

An art project from T+T

The art project **Virtuelle Mauer/ReConstructing the Wall** reconstructs a section of the vanished Berlin Wall – not in “real life” but as a virtual simulation.

The principles of the artist team **T+T** are:

Tamiko Thiel, a German-American virtual reality artist, and **Teresa Reuter**, a German architect and 3D artist at the metroGap e.V. – Association for Urban Theory and Practice.

"Where was the Wall?"

"Are we in the East or the West?"

These questions are constantly posed by visitors – and even residents – in Berlin. As the premiere symbol of the division of the world into two opposing political systems, the desire was strong in both East and West Berlin to eliminate the Wall as quickly as possible. Within a year after its fall in November 1989, almost all traces of it had been removed.

For those who did not experience the Wall themselves, the effects of this structure on Berlin's urban space, and the continuing political and sociological divisions of the “Wall in people heads,” are not comprehensible today. Young people especially have difficulty understanding the threat posed by the Wall and the constraints it created in everyday life.

In this artwork we will rebuild a section of this historically significant structure in a virtual space. Our approach goes far beyond a purely documentary reproduction of a vanished location, however. Based on historical events at this site, we weave archival material (sound, image, video) into the 3D computer graphic simulation, creating a dramatic encounter that involves the user in a surrealist dream, depicting the physical, political and social effects on life “in the shadow of the Wall.” As in a 3D computer game, users will be able to wander along the Wall – not in the role of an omnipotent border guard, gun in hand, but as would a normal Berlin resident who must live day in and day out with the fact of the Wall.

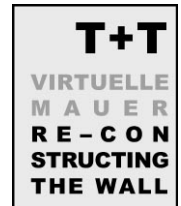
(This artistic method was developed by Tamiko Thiel in her virtual reality artwork “Beyond Manzanar” (2000,) dealing with U.S. internment camps during the Second World War – see www.mission-base.com/manzanar/)

The virtual reality installation **Virtuelle Mauer / ReConstructing the Wall** will be shown both on-site along the former Death Strip in Berlin, and in German and international museums and galleries. The premiere is planned for summer 2008. Documentation of the finished project will be available on DVD.

More details on the project concept for the VR artwork **Virtuelle Mauer/ReConstructing the Wall** can be found on our website:

www.virtuelle-mauer-berlin.de

T+T, Berlin, 20 October 2007



Tamiko Thiel / Virtual Reality Artist – M.S. in Mechanical Engineering, M.A. in Fine Arts

Interested in developing the dramatic and narrative capabilities of interactive 3D virtual reality as a medium for addressing social and cultural issues. Exhibits internationally in venues such as the International Center for Photography in New York, the Institute of Contemporary Art in London, the Tokyo Metropolitan Museum of Photography, and at festivals such as Siggraph, ISEA and Ars Electronica. Teaches and lectures internationally at institutions such as Carnegie Mellon University, M.I.T. Media Lab, Bauhaus-University in Weimar, and the USC and Potsdam/Babelsberg film schools. Selected grants: Japan Foundation Fellow and Artist-in-Residence at Kyoto Art Center, 2003. Research Fellow at M.I.T. Center for Advanced Visual Studies, 2004. New Media prize from the City of Munich for a "Media artwork with a performative aspect," 2006.

Teresa Reuter / Architecture – Visualization – Graphics – Action Art

Cofounder of the metroGap e.V. – Association for Urban Theory and Practice in Berlin. From 1997 on: art actions in public spaces – conception – 3D-visualization – constructive planning – implementation. Inner city actions: "The dangerous city map," "Shopping – but sure," Plan B – Potsdamer Platz: "You are leaving the public sector," Info-Scaffold: temporary installation against the Kosovo War, metroZone: installation on video surveillance of public spaces, metroClip: video project on control, surveillance and biometrics, Parallel Worlds: school project on consumption and surveillance in the public sphere.

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