

## MEDIA INFORMATION

### #fuckreality

Group Exhibition

**Opening:** TH 04 10 2018

**Duration:** FR 05 10 2018 – SA 24 11 2018

**PRESS TOUR:** WE 03 10 2018, 10:00 am

**PRESS and**

**IMAGE MATERIAL:** [www.kunstraum.net/en/press](http://www.kunstraum.net/en/press)

**Artists:** Marian Essl (AT), Elif (TR) and Wolfgang Fiel (AT) with Shahab Nedaei (AT), Thomas Hochwallner (AT), Johannes Hucek (AT), Margarete Jahrmann (AT), Patrick K.-H. (RU/AT), Nicolaj Kirisits (AT), Stefan Krische (AT), Martin Kusch / kondition pluriel (AT/CA), Bobby Rajesh Malhotra (AT), Tina Muliar (AT), Patrícia J. Reis (PT/AT), Ruth Schnell (AT), Franz Schubert (AT), The New Constellation (Tina Kult (D/AT) with Tímea Strott (HU) and Ágnes Várnai (HU/AT), Norbert Unfug (AT), Peter Várnai (HU/AT), Daniela Weiss (AT)

**Curated by:** Martin Kusch (AT), Alexandra Schantl (AT), Ruth Schnell (AT)

### PROGRAMME:

#### Long Night of The Museums:

SA 06 10 2018, 6:00 pm – 1:00 am

VR experience and discussion with the artists

#### Guided Tours:

TH 25 10 2018, 5 pm

FR 09 11 2018, 5 pm

### VIENNA ART WEEK

TH 22 11 2018

6:00 pm Curators' Tour with Alexandra Schantl and Ruth Schnell

7:30 pm Performance *The Swarming Gallery* with kondition pluriel (Martin Kusch/Marie-Claude Poulin)

***Full immersion! The exhibition #fuckreality opens doors to virtual worlds.***

*The image is omnipresent: Entranced people staring at displays on their televisions, smartphones, tablets, or computers. The launch into a new era of virtuality is in full swing, and innovations in virtual reality technologies are pushing forward in great strides. In the exhibition #fuckreality at the Kunstraum Niederoesterreich focuses on a topic that the art world often neglects because it is stigmatised by associations with Hollywood productions and the globalised taste of the masses. Is it even possible to counter the commercial interests of Google & Co and reveal new modes of perception? #fuckreality presents artistic positions that explore and question the promises of the digital world. Alexandra Schantl, Martin Kusch, and Ruth Schnell have curated this exhibition which features the work of artists who graduated from or teach at the Department of Digital Art at the University of Applied Arts Vienna.*

***#fuckreality or the human passion for virtuality***

“We are increasingly confronted with virtual reality: Furniture stores offer 3D planning and tours, fashion outlets invite you to virtual fitting rooms,” state the curators of the exhibition #fuckreality. “So it is due time to give a forum to artistic positions that critically investigate these developments.” In post-factual times, when algorithms have significant influence on opinion-making, our trust in reality is dwindling. Parallel, our curiosity about the promises of virtual and soon also augmented reality is on the rise—it is becoming more and more commonplace in our everyday, for the simulations of reality are more believable and enthralling today than ever before. Image space is becoming real.

The exhibition #fuckreality features artworks that explore the interfaces between the real and the virtual. A special focus is placed on projects that create immersive image environments via VR and AR displays or fulldome projections while questioning them at the same time. Visitors delve into digitally generated spaces that interweave with the real surroundings or mask it out entirely. Ultimately, it involves one of the age-old devices in art: illusion. In the framework of a research project the Department of Digital Arts at the University of Applied Arts Vienna has constructed a dome which will be specially installed in the Kunstraum. This exhibition is an invitation to virtual worlds where visitors can personally experience different forms of illusion generation.

The exhibition #fuckreality is realized in cooperation with the University of Applied Arts Vienna.

## Performance during VIENNA ART WEEK on 22 11 2018

*Swarming Gallery* by the Canadian-Austrian artist duo *kondition pluriel* is an inter-mixed reality performance in which the audience and three dancers/performers interact with virtual characters that appear on their smartphones. Visitors are drawn into micro-narratives and experience a mix of real and virtual situations. A parallel world of humanoid algorithmic entities fuses with the real and transforms the audience's perception. What does the presence of these characters constitute? What makes them endearing to us? What becomes of our own presence, which is constantly being augmented by the smart devices we use?

### Press contact:

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Image material: [www.kunstraum.net/en/press](http://www.kunstraum.net/en/press)

### Opening hours:

Tuesday–Friday, 11:00 am – 7:00 pm, and Saturday 11:00 am – 3:00 pm; Free entrance