

PHAM  
MINH  
HIÊU

Untitled

(

Events

)

7

Information

fo

Exhibition

PHAM  
MINH  
HIÊU

Untitled

(  
Events  
7

## PRESS RELEASE

February 29, 2024

Ho Chi Minh City, Vietnam

Galerie Quynh is excited to announce the opening of *Untitled (7 Events)* – a major solo exhibition by Hanoi-based artist **Pham Minh Hieu**. Presenting work developed over the past 10 years, the exhibition reflects the core ideas that represent the artist’s practice. An exhibition of exhibitions, *Untitled (7 Events)* has theoretical underpinnings in speculative realism<sup>1</sup> and new materialism<sup>2</sup>. Pham has created imaginative ‘total installations’ that immerse spectators in an aesthetic experience. This way of making allows for divergence where different disciplines and genres intertwine, their boundaries fraying and transforming.

*Untitled (7 Events)* unfolds in fragments that float, rest, glide and accelerate over three floors, existing across different scales and temporalities, each exerting their own autonomy and agency. Pham states, “I don’t believe that the exhibition is somehow larger than the sum of its parts, the individual installations. I am an advocate for the heterarchical thinking of Bruno Latour and his belief that ‘the smallest entities are always richer in difference and complexity than their aggregates’ and ‘the big, the whole, the great [...] is only a simpler, more standardized version [of the small].”

Divided into individual rooms – *Somewhere*, *The Gallery*, *The Study* and *The Laboratory for Experimental (Meta)physics* – the ensemble of events is disorienting, challenging our senses of perception, biases, and logic. Throughout the exhibition (1 event), independent installations (5 events) lure spectators (1 event) in with a vague sense of the familiar but then confound with works that require a suspension of belief. Spectators are trapped in the tension between their own subjectivity and the conflict that exists in the unknown objects themselves. To

---

<sup>1</sup> Shaviro, S. (2015). Speculative Realism - a primer. *Terremoto*.  
<https://terremoto.mx/en/revista/speculative-realism-a-primer>

<sup>2</sup> Dolphijn, R., & Tuin, I. V. D. (2012). “Matter feels, converses, suffers, desires, yearns and remembers”. In Dolphijn, R., & Tuin, I. V. D. (Eds.), *New Materialism: Interviews & Cartographies* (pp. 48-70). Open Humanities Press. <https://quod.lib.umich.edu/o/ohp/11515701.0001.001/1:4.3/--new-materialism-interviews-cartographies>

paraphrase Graham Harman, the founder of object-oriented ontology<sup>3</sup>, objects can only be approached obliquely; they cannot be translated perfectly. An object is more than its description or anything that can be done with it. Pham's events suggest the inexhaustible. They are wonderfully strange, filled with allusion that cannot be literalized.

Each of the individual events becomes entangled with the beholder and collapses hierarchies between modes of perception, materials, and making: handmade mosaics from the ancient ceramic village of Bat Trang collide with modern scanning electron microscopy; a spectator responding to innovative sound engineering runs up and down the stairwell in an attempt to comprehend intangible conversations; the longstanding genre of self-portraiture is reimaged in the form of a kinetic cast of the artist's arm wired with a GPS to track his movements in real time; a dreamy, neon-lit, sand-filled room reveals a spatial sketch of an Einstein *gedanken* experiment; and stepping onto an embankment in a darkened room propels us on a perpetual train journey to the unknown.

## ABOUT PHAM MINH HIEU

Pham Minh Hieu (born 1996, Hanoi) holds a BA with Honors in Art Practice from Stanford University. His interdisciplinary, collaborative practice is informed by creative thinkers in fields spanning philosophy, physics, technology and anthropology. Pham often traverses various modes of making from artificial intelligence, nanofabrication, and additive manufacturing to traditional crafts like glassworking, son mai (lacquer), and kham trai (pearl inlay) to create *things* at their fundamentals. He installs his work into dwellings he calls 'total installations,' where things are quested to speculate reality as they gather and unfold across scales.

Notable exhibitions include *Fractured Times*, The Outpost, Hanoi, Vietnam; *Pham Minh Hieu: Nhu the la (Quasi)*, AGOhub, Hanoi, Vietnam; and *O day & Bay gio (Here & Now)*, 93 Dinh Tien Hoang, Hanoi, Vietnam. In 2021, Pham was the recipient of the John Shively Fowler Award in Photography at Stanford University. He is based in Hanoi.

---

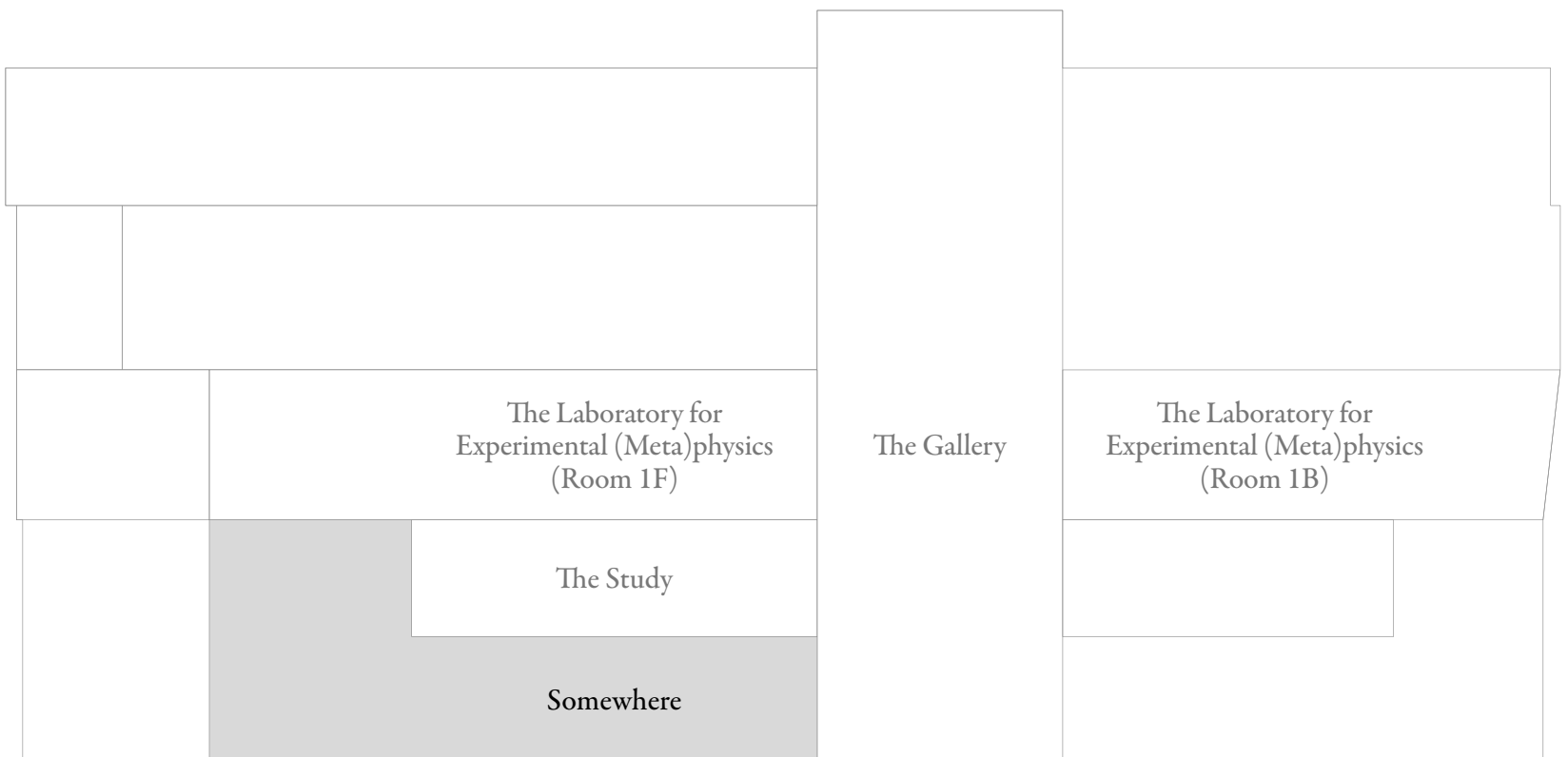
<sup>3</sup> Harman, G. (2020). History Lessons No 4: 'Substance over Circumstance'. *ArtReview*, Issue 2014. <https://artreview.com/history-lessons-1-april-2020-september-2014-graham-harman>

## ABOUT GALERIE QUYNH

Recognized as Vietnam's leading contemporary art gallery, Galerie Quynh has been actively promoting contemporary art practice in the country for over two decades. The gallery maintains a consistent and focused program promoting emerging, mid-career and established artists in Vietnam and internationally. Operating in a country that lacks a strong art ecosystem, the gallery is a hybrid space that serves its community through its public programs and support of art education. The gallery regularly collaborates with artists, curators, museums, and cultural organizations locally and internationally to organize talks and lectures as well as produce publications in English and Vietnamese. In May 2014 the gallery founded the not-for-profit educational initiative 'Sao La' directed by artists Tung Mai and Nguyen Kim To Lan. 'Sao La' has since evolved into an independent artist collective spearheaded by To Lan and Dalat-based artist Nguyen Duc Dat. In summer 2020 with support from the Goethe-Institut, the gallery launched the not-for-profit 'CáRô,' an educational initiative that provides art education for students aged 13-18 who show demonstrative interest in the arts.

A new chapter began in December 2017 when the gallery moved to a 600 sqm space in Dakao, District 1. Spread over four floors, the gallery is able to produce more ambitious programming and play an even more vital role in the cultural community in Vietnam.

## Ground floor



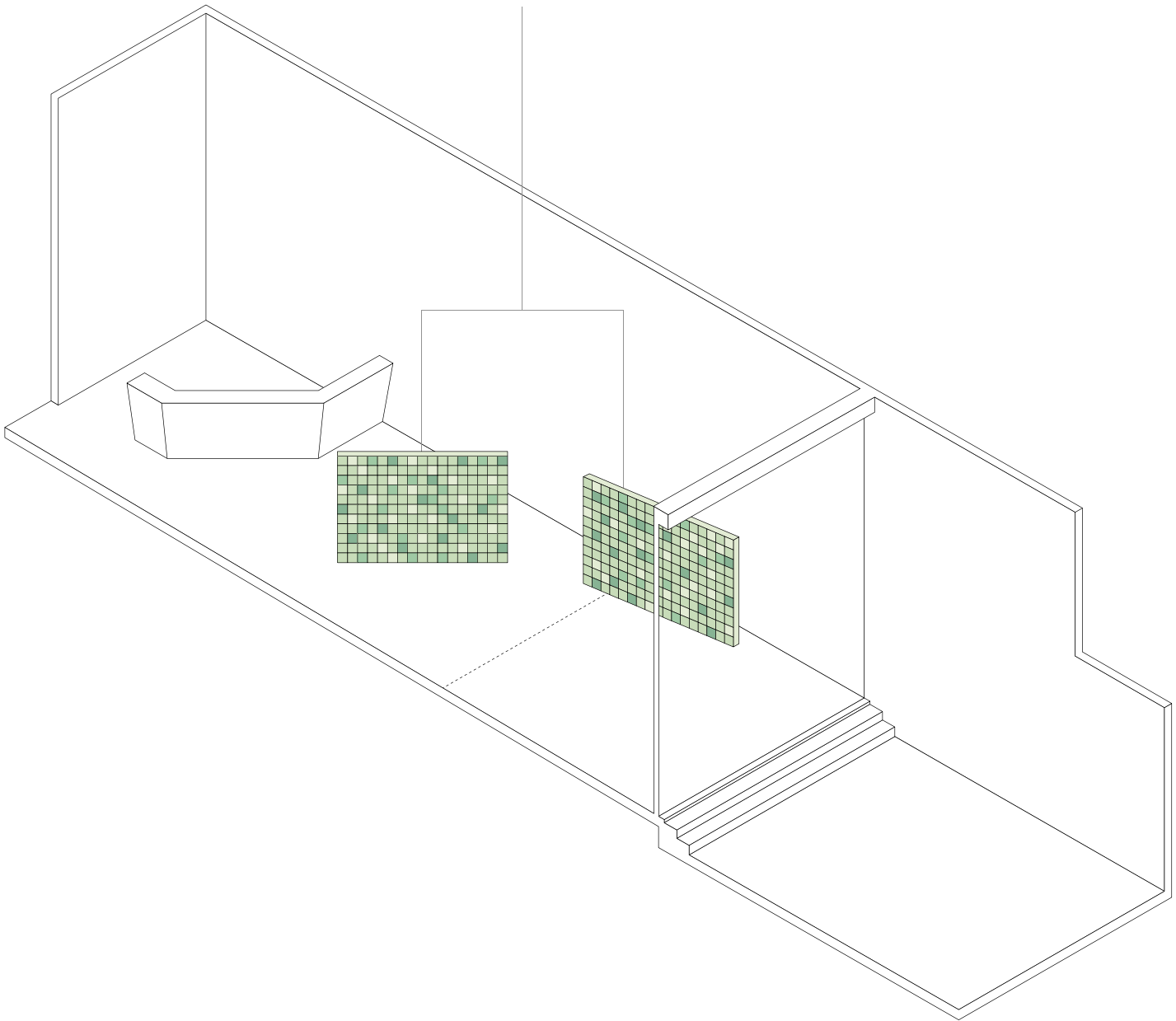
A meditation on reality across scales and our attempt to confirm its existence. The observable results are ‘somewhere’ – constructs where the observer, the apparatus (observing device) and the observed are entangled. *“Somewhere is a real place. It cannot be confirmed, approached, or arrived at. Yet it exists.”*

PHAM  
MINH  
HIÊU

Untitled

(  
Events  
7

*Somewhere* (diptych)



**Installation**

Somewhere

**Medium**

Mosaic of  
polychrome-glazed  
ceramic tiles

**Dimensions**

Left panel:  
182 × 322 × 4.5 cm

Right panel:  
181.5 × 322.5 × 4 cm

**Year**

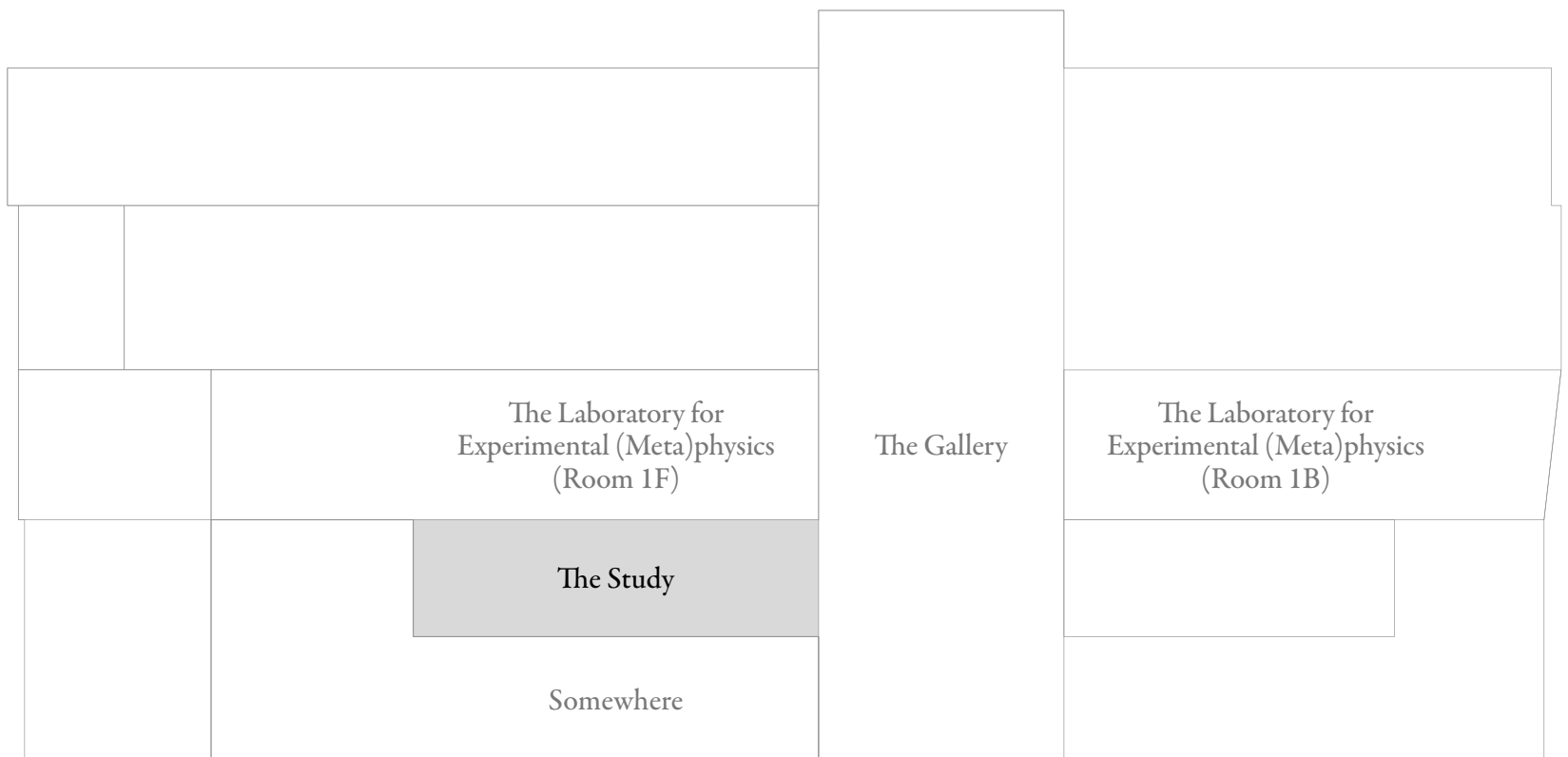
2024

PHAM  
MINH  
HIÊU

Untitled

(  
Events  
7

## Mezzanine



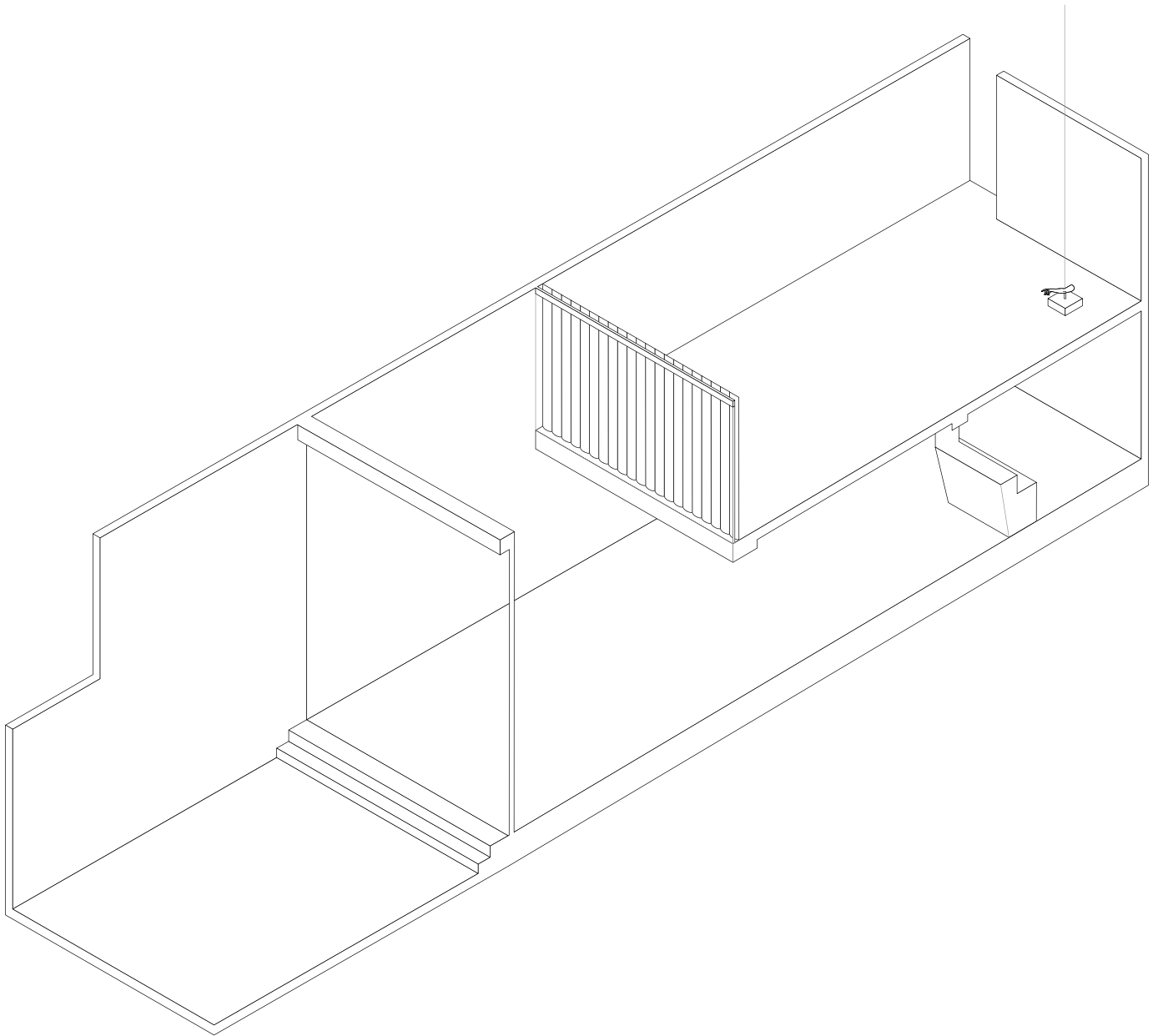
A reflection on one's path in life. It situates *Where is Hieu?*  
– an autonomous sculpture that always points to  
Pham Minh Hieu's present location.

PHAM  
MINH  
HIÊU

Untitled

(  
Events  
7

*Where is Hieu?*



**Installation**

The Study

**Medium**

Plaster cast of artist's arm,  
motor, electronics, aluminum,  
white sheer curtain, staged  
unidirectional lighting

**Dimensions**

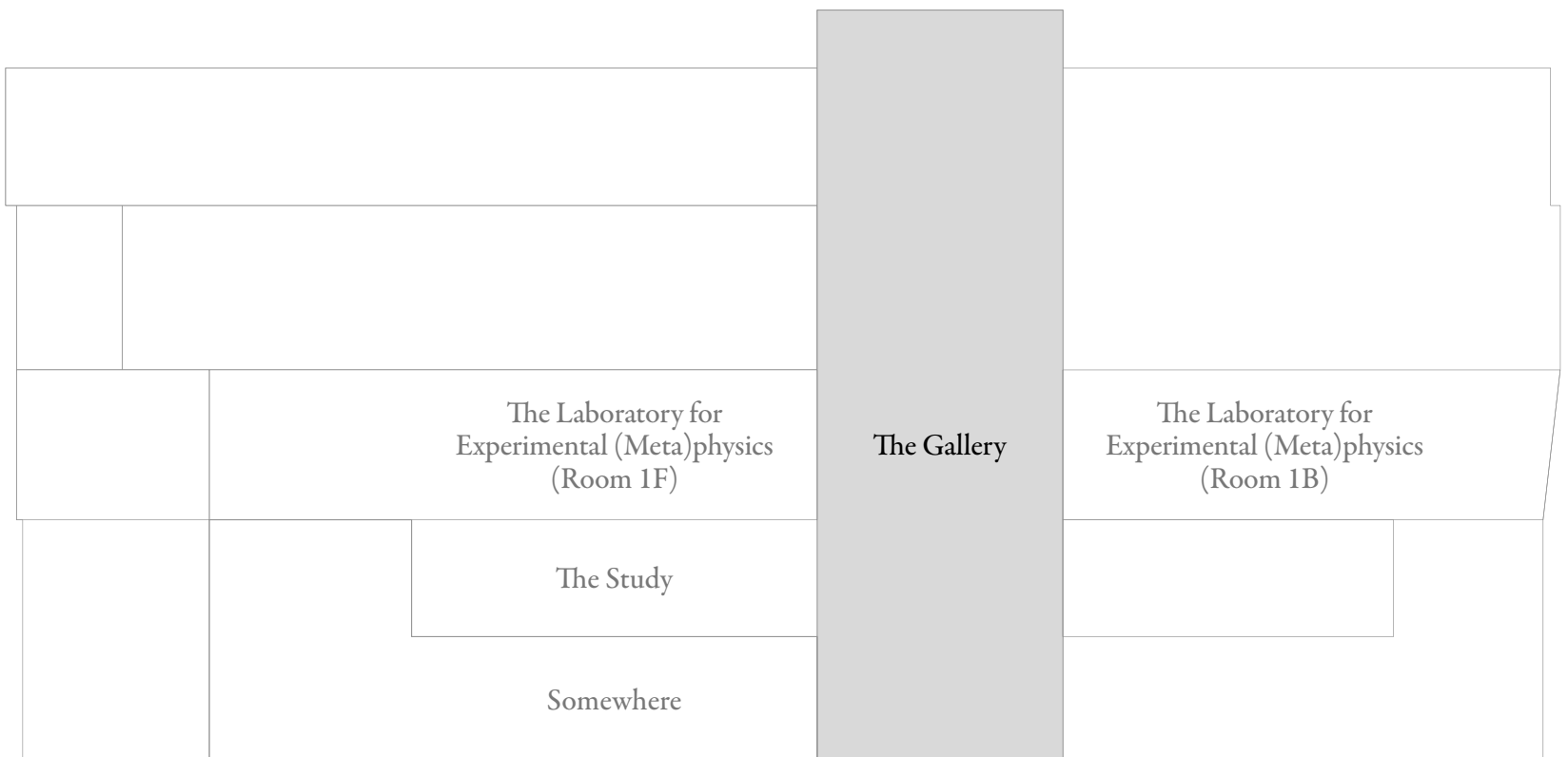
Variable, plaster cast:  
9.5 × 49.5 × 8.5 cm

**Year**

2024



## Staircase



A musing on the paradoxes of historical construction,  
which is inaccessible to its present participants, and  
credible when it is subjective and personal.

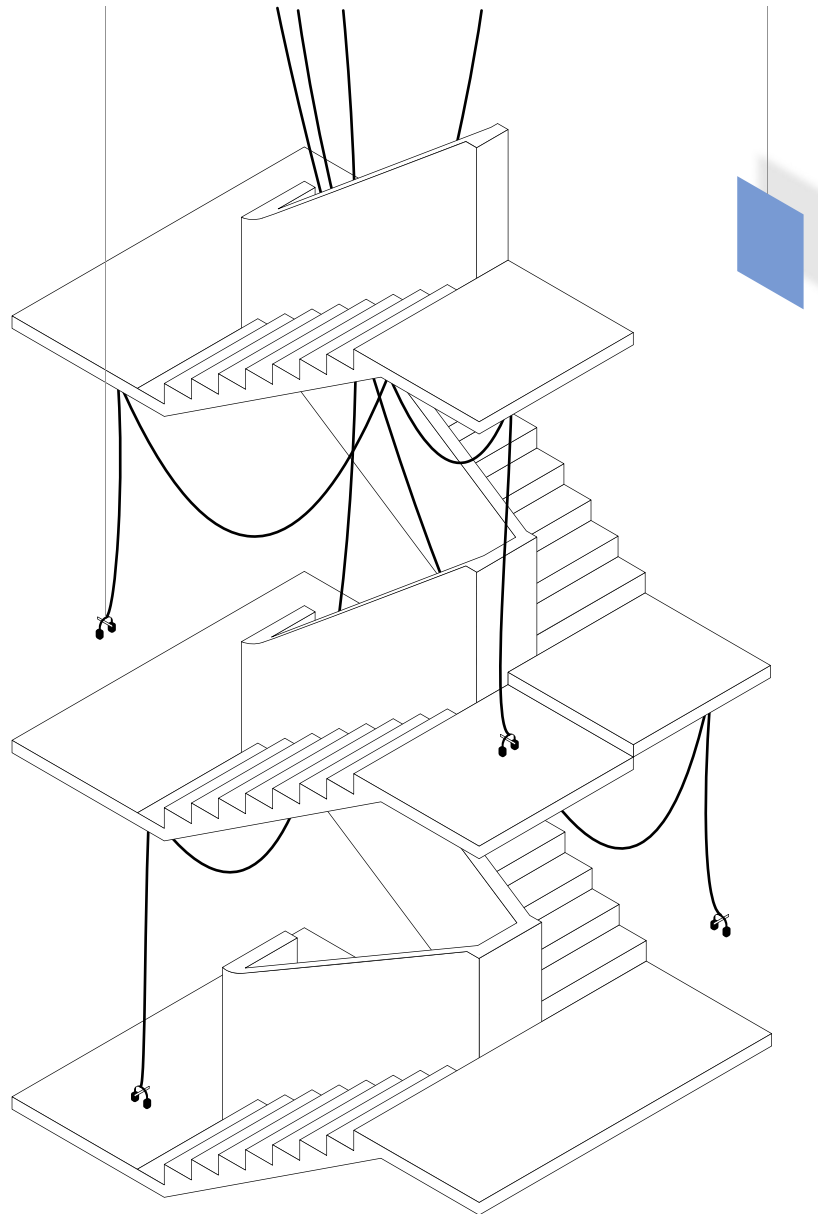
PHAM  
MINH  
HIÊU

Untitled

(  
Events  
7

Apparatus to  
*The Gallery*

*the line #2* (2016)



**Installation**

The Gallery

**Medium**

Multi-perspective,  
generative sound installation,  
*the line #2* (2016) by  
Tran Van Thao, LED light

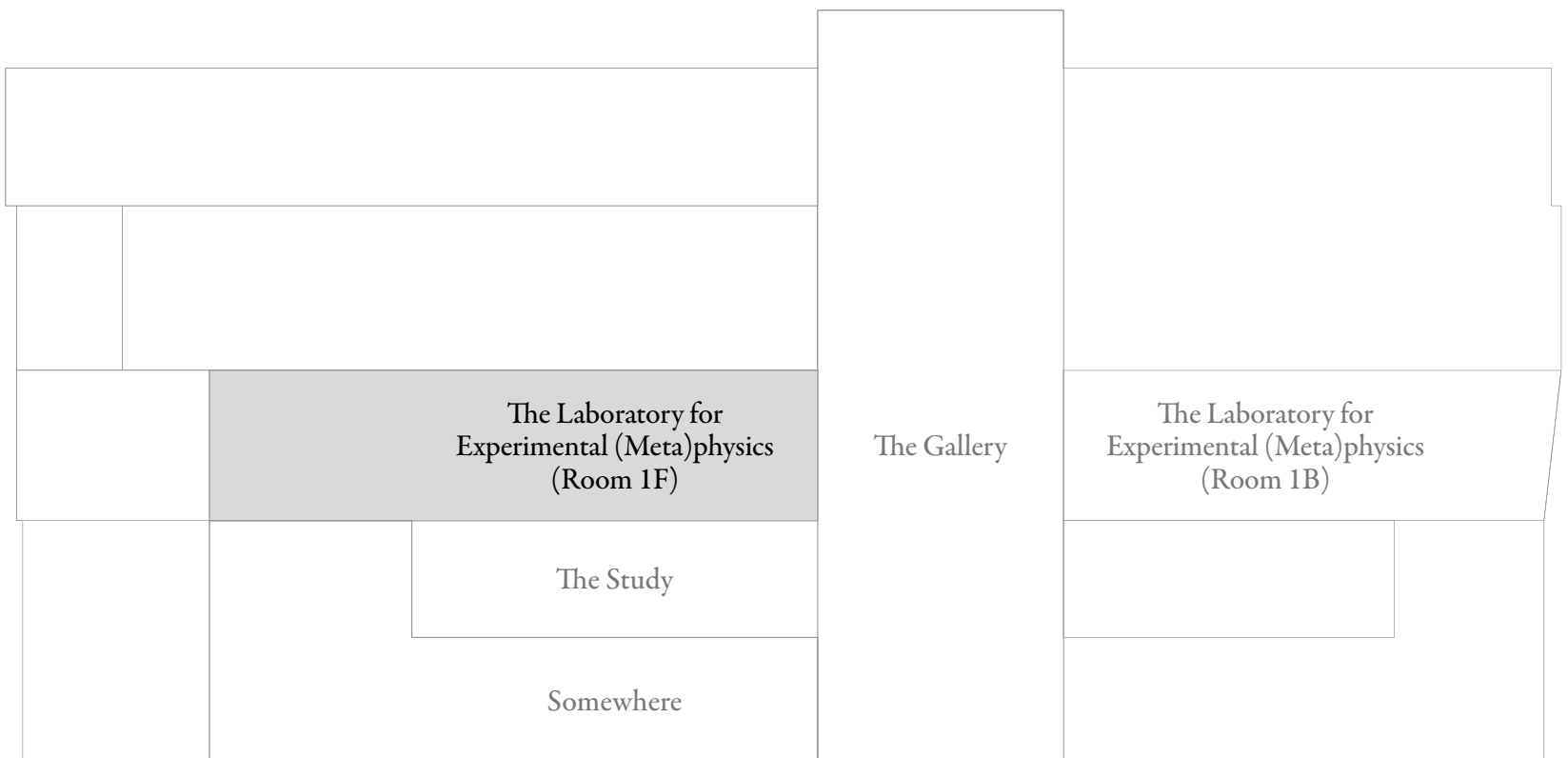
**Duration**

Gallery business hours  
(10 am - 7 pm),  
Tuesday - Saturday

**Year**

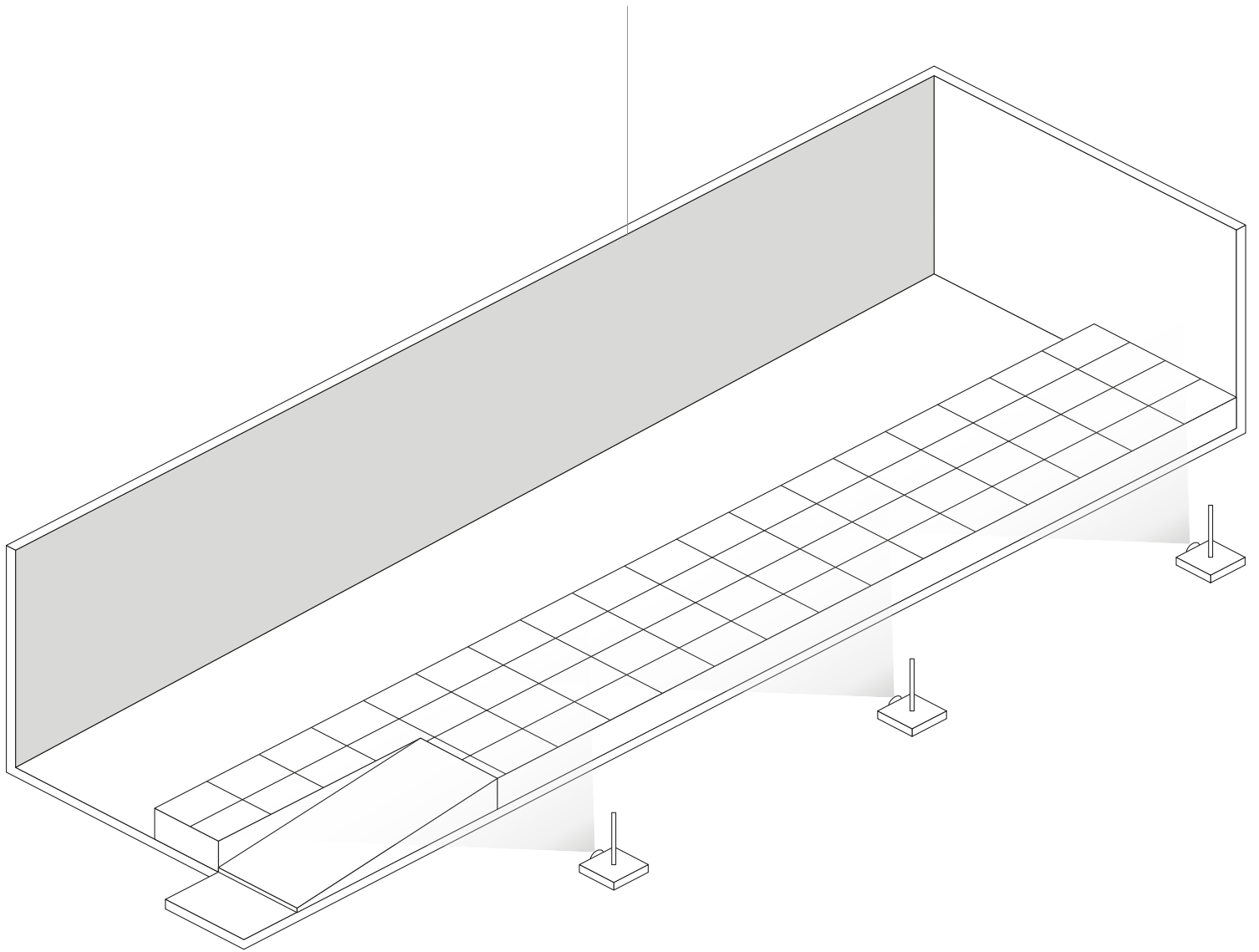
2024

**Second Floor  
(Front Room)**



A meditation on the (after)life of a thing (in this specific case, an artwork) and the ontological composition of an ‘event.’ As a revisitation of artist Pham Minh Hieu’s first artwork, the installation invites its beholders to return to where his practice began, and witness how this artwork has been informing his artistic pursuit over the past 10 years. The front room reenacts the first room of *Here & Now*, 2014 through a study (video installation) of the present, which according to the artist, is durational and ordinary.

*Here & Now (2023)*



**Installation**

The Laboratory  
for Experimental  
(Meta)physics  
(Room 1F)

**Medium**

Site-specific video installation,  
5.1 surround sound, wooden  
bench, matte ceramic tiles,  
elevated structure

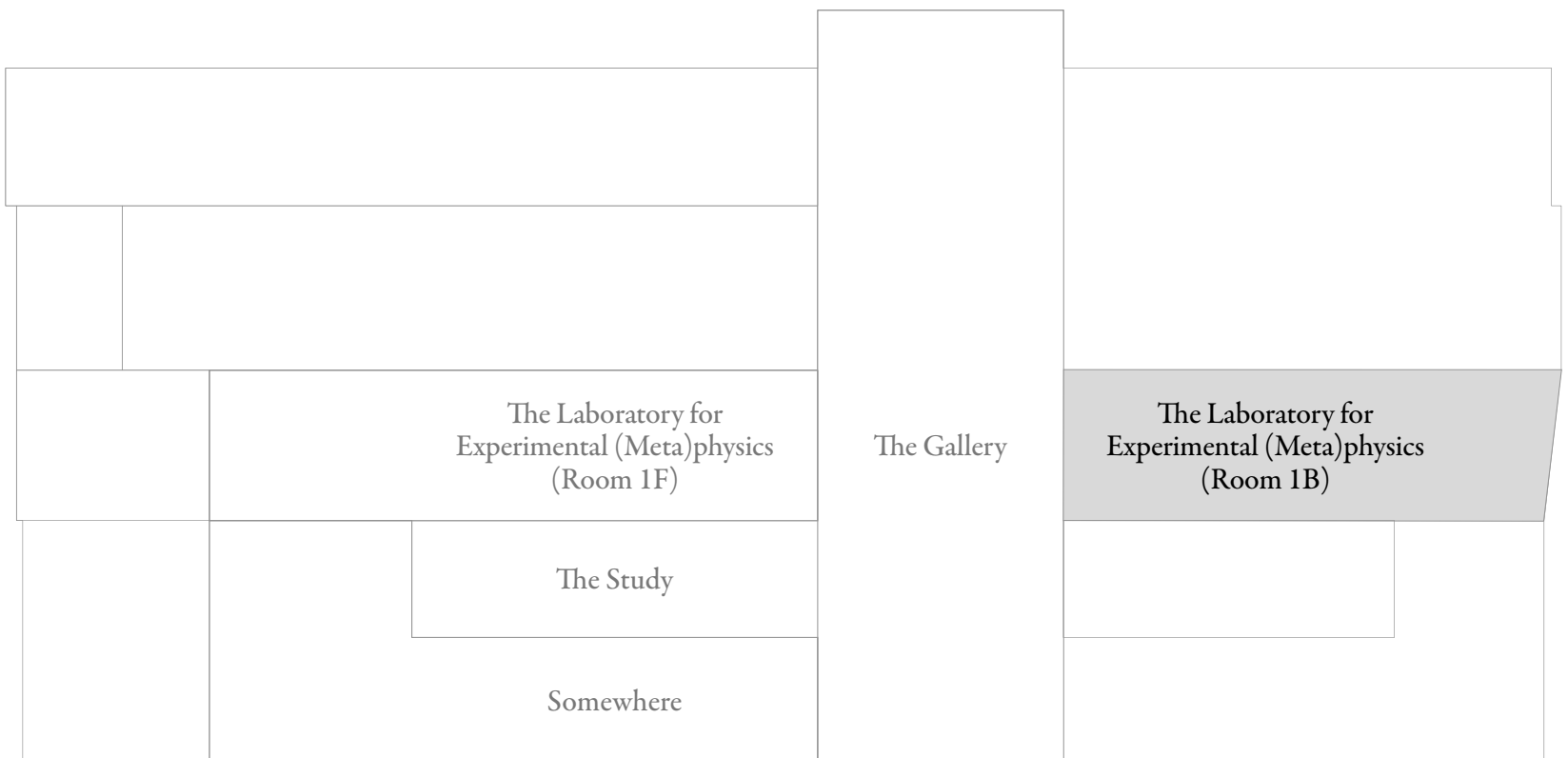
**Duration**

Variable

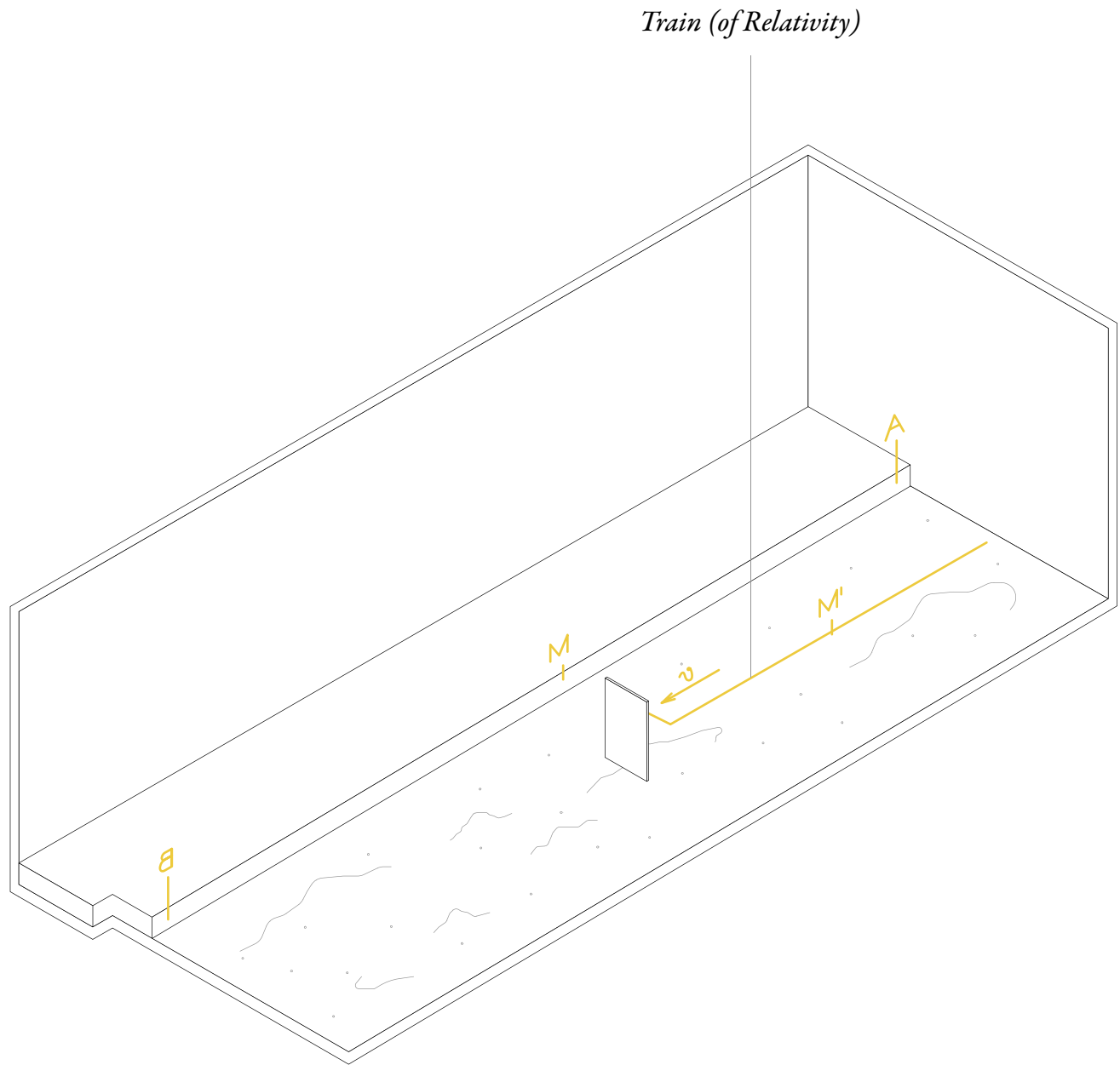
**Year**

2024

**Second Floor  
(Back Room)**



The back room, subtitled *Embankment for Ideal Meditation*, reexamines the second room of *Here & Now*, 2014. The installation uses neon to spatially sketch out the exact illustration of Einstein’s thought experiment on the relativity of simultaneity in 1916. Neon, the preferred material for conceptual artists like Joseph Kosuth, links “thought experiment” with “conceptual art,” and pays homage to the art form that continues to inspire the artist's practice.



| Installation  | Medium  | Dimensions    | Year |
|---|---|---------------|------|
| The Laboratory for Experimental (Meta)physics (Room 1B) | Neon 3500K, one-way mirror, fine white sand, elevated structure | Site-specific | 2024 |

**STUDIO PHẠM MINH HIẾU**

**SPECULATION**

**Artist assistant / Project manager**

Phan Hải Anh

**Artistic and curatorial advisor**

Vũ Đức Toàn

**Studio assistant**

Hoàng Thị Khánh Chi

Hàn Văn Hào

Trần Khánh Linh

Nguyễn Phạm Thanh Tùng

**ADMIN**

**Studio director**

Phạm Quỳnh Nhi

**Director assistant**

Nguyễn Hiền

**PRODUCTION**

**Producer**

Ngô Quang Tùng

**Project coordinator**

Phan Minh Quang

**Producer assistant**

Phan Anh Vũ

**Photography**

Nguyễn Mạnh Hữu

Lê Lai

Đặng Trung Thắng

**GRAPHIC DESIGN**

**Graphic design and illustrator**

Phùng Thanh Nam

**Design consultant**

Nguyễn Nhật Ánh (Đĩnh Collective)

**GALERIE QUYNH**

**Founder / Director**

Quỳnh Phạm

**Co-Founder / Co-Director**

Robert Cianchi

**Curatorial assistant**

Phạm Ánh Ngọc

**Public programs / Communication**

Phạm Hữu Bạch Tùng

**Admin**

Phạm Bích Trâm

**Art handler**

Phạm Thế Vũ

**Registrar**

Tilly Winter-Shipkov

**Curatorial research**

Hoàng Anh Thư

**Graphic design**

Ngô Ngọc Thuý Vy

PHẠM  
MINH  
HIỆU

Untitled

(  
Events  
7

## EXHIBITION DESIGN AND PRODUCTION

### EXHIBITION DESIGN

#### **Art director**

Duy Đào (Studio DUY)

#### **Production manager**

Trần Khánh Quân

#### **Digital invitation design**

Nguyễn Hữu Thiện (Callimotion)

### ARCHITECTURE ADVISOR (ARB)

#### **Project coordinator**

Phùng Thị Xuyên

#### **Architectural model-making**

Bùi Doãn Duy

Vũ Thị Thảo

Kiều Đức Đại

### EXHIBITION PRODUCTION AND FABRICATOR

#### **In Hanoi (Attach)**

Nguyễn Thành Chung

#### **In Ho Chi Minh City**

Bùi Văn An



PHẠM  
MINH  
HIỆU

Untitled

( Events )  
7

**SOMEWHERE**

\*

**QUANG MINH CERAMIC PORCELAIN COMPANY**

**MANAGEMENT**

**Project manager**

Merited artisan Nguyễn Quý Sơn

Nguyễn Thị Thu Hằng

**Project coordinator**

Hoàng Long

Nguyễn Phương Thảo

**ARTWORK ANALYSIS AND TRANSFORMATION**

**Leader**

Vương Văn Sang

**Assistant**

Lê Tôn Quyền

Nguyễn Ngọc Huyền

And the employees of Quang Minh Ceramic porcelain company

\*

**MINH CHƯƠNG CONSTRUCTION COMPANY**

**SITE CONSTRUCTION**

**Design and fabricator of artwork frame**

PHẠM  
MINH  
HIỆU

Untitled

( Events )  
7

## THE STUDY

\*

HANOI UNIVERSITY OF SCIENCE AND TECHNOLOGY  
RESEARCH GROUP

### **Mechatronics Consultant**

Dr. Nguyễn Anh Dũng

### **Mechatronics engineer**

Nguyễn Văn Bảo

### **Software engineer**

Lê Hồng Dương

### **Electrical system designer**

Hàn Văn Hào

PHẠM  
MINH  
HIỆU

Untitled

( Events )  
7

**THE GALLERY**

\*

**SOUND DESIGN**

**Sound director**

Jing Ng

**SOUND RECORDER AND DESIGNER (A.T SOUND STUDIO)**

**Sound recording and post production**

Arnaud Soulier

Hoàng Thị Thu Thủy

**Voice talent**

Nguyễn Thị Thanh Huyền

**SOUND SYSTEM (STAGE PRO)**

**Project coordinator**

Nguyễn Thành Nam

**Sound system technician**

Bùi Văn Toàn

PHẠM  
MINH  
HIỆU

Untitled

( Events )  
7

**THE LABORATORY  
FOR EXPERIMENTAL (META)PHYSICS  
(ROOM 1F)**

\*

**PRE-PRODUCTION (ECLIPS)**

**Director of picture**

Nguyễn Vũ Hoàng

**Camera operator**

Nguyễn Tiến Lộc

Đỗ Việt Hùng

**Camera technician**

Cổ Huy Minh

Vũ Anh Đức

Nguyễn Đắc Phúc

Quyền Lê Dương

Lê Anh Dũng

**Digital imaging technician**

Vũ Huy Hùng

**POST-PRODUCTION (METIS POST STUDIO)**

**Editor**

Vũ Hoàng Hải

Nguyễn Duy Khánh

**Colorist**

Trần Công Minh

**Sound designer**

Nguyễn Phước Long

**PROJECTION MAPPING**

**Project technician**

Harry Phan

**Sound designer and system engineer**

Jing Ng

**Equipment installation (Stage Pro)**

Nguyễn Thành Nam

Bùi Văn Toàn

**SITE CONSTRUCTION**

**Fabricator of elevated structure**

Nguyễn Minh Tùng

PHẠM  
MÌNH  
HIỆU

Untitled

( Events )  
7

**THE LABORATORY  
FOR EXPERIMENTAL (META)PHYSICS  
(ROOM 1B)**

\*

**Neon Fabricator**  
Trần Công Nhân

**SITE CONSTRUCTION**  
**Fabricator of elevated structure**  
Nguyễn Minh Tùng



GALERIE QUYNH CONTEMPORARY ART

118 Nguyen Van Thu, Dakao,  
District 1, Ho Chi Minh City, Vietnam

+84 28 3822 7218  
[info@galeriequynh.com](mailto:info@galeriequynh.com)  
[www.galeriequynh.com](http://www.galeriequynh.com)