing:** Five stages of interaction
14:15 — 15:30	**Group Work:** Five stages of interaction
15:30 — 17:00	**Watering Holes VIII:** Participant groups pitch to the mentor team for feedback, including the five stories and the user journey
17:00 — 19:30	**Watering Holes IX and Peer Presentations IV:** Prototype trials
20:00	**Dinner at Broaden & Build:** Refshalevej 175A, 1432 CPH

Overview

On Day 6 we turn our attention to pitching - an essential part of the production process and a useful development tool in itself. The more you can talk about your project with clarity, the more effective the end result will be.

In The Art of Pitching we will look at how to effectively pitch interactive and immersive work and get you to start building a pitch deck that you will be able to use to accompany a one-on-one or a public pitch. We will get everyone to focus first on the Value Proposition - a technique to highlight what will make your project appealing to funders and audiences.

We will also challenge you to tell us a story of how audiences will experience the work across five stages of interaction, starting with how they will hear about it in the first place and ending with how they will tell other people about it.

The final stage will focus on a comprehensive pitch, bringing everything together into the five elements of an immersive pitch - the user, platform, story, impact and money stories.

No Fireside Chat today - instead we discuss post-lab mentoring and set targets ahead of session 2 of the lab at CPH:DOX in March.

Day seven | Thursday 19 September

PITCH

9:30 — 10:30	**Technical Check**
10:30 — 13:00	**"Soft Pitch" to a Panel of Danish Experts**
13:00 — 14:00	**Lunch at Skabelonloftet:** Refshalevej 167F, 1432 CPH
14:00 — 15:30	**Prototype Presentation to Pitch Panel**

Overview

There is just time for a tech check ahead of a `soft pitch' to local experts who can provide additional development intelligence that you can take on board as you continue developing your projects in the coming months.

A `soft pitch' is not a pitch for funding but for intelligence - what other tips and suggestions can the panel provide that can help you on your way at this early stage of development.

Over lunch our panelists can experience your prototypes before we all part ways - for now at least.

Participants

Christer Lundahl & Martina Seitl

Reciprocity in the Cybernetic Garden

An indoor garden populated by plants, animals and gardening AI insects blur assumptions and division between the living and non-living, technology and nature, eco-system and archive. Visitors enter the installation as gardeners. AR goggles with spatialised audio enhance and reveal aspects of the garden's reality not otherwise visible, as well as rendering human and AI insects - gardeners equal.

Christer Lundahl

Sweden

Christer Lundahl is one part of the artist duo Lundahl & Seitl; pioneers of an immersive anti-disciplinary practice known internationally for creating new multi-sensory formats of artwork and exhibitions based on chore-ographing the viewer perception within the traditions of contemporary art, theatre/performance, new media, VR and technology worlds.

Martina Seitl

Sweden

Martina Seitl is one part of the artist duo Lundahl & Seitl; pioneers of an immersive anti-disciplinary practice known internationally for creating new multi-sensory formats of artwork and exhibitions based on chore-ographing the viewer perception within the traditions of contemporary art, theatre/performance, new media, VR and technology worlds.

David Uzochukwu & David Reitenbach

Civil Dusk

Short film / new media piece observing a place of passage.

In an apartment somewhere in Europe, an ill Nigerian father longs for his homeland. His family cares for him - but he eventually slips away, turning into sand.

Nigerian elements of nature and their physical experience function as input parameters/ parameters for interaction. Presented using LED displays and directed loudspeakers.

David Uzochukwu

Austria

Visual artist (b.1998, Innsbruck). Uzochukwu delved into self portraiture early on, developing a digital practice. His work focusses on being othered, vulnerability, and the slightly surreal. It is part of the permanent collection at MuPho St. Louis. Currently studying Philosophy at HU Berlin.

David Reitenbach

Germany

Designer and creative technologist (b.1997, Munich). Experimenting with all kinds of creative methods and visual expressions. Former member of the editorial board of TYPO-Berlin International Design Conference and fellow of the Deutschlandstipendium. Currently studying Visual Communication at UdK-Berlin under Prof. Joachim Sauter.

Calum Bowden & Jelena Viskovic

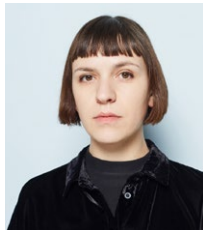
Dark Origins

Life is stranger than it seems. Dark Origins is a VR discovery of strange lifeforms that live under our feet, in an ecosystem deep inside the Earth twice the size of the world's oceans. Dark Origins goes on a journey to unravel scientific mysteries about extremophiles, creatures that thrive without any sunlight, in extreme heat and pressure.

Calum Bowden

UK

Calum Bowden is an artist-filmmaker, exploring the weird and uncanny myths of science, technology and culture. He was an inaugural fellowship artist at Film London's FLAMIN. Calum's work has been screened and exhibited internationally, including at the BALTIC Centre for Contemporary Art, MAO Ljubljana, and Harvard University.



Jelena Viskovic

UK

Jelena Viskovic is an artist who works with technologies that enable interaction and world-building. She develops web-based, mobile applications and uses video game engines to build immersive stories, social research tools, and virtual worlds. Her collaborative projects include Patternist and Rromok commissioned by Rhizome (US) and the V&A (UK).

Helene Nymann & Lasse Smith

Ecologies of Memory (E.O.M)

How we process and remember information is largely affected by the constant digital and online stimulation and lack of conscious choice, as to what information to remember. As we wake up inside the Cloud, this multidisciplinary project will offer new narratives and alternative ways of perceiving, both human and non-human memories, for more sustainable futures.

Helene Nymann

Denmark

Helene Nymann is a Copenhagen/New York based visual-artist and artistic research fellow. Her work focuses on embodied knowledge and the ways in which associative images stimulate memory. She creates performative environments that question our understanding of how we process information, store knowledge and create memories for more sustainable futures.

Lasse Smith

Denmark

Lasse Smith is a Copenhagen-based animation artist. In what is commonly referred to as his secret laboratory, Lasse pairs traditional analogue techniques with new technology to investigate new potential in visual-driven narratives. He is engaged in an ongoing animated poetry of Globalized Containerization and collaborations with contemporary artists.

Jonas Poher Rasmussen, Jess Nicholls & Charlotte de la Gournerie

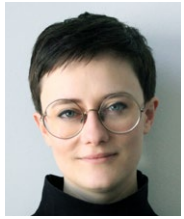
Flee VR

Flee VR is a stand-alone piece that seeks to convey the feeling of trauma. It is an emotional journey, that uses animated characters, colour, light, space, music and sound, to invoke complex, layered feelings in the viewer and implicate them in a way that may move them closer to understanding that there are 65 million people, with 65 million stories, who are forced to flee every year.

Jonas Poher Rasmussen

Denmark

Jonas Poher Rasmussen is a Danish/French film director. He began his career as a film- and radio documentary maker at Danish Public Radio (DR), debuting in 2006 with the acclaimed one hour documentary film "Something About Halfdan", followed by a series of radio documentaries from around the world.



Jess Nicholls

Denmark

Jess Nicholls is an award winning Production Designer/Art Director working between London and Copenhagen. Her work includes feature films, stylised shorts, commercials and illustrations, primarily in the animation field, for clients such as Sun Creature Studios, Passion Pictures, Cartoon Network, Light Grey Art Lab, Lego and Art & Graft.

Charlotte de la Gournerie

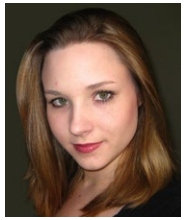
Denmark

Charlotte de la Gournerie is a producer and co-owner at Sun Creature Studio. She worked as a production manager for various projects in Paris, before joining Sun Creature in 2014. She is currently producing several major animated projects (both feature films and series), and shares her experience in production and crowd-funding in talks and lectures.

Krisztina Meggyes, Fanni Fazakas & Zara Olsson

Missing 10 Hours – VR

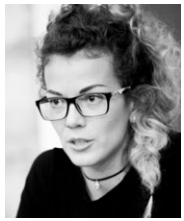
What do you do if your control is taken by a drug and given to another human being? How do you behave when you have total power over a defenseless person? The multi-ending VR experience, M10H is taking the users for a quest for humanity based on a compelling, true story. Our mission is to investigate an artificial set up with two users, where one is losing control, while the other is gaining it.



Krisztina Meggyes

Hungary

Krisztina Meggyes is a film director and producer. She received her Master's Degree in Documentary Directing from University of Theatre and Film Arts, Budapest. Her graduation film Those, won the Hungarian Film Critics' Award. She is working on her first feature documentary Missing 10 Hours with the support of HBO Europe, MEDIA and the Hungarian Film Fund.



Fanni Fazakas

Hungary

Fanni Fazakas is a director and creative technologist. She works across a range of media which includes virtual reality, immersive theatre, and interactive installation. She is also the founder of rumexinaction, Lájv, and co-founder of OCG Media. As the director of M10H she was developing it from the very beginning conceptually and content-vise.

Zara Olsson

The Netherlands

Zara Olsson is a 3D animator from Gothenburg currently based in Rotterdam, where she received her diploma from the Willem de Kooning Academy in 2018. Zara has a particular interest in the translation of socially relevant subjects into relatable narratives, using a blend of motion graphics and character animation.

HAM, Isabelle Kettle & Maf'j Alvarez

Munkination

An immersive hiphopera and VR experience, which places the audience member at the centre of a futuristic adventure story about climate change. The project mixes musical styles and genres, combining live performance with a distinctive graphic world. Munkination won the inaugural Royal Opera House/GUAP Immersive Opera Award in 2019.

HAM

UK

HAM is a freelance illustrator, rapper and music producer exploring ways art and storytelling impact youth culture and public perception. Currently developing Munkination: A Second Chance in partnership with the Royal Opera House, an immersive post-apocalyptic VR experience about climate change and the future of humanity.

Isabelle Kettle

UK

Isabelle Kettle is a British director of opera and theatre whose work has been produced in London and New York. She is the 2019/20 Jette Parker Young Artist Stage Director at the Royal Opera House.

Maf'j Alvarez

UK

Maf'j Alvarez is a UX designer, resident digital artist at Fusebox, Brighton & founder of Root Interactive, focusing on collaborative, interdisciplinary R & D of immersive reality experiences for the arts. Currently developing Holonspace; a framework for creatives to develop meaningful content in VR.

Aude-Emilie Judaïque & Lucie Plançon

Off The Wall

Off The Wall is a multi-user and stand-alone VR installation where participants are immersed into a world of walls and frontiers. The VR experience will be in 3D animation, using archive material for reconstruction and giving the project this symbolic vision of the walls. The experience is conceived to be part of an innovative type of exhibition format.

Aude-Emilie Judaïque

France

Graduate from CELSA-Paris Sorbonne in Communication and in Sociology from Sciences Politiques Paris, Aude-Emilie now works at Radio France. Since 2008, she produced social, cultural and political oriented documentaries, mostly for France Culture. As a mixed-raced woman, she is interested in questions about identity and population movement.

Lucie Plançon

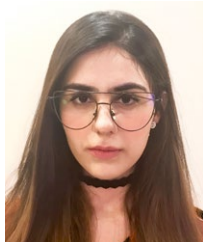
France

Lucie Plançon is multimedia graphic designer based in Paris. After directing an interactive project in 2017, she started working on documentaries and mixing design, journalism and visual arts (with Upian, Camera Lucida...) As well as being a freelance artist, she operates and moderates VR exhibition with different production and distribution companies.

Amena Hayat & Jiyao Zhang

The Language of Silence

In Pakistan, honour is more important than life itself. The Language of Silence allows users to interact with holograms of real Pakistani women, across different socio-economic classes and levels of education, who share their stories of gender disparity, inhumane social laws and violence in the country.



Amena Hayat

USA

Amena Hayat is a creative technologist and social activist from Lahore, Pakistan, and just finished her Masters education at the Interactive Telecommunications Program at NYU. She loves to explore the relationship between good design and empathy. She has a computer science and entrepreneurial background, currently lives in New York City.

Jiyao Zhang

USA

Jiyao Zhang is a Chinese-born, NYC-based experience designer and multimedia artist. She explores the mutable nature of art and design through interactive installations, live performances, videography and photography. Jiyao has a digital media arts background and an MPS degree from the Interactive Telecommunications Program at NYU.

Mentors

Mark Atkin

Mark Atkin is Head of Studies of CPH:LAB and Director of Crossover: experts in the curation and creation of projects combining technical innovation and storytelling. We curate public exhibitions and industry conferences, including Electric Dreams Festival of Immersive Storytelling in London.

Phil Harper

Phil Harper is a BAFTA award winning VR director. Since helping to setup Alchemy VR in 2014 he has written and directed many VR documentaries, including one featuring Sir David Attenborough. His film 'The Antarctica Experience' is showing in specialist cinemas across Australia where it became one of the highest grossing documentaries of 2018.

Vassiliki Khonsari

Cofounder of iNK Stories, Vassiliki Khonsari is a producer and director across multiple screens, including film, games, installations, and virtual reality. Recent titles include HERO, multi sensory/location based VR; FIRE ESCAPE, interactive VR series made in partnership with Google; BLINDFOLD, interactive VR and 1979 REVOLUTION, a cinematic video game.

Jonathan May

Jonathan May is currently Director (maternity cover) for Abandon Normal Devices. As an arts producer and programmer he leads ambitious cross-disciplinary teams to create arts events from building-wide festivals in the favelas of Bogota; installations in Mexico nightclubs; to public artworks at Tate's Turbine Hall.

Annette Mees

Annette Mees is an award-winning artist and immersive theatre director. She is known for her experiential work across art forms mixing live and digital experiences. She is currently the Head of Audience Labs; a new department at the Royal Opera House dedicated to creating new immersive experiences using new technology.

Maude Thibodeau

Following studies in fashion and graphic design, Maude Thibodeau has been designing interactive and engaging projects for over ten years in Montreal. She creates experiences using strong immersive narratives at Dpt., an award winning immersive experience studio at the intersection of film and gaming, art and code, design and research.

Practicalities

Locations

Hotel 27
Løngangstræde 27
1468 Copenhagen

Breakfast is served at Hotel 27
Mon-Fri: 06:30-10
Sat-Sun: 7:30-11.
Lunch and dinners are served
according to the schedule.

Workshop
Skabelonloftet
Refshalevej 167F
1432 Copenhagen

CPH:LAB Contacts

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Ombeline de la Gournerie
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Transportation

Bus 9A
Station close to the **Hotel:** **Stormbroen, Nationalmuseet (Vindebrogade)**
Station close to **Skabelonloftet:** **Refshaleøen (Refshalevej)**

Waterbus 991 & 992
Station close to the **Hotel:** **Det Kongelige Bibliotek, Københavns Havn**
Station close to **Skabelonloftet:** **Refshaleøen, Refshalevej 151, 1432 København K**

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	Refshaleøen	Nordre Toldbod	Holmen Nord	Operaen	Nyhavn	Knippelsbro	Det Kongelige Bibliotek	Bryggebroen	Teglholmen
mandag - fredag	6.25	6.30	6.35	6.40	6.44	6.50	6.55	7.05	7.17
	7.05	7.10	7.15	7.20	7.24	7.30	7.35	7.45	7.57
	7.45	7.50	7.55	8.00	8.04	8.10	8.15	8.25	8.37
	8.25	8.30	8.35	8.40	8.44	8.50	8.55	9.05	9.17
	9.05	9.10	9.15	9.20	9.24	9.30	9.35	9.45	9.57
	9.45	9.50	9.55	10.00	10.04	10.10	10.15	10.25	10.37
	10.25	10.30	10.35	10.40	10.44	10.50	10.55	11.05	11.17
	11.05	11.10	11.15	11.20	11.24	11.30	11.35	11.45	11.57
	11.45	11.50	11.55	12.00	12.04	12.10	12.15	12.25	12.37
	12.25	12.30	12.35	12.40	12.44	12.50	12.55	13.05	13.17
	13.05	13.10	13.15	13.20	13.24	13.30	13.35	13.45	13.57
	13.45	13.50	13.55	14.00	14.04	14.10	14.15	14.25	14.37
	14.25	14.30	14.35	14.40	14.44	14.50	14.55	15.05	15.17
	15.05	15.10	15.15	15.20	15.24	15.30	15.35	15.45	15.57
	15.45	15.50	15.55	16.00	16.04	16.10	16.15	16.25	16.37
	16.25	16.30	16.35	16.40	16.44	16.50	16.55	17.05	17.17
	17.05	17.10	17.15	17.20	17.24	17.30	17.35	17.45	17.57
	18.25	18.30	18.35	18.40	18.44	18.50	18.55	19.05	19.17
	19.05	19.10	19.15	19.20	19.24	19.30	19.35	19.45	19.57
	20.25	20.30	20.35	20.40	20.44	20.50	20.55	21.05	21.17
lør, søn og helligdage	9.45	9.50	9.55	10.00	10.04	10.10	10.15	10.25	10.37
	10.25	10.30	10.35	10.40	10.44	10.50	10.55	11.05	11.17
	11.05	11.10	11.15	11.20	11.24	11.30	11.35	11.45	11.57
	11.45	11.50	11.55	12.00	12.04	12.10	12.15	12.25	12.37
	12.25	12.30	12.35	12.40	12.44	12.50	12.55	13.05	13.17
	13.05	13.10	13.15	13.20	13.24	13.30	13.35	13.45	13.57
	13.45	13.50	13.55	14.00	14.04	14.10	14.15	14.25	14.37
	14.25	14.30	14.35	14.40	14.44	14.50	14.55	15.05	15.17
	15.05	15.10	15.15	15.20	15.24	15.30	15.35	15.45	15.57
	15.45	15.50	15.55	16.00	16.04	16.10	16.15	16.25	16.37
	16.25	16.30	16.35	16.40	16.44	16.50	16.55	17.05	17.17
	17.05	17.10	17.15	17.20	17.24	17.30	17.35	17.45	17.57
	18.25	18.30	18.35	18.40	18.44	18.50	18.55	19.05	19.17
	19.05	19.10	19.15	19.20	19.24	19.30	19.35	19.45	19.57
	20.25	20.30	20.35	20.40	20.44	20.50	20.55	21.05	21.17

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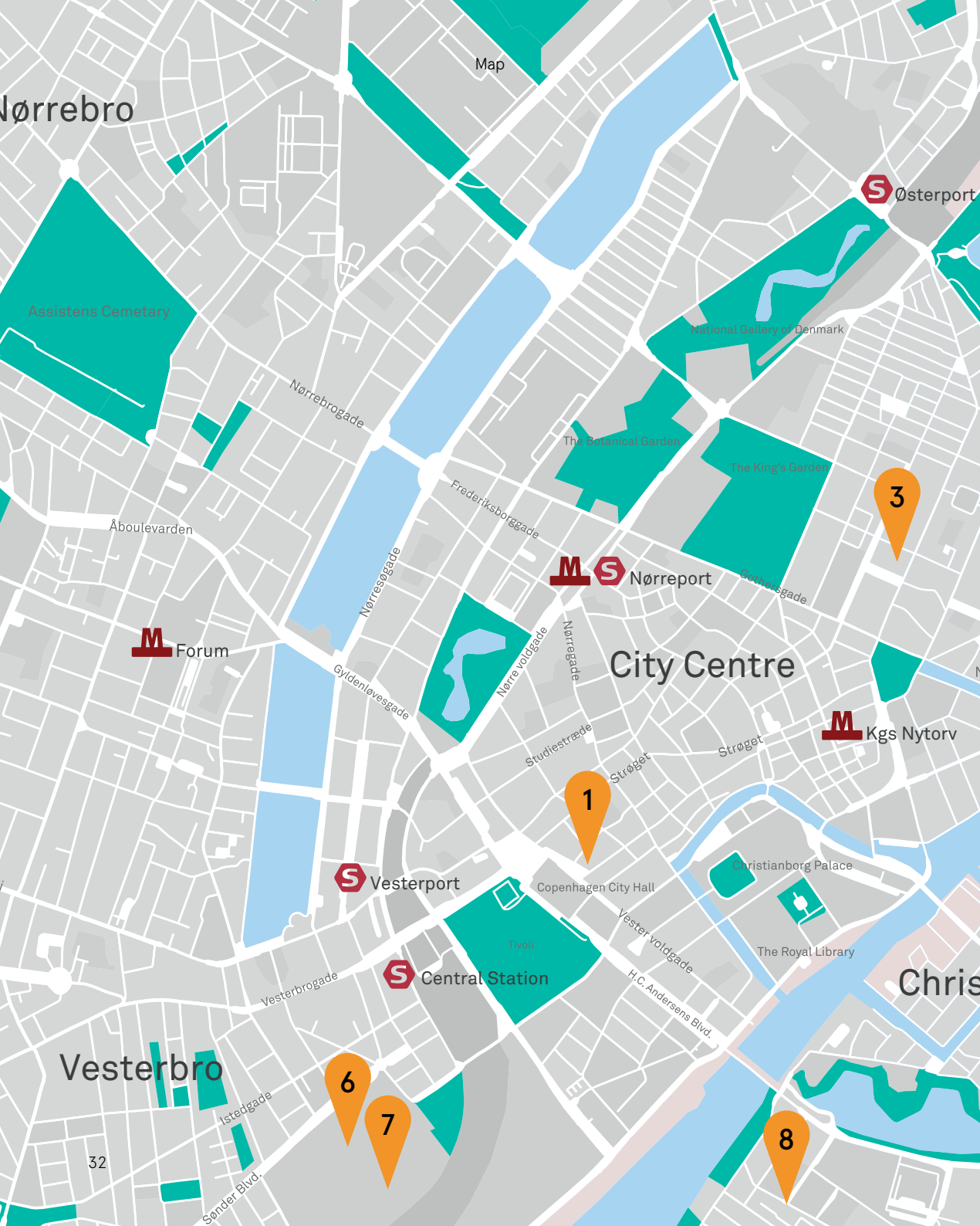
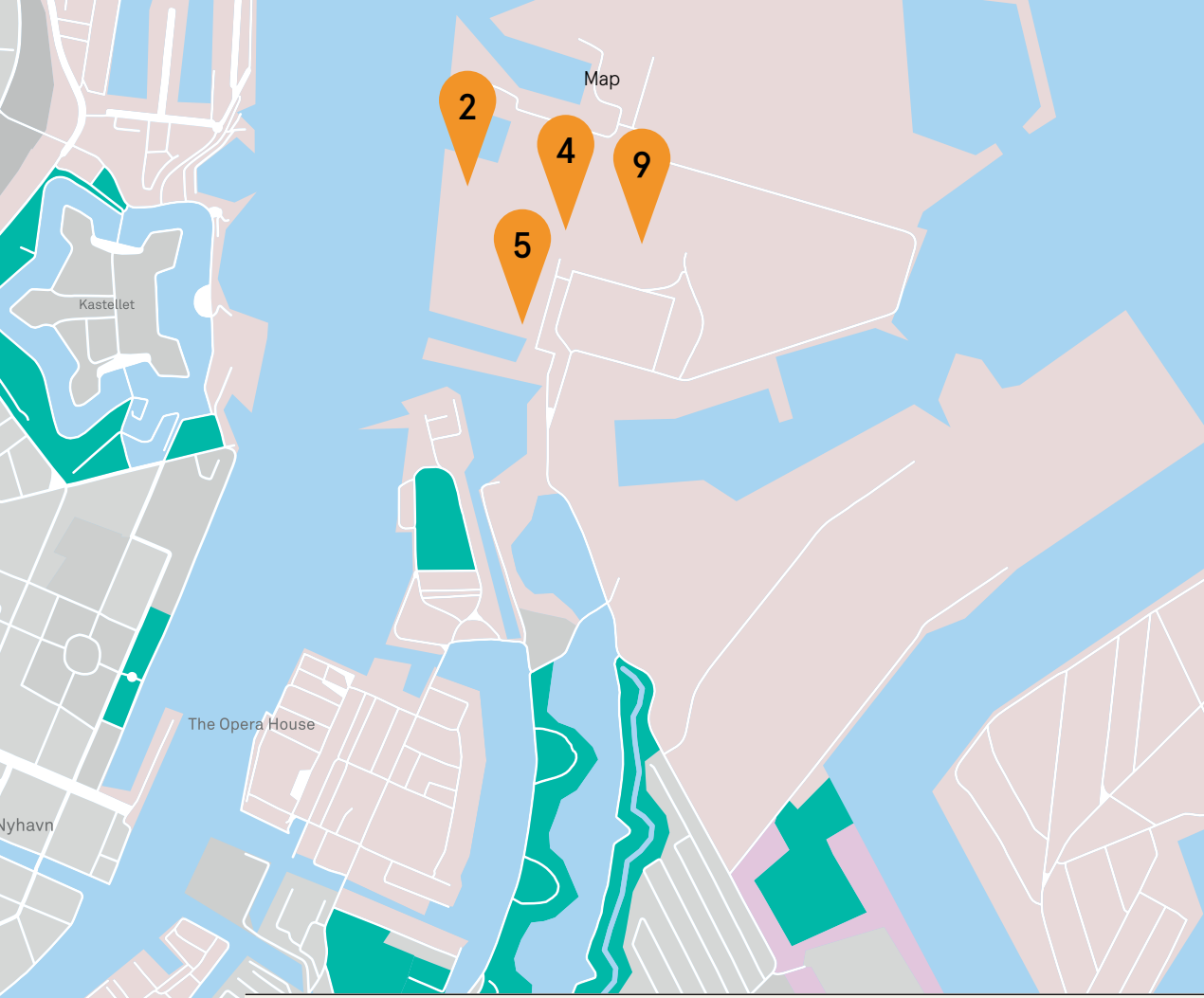
	Teglholmen	Bryggebroen	Det Kongelige Bibliotek	Knippelsbro	Nyhavn	Operaen	Holmen Nord	Nordre Toldbod	Refshaleøen
mandag - fredag	6.45	6.57	7.07	7.11	7.18	7.22	7.26	7.32	7.37
	7.25	7.37	7.47	7.51	7.58	8.02	8.06	8.12	8.17
	8.05	8.17	8.27	8.31	8.38	8.42	8.46	8.52	8.57
	8.45	8.57	9.07	9.11	9.18	9.22	9.26	9.32	9.37
	9.25	9.37	9.47	9.51	9.58	10.02	10.06	10.12	10.17
	10.05	10.17	10.27	10.31	10.38	10.42	10.46	10.52	10.57
	10.45	10.57	11.07	11.11	11.18	11.22	11.26	11.32	11.37
	11.25	11.37	11.47	11.51	11.58	12.02	12.06	12.12	12.17
	12.05	12.17	12.27	12.31	12.38	12.42	12.46	12.52	12.57
	12.45	12.57	13.07	13.11	13.18	13.22	13.26	13.32	13.37
	13.25	13.37	13.47	13.51	13.58	14.02	14.06	14.12	14.17
	14.05	14.17	14.27	14.31	14.38	14.42	14.46	14.52	14.57
	14.45	14.57	15.07	15.11	15.18	15.22	15.26	15.32	15.37
	15.25	15.37	15.47	15.51	15.58	16.02	16.06	16.12	16.17
	16.05	16.17	16.27	16.31	16.38	16.42	16.46	16.52	16.57
	16.45	16.57	17.07	17.11	17.18	17.22	17.26	17.32	17.37
	17.25	17.37	17.47	17.51	17.58	18.02	18.06	18.12	18.17
	18.05	18.17	18.27	18.31	18.38	18.42	18.46	18.52	18.57
	19.25	19.37	19.47	19.51	19.58	20.02	20.06	20.12	20.17
	20.05	20.17	20.27	20.31	20.38	20.42	20.46	20.52	20.57
	21.25	21.37	21.47	21.51	21.58	22.02	22.06	22.12	22.17
lør, søn og helligdage	10.05	10.17	10.27	10.31	10.38	10.42	10.46	10.52	10.57
	10.45	10.57	11.07	11.11	11.18	11.22	11.26	11.32	11.37
	11.25	11.37	11.47	11.51	11.58	12.02	12.06	12.12	12.17
	12.05	12.17	12.27	12.31	12.38	12.42	12.46	12.52	12.57
	12.45	12.57	13.07	13.11	13.18	13.22	13.26	13.32	13.37
	13.25	13.37	13.47	13.51	13.58	14.02	14.06	14.12	14.17
	14.05	14.17	14.27	14.31	14.38	14.42	14.46	14.52	14.57
	14.45	14.57	15.07	15.11	15.18	15.22	15.26	15.32	15.37
	15.25	15.37	15.47	15.51	15.58	16.02	16.06	16.12	16.17
	16.05	16.17	16.27	16.31	16.38	16.42	16.46	16.52	16.57
	16.45	16.57	17.07	17.11	17.18	17.22	17.26	17.32	17.37
	17.25	17.37	17.47	17.51	17.58	18.02	18.06	18.12	18.17
	18.05	18.17	18.27	18.31	18.38	18.42	18.46	18.52	18.57
	19.25	19.37	19.47	19.51	19.58	20.02	20.06	20.12	20.17
	20.05	20.17	20.27	20.31	20.38	20.42	20.46	20.52	20.57
	21.25	21.37	21.47	21.51	21.58	22.02	22.06	22.12	22.17


Map
Nørrebro
Østerport
Assistens Cemetary
National Gallery of Denmark
Nørrebrogade
The Botanical Garden
The King's Garden
3
Åboulevarden
Frederiksborgade
Nørresøgade
Nørreport
Gothersgade
Forum
Nørre voldgade
Nørregade
City Centre
Gyldenløvesgade
Kgs Nytorv
Studiestræde
Strøget
Strøget
1
Christianborg Palace
Vesterport
Copenhagen City Hall
Vester voldgade
Tivoli
The Royal Library
Central Station
H.C. Andersens Blvd.
Vesterbrogade
Chris
Vesterbro
6
7
8
Istedgade
32
Sønder Blvd.



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   Løngangstræde 27, 1468 Copenhagen

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   Refshalevej 167F, 1432 Copenhagen

3. **Restaurant Bazaar**
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4. **Reffen**
   Refshalevej 167A, 1432 Copenhagen

5. **Aamanns**
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