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Art beat: Boris, the universe and the Museum of Everything

From folk art to the Gramophone awards via Tory satire, there's a great deal going on in the arts this week

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Outside the mainstream ... Henry Darger's *Untitled* (detail) c.1940-1960 Photograph: The Museum of Everything

Eastenders last night, but an actor is to give a much more amusing approximation of the man in the playlets scattered throughout this new documentary.

The story has been put together with the help of Johnson's Oxford contemporary Toby Young, who also appears on screen doing a mysterious Gorbachev impersonation due to a large red scab on the top of his pate. The proceedings kick off with the sort of assertion that's building the reputations of both Cameron and Boris as political goliaths of the international scene before either of them have yet wielded much power nationally. These are, we are told, "the two most successful politicians of their generation". What about the current foreign secretary, David Milliband, who was at university with them? Or, going back a little, the late Benazir Bhutto, one of Johnson's predecessors on the debating floor of the Oxford Union? Didn't she lead quite a big country?

Art that got away

Just like sport, art is "done" by many people who don't think of themselves as artists. So what happens to their work? An exhibition that starts on 14 October, to coincide with the Frieze art fair, will attempt to showcase art by those outside the mainstream who make things with a therapeutic motivation or because they are part of a folk tradition. The contention of the show, The Museum of Everything (not to be confused with John Lloyd's Radio 4 entertainment show), is that such "secret" art is plundered by professionals and yet rarely seen by the public. Find this assorted work laid out in a quiet street in north London behind an unimposing black door. Work in the free exhibition has been selected by Jarvis Cocker and Nick Cave, among others, who explain their choices.

Pappano's pomp

This evening sees the Gramophone awards ceremony celebrating the best of classical music and saluting, in particular, the talent of Essex-born Antonio Pappano. Aside from

premiering his new production of Tristan and Isolde at the Royal Opera House in Covent Garden, the maestro has had soaring success with his musical directorship of the Accademia Nazionale di Santa Cecilia, Italy's best known symphonic orchestra. Their recording of Madame Butterfly, made with Angela Gheorghiu in Rome's Auditorium Parco della Musica, is singled out for special praise. EMI had vowed not to record more opera, but changed its mind for this one. The orchestra, languishing in the lower orders last year, is now ranked by Classic FM magazine as one of the top 10 outfits in the world. The awards results will go up live on the Gramophone website and are published in the magazine on Saturday.

Hip-Hop Hurray

Veteran music pundit Paul Gambaccini told me last month that rock was dead, and that even hip-hop was in trouble. Speech Debelle might beg to differ after her win on Mercury prize night, but if being the subject of a major exhibition confirms the end of an era then Gambaccini was right. Urbis in Manchester launches its new show Home Grown: The Story of UK Hip-Hop on 15 October. The displays chart the emergence of the sound in this country with photos from the personal collections of stars such as DJ Milo of the Wild Bunch and there is film footage from Malcolm McLaren's archive. Flyers, posters and clothing all recreate the moment when this street movement moved from the sidewalks of the US to our own rainy pavements.

Light-footed fun

While we are on the street ... a strange new game-cum-art event is to be unleashed on the world, or at least the north-east of England later this month. Great Street Games is a virtual electronic open-air sport that has been designed so that participants in three places, Sunderland, Middlesbrough and Newcastle, can compete against each other. The game, which coincides with the Great North Run, uses projected light and thermal imaging technology to create a court in each location where movement triggers light

effects. A ball of brightness can be manipulated by players for the 90-second duration of a game. The town or city with the most points will win.

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