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PAINT

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Augmented Reality

Contemporary painting is a hybrid. By interweaving analog and digital image formats, painting expands its field of action using the actual exhibition space to present a digitally extended reality. Modifiable apps link so-called image targets with digital images that relate to the publicly accessible space as augmented reality with the help of smartphones or tablets.

Expanded Painting App

With the concept of the augmented reality app EXPANDED PAINTING, the Department of Painting, Digital & Expanded Painting at the Institute of Art and Material Culture, under the direction of Prof. Damrau, is developing prototypical designs that serve the artistic creation of hybrid visual worlds. The aim is to create and present artistic applications for public spaces, museums, and other exhibition venues.

ING

Museum, Campus, or City Center?

Integrating virtual images into our reality allows new and unconventional approaches to this reality. The interweaving of the latest and the familiar awakens the desire to rediscover public space differently. Digital artwork also has a social function in that it breaks with the usual perception of reality and thus exposes and questions aesthetic, thematic, and functional aspects of publicly accessible places.

Contact

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