

Kunsthalle Zürich

The Kunsthalle Zürich had launched an international call for curatorial proposals, were all ideas were shown in the same exhibition space afterwards.

This digital visualization is intended as a preliminary stage and verification of a real planned exhibition, but can also be

considered as a stand-alone virtual exhibition. The digital 3D data can be used to generate any kind of renderings, but also as interactive VR animations for a virtual walk-through, as we know it from the still young Metaverse. This 3D project would be produced exclusively digitally, both in

visualization and as well in realization. All paintings are fine art prints on matte canvas, up to a maximum roll width of 5 meters (16 ft). The sculptures are a combination of 3D printing, CNC milling, casting techniques and manual production as single pieces or small editions.

roland faesser / July 31 / 2020



room height 5 m



paintings h 4 m



sculptures h 4 m

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