

VR ART PRIZE

by DKB in Cooperation with CAA

PRESS RELEASE, 21/09/2020

Announcement of the five recipients of scholarships

The VR ART PRIZE by DKB in cooperation with CAA Berlin

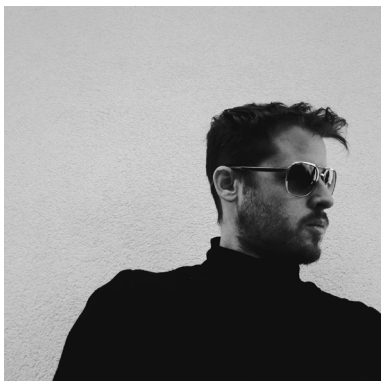
Duo of artists Banz & Bowinkel



Evelyn Bencicova



Patricia Detmering



Armin Keplinger




Lauren Moffatt

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Five VR works of art have been nominated for Germany's first Virtual Reality Art Prize in the field of visual art. 104 applications were narrowed down to a short list, which was then reviewed by a panel of experts. The high-profile team of expert judges for the VR ART PRIZE included **Sabine Himmelsbach** (Director, HeK - House of Electronic Arts, Basel), Astrid Kahmke (Director and Curator of the Virtual Worlds Festival, Munich), **Wolf Lieser** (Gallery Owner, DAM, Berlin), **Ulrich Schrauth** (Artistic Director, VRHAM! Festival, Hamburg), and **Dr Alexandra von Stosch** (Co-Founder of CAA Berlin / Head of Art and Culture, Artprojekt Gruppe, Berlin).

In September, the VR artists will compete for four-month work grants, each of which is funded to the tune of 1,000 euros per month. The resulting projects will then be exhibited at an **institutional exhibition at the Haus am Lützowplatz, Berlin from 27 February to 18 April 2021**, curated by Tina Sauerländer, Artistic Director of the VR ART PRIZE. Three of the five recipients of the scholarship will also receive a prize totalling 12,000 euros.



Jurystatement: *"The five selected artistic VR experiences for VR ART PRIZE by DKB working scholarships in cooperation with CAA Berlin have impressed with both their aesthetic designs, which have pushed the boundaries and opportunities provided by VR media, as well as by the orientation of their social criticism. They are questioning today what kind of world we want to live in tomorrow."*

About the scholarship recipients:

DUO OF ARTISTS BANZ & BOWINKEL *Poly Mesh, 2020*

Giulia Bowinkel, together with Friedemann Banz, form the Berlin **artistic duo Banz & Bowinkel**. The work of Banz & Bowinkel deals with the computer as an everyday medium and the way in which it impacts people. Their focus is on the way we perceive the world that humans see as a reality and which can now be simulated using computers. Banz & Bowinkel's work calls into question the concept of simulated reality, involving the human perception of the world in virtual space. The new VR experience ***Poly Mesh*** draws visitors into a dystopian world in which AI-controlled avatars seem to senselessly interact. In subdued neon light, standardised 3D models call into question the valid norms and values of our society.

banzbowinkel.de

EVELYN BENCICOVA *Artificial Tears, 2019*

Evelyn Bencicova (*1992, Bratislava) is an artist who combines the worlds of the visual arts and new media. Bencicova's work marries her interest in contemporary culture with academic research. The artist designs narrative scenarios that blur the boundaries between reality, memory and imagination. This way, she creates unique aesthetic spaces combining concept with visuals. The VR experience ***Artificial Tears*** deals critically with the culturally handed-down, stereotypical ideas of men as creators and women as machines that do not function independently as decision-making players. Evelyn Bencicova is also this year's winner of BERLIN MASTERS SCHLIEMANN RESIDENCY.

evelynbencicova.com

PATRICIA DETMERING *Aporia, 2020*

Patricia Detmering (*1980) was born in what was East Germany, and she negotiates social issues in her work, which she seeks out in particular in her own biography. Her work involves digital media, which are often associated with painting and sculpture in her installations. VR Experience ***Aporia*** is a virtual world with live simulations based on drawings. It bridges the gap between the real and virtual world, and with AI, explores the conflict between open and closed societies.

patriciadetmering.com

ARMIN KEPLINGER *THE ND-Serial, 2020*

Armin Keplinger (*1982, Linz, Austria) lives and works in Berlin and promotes the use of contemporary 3D techniques and computer-generated image creation in various media formats. His artistic work investigates interactions and overlaps of analogue and digital space, as well as differentiations of extreme temporal levels. In the new group of works *The ND-Serial*, he explores VR's potential for expanding the possibilities and ways of defining sculpture. In terms of their formal and aesthetic design, VR experiences are minimalist. They invite the public to explore a distinct experience of sculptural shapes, with impressive sound compositions contributing to the immersive experience.
arminkeplinger.com

LAUREN MOFFATT *Image Technology Echoes, 2020*

Lauren Moffatt (*1982, Australia) works with video, performance and immersive technologies. Her work examines the paradoxical subjectivity of connected bodies and the friction at the boundaries between digital and organic life. Moffatt's works can be described as speculative fictions designed with a mix of outdated and pioneering new technologies. They often take form both in physical and virtual space. With *Image Technology Echoes*, it questions the generation and perception of images in the digital age. The artistic VR-experience leads from a cave-like exhibition space directly into the heads of two different visitors and the artist illustrates their different perceptions of the same painting.
deptique.net

You can find further information about the VR ART PRIZE at <https://vrkunst.dkb.de>.



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A large, abstract graphic on the right side of the page, consisting of two overlapping, rounded, circular shapes. The top shape is a vibrant blue, and the bottom shape is a lighter, teal-like blue. They have a soft, glowing effect, suggesting a 3D or liquid-like texture.