

The works of Düsseldorf artist couple Banz & Bowinkel make virtual reality tangible. The DAM GALLERY Berlin presents *Substance*, the inaugural solo exhibition of the duo – a play on the perception of digitally created substances and surfaces.

Banz & Bowinkel, *Substance*

June 9 – July 29, 2017

PREVIEW: Saturday, June 17, 7 – 9 pm

“The distinction between simulation and reality is becoming increasingly difficult. We are moving towards a new Plato's cave. At what point will we no longer be able to look behind this self-created veil?”
(Banz & Bowinkel, 2015)

We live today in an age of simulation as coined by French sociologist Jean Baudrillard. According to him, simulation is defined as the coinciding of appearance with reality. Thus, the boundaries between fiction and reality are blurred and hyperrealism originates. In this world people no longer distinguish between their real world or one that is artificially created. What Baudrillard wrote in 1981 in his book *Simulacra and Simulation* as a nearly apocalyptic comment appears to be real today.

The digital revolution has massively influenced the perception of human life. It started with the computer, now an integral part of people's social lives. Our economy, our knowledge, our data is united on the computer and thus makes it a superpower of human culture. Over the last 70 years since Konrad Zuse invented the first computer, digital development overtook society so quickly that barely any time remained to consider its dominant impact on everyday social life. It is here that Banz & Bowinkel begin their work.

In their work, the Düsseldorf artist duo focus on the computer as an every day device and its influence on humanity. The focus here is on the perception of the world, which people understand as reality and is now simulated via the computer.

The solo exhibition ***Substance*** shows simulations of material things from our experiential environment such as liquids, surfaces, materials and textures, even entire worlds which can be reconstructed on the computer.

In the 3D print series ***Bodypaintings*** (2014–2016) and ***Fluids*** (2013), the artist duo simulates fluids and the act of painting. The color and the fluid only become alive on the computer after detailed images of body movements replacing the brush were recorded and rendered.

Painting itself no longer takes place in physical reality but instead becomes a virtual act.

The permeation of known reality and the immersion into that of the computer makes it possible to experience the virtual reality installation ***Mercury*** (2017). With the assistance of VR glasses, the visitor plunges into the space simulated by the glasses, which is quickly understood as a real space as one can “actually” move through it.

With their work, Banz & Bowinkel question the concept of simulated reality and thereby human perception of the world in virtual space. The **DAM GALLERY's** accompanying programming will discuss what people understand as a real, recognizable world and what developments will drive virtual art.

The multiple award-winning works of Giulia Bowinkel and Friedemann Banz have been exhibited at NRW Forum Düsseldorf, the House of Electronic Arts in Basel as well as the Kunsthalle Düsseldorf and Charlottenburg in Copenhagen. **DAM GALLERY** will hold the inaugural solo exhibition for the artist duo.

Accompanying Programming

DAM MEET-UP with Banz & Bowinkel, June 16, 2017, 4 – 6 pm

Journalists and Bloggers are invited to spend time with the artist duo. An introduction to the exhibition will be part of the schedule in addition to networking.

Just what do you think you're doing, Dave? - *The spread of technology to human life or the infallibility of the computer?*, June 28, 2017, 7 – 9 pm

Interview between the artist duo Banz & Bowinkel, Dr. Ursula Ströbele (University of the Arts Berlin) and **DAM GALLERY** Director Wolf Lieser.

DAM GALLERY Berlin

The **DAM** Gallery was created on the foundation of the virtual Digital Art Museum, founded in 1998. Since 2003, Wolf Lieser runs the **DAM** Gallery in Berlin. The main focus is the use of digital media in art production and the dialogue with digital culture. The spectrum ranges from the pioneers of the 1960s, to Internet artists to young artists post 2000.

Contact for press inquiries

Darja Zub
E-mail: d.zub@dam.org
Phone.: +49 30 28098135

Social media

#damgallery #substance #banz&bowinkel

Facebook: www.facebook.com/dam-gallery

Twitter: @GalleryDam