de / by > calc tiempo / time > 2000 campo / field > art, game, models dirección / address > KUB - Kunsthaus, Bregenz, Austria > www.kunsthaus-bregenz.at/kubuse/SPACEplace/





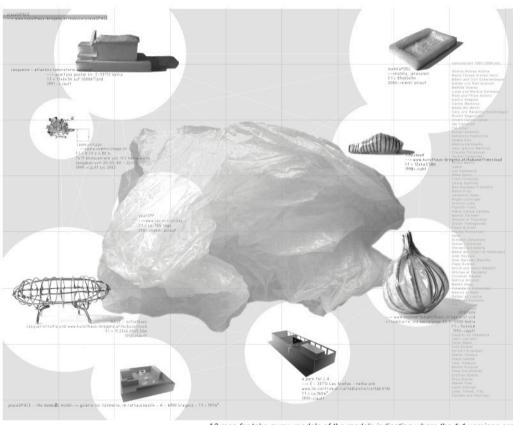


three images from the exhibtion

three screens from the we

vista / glance

proyecto / project













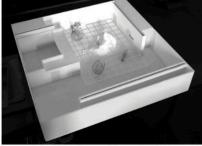




image of the model of the models

model of the models

resumen / brief description >

spacePLACE we projected after Paolo Bianchi called again, organizing LKWII (LKWI, see File a park for L.A.) in and with the KUB, Bregenz - the most introverted, selfconcentrated, windowless artcastle we ever saw! after playing a lot with the question how to break this situation through without dynamite, then with a butterfly-breed-farm, we came to the decision to only show eight models plus a model of these models. the eight models in the KUB where: the mothership (carton), mamila pool (wax), communimage (lambda on alu), timeCLOUD (food plastic, fiberglass), NAVE (plywood, steel), dropONE (food plastic, fiberglass), a park for L.A. (lambdas on alu) and 5 kilometers of 0,1mm thin food plastic, cumulative unrolled, laying in the middle . the model of the models was only printed on the A3-maps, which were laying stacked in a corner, free to take away, and on which all adresses of the related 1:1 projects were given. the model of the models was exposed nearby in Lisi Haemerles Gallery.