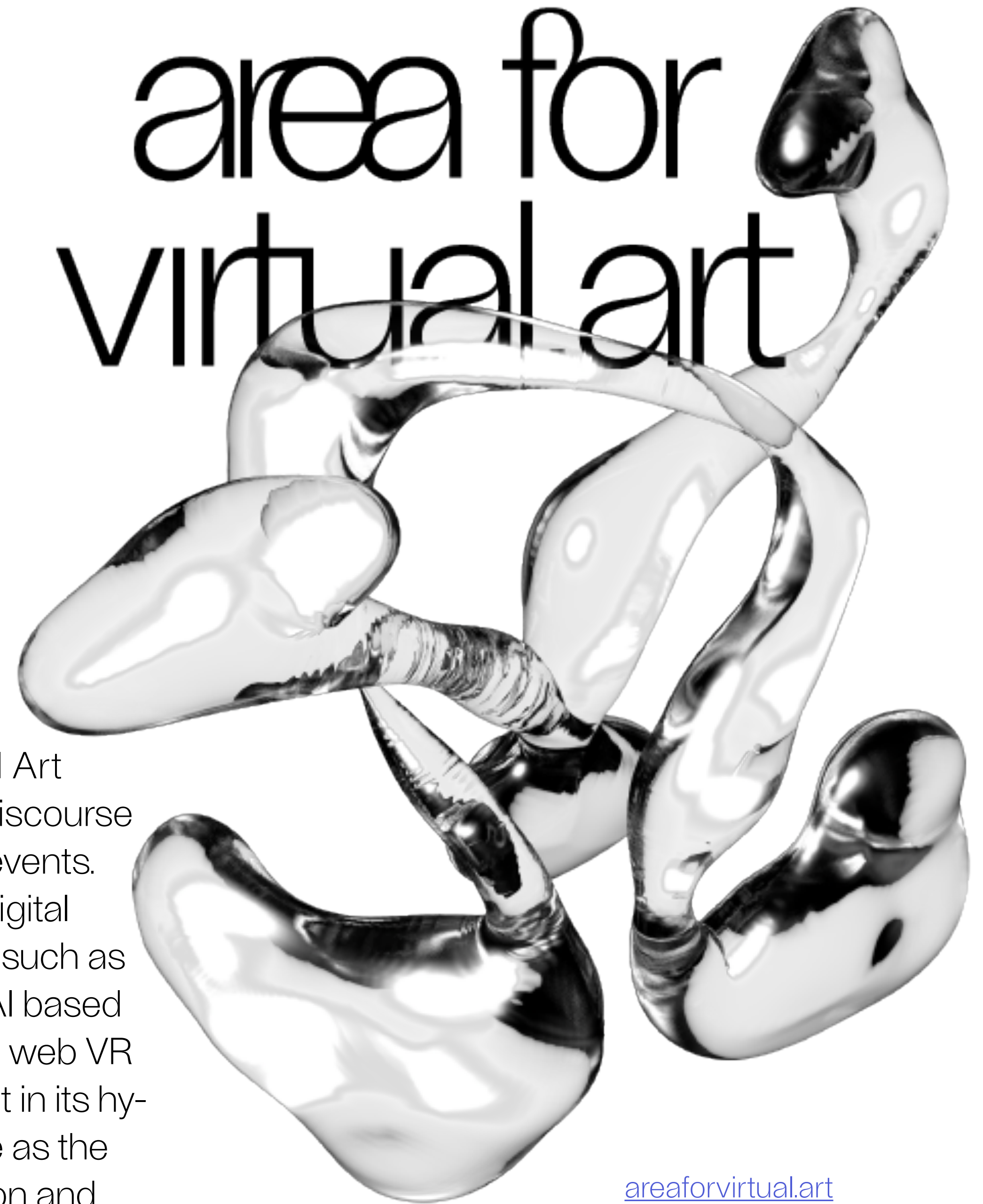


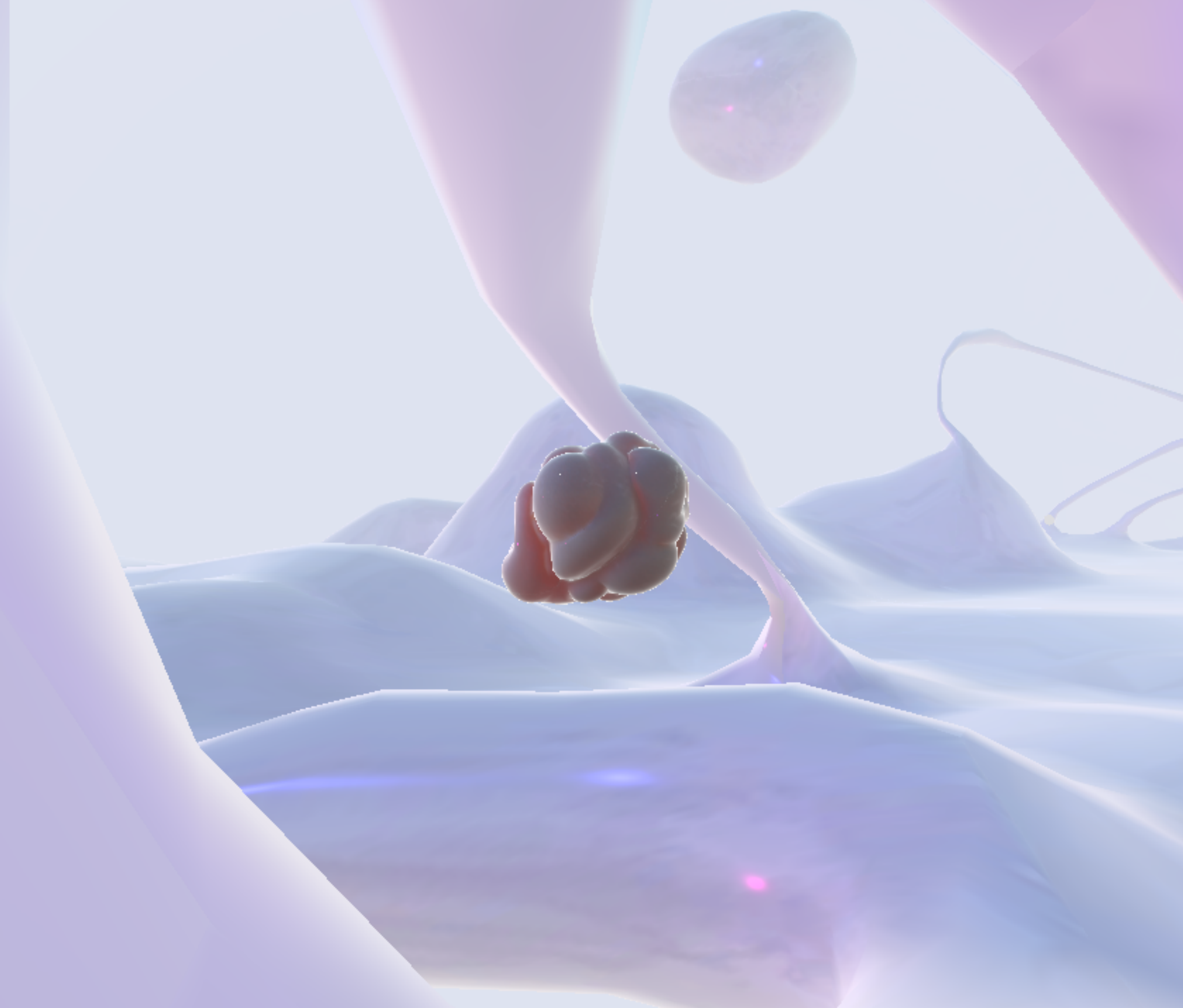


area for virtual art



The Area for Virtual Art hosts exhibitions, discourse formats and social events. It presents current digital artistic approaches, such as XR, interactive and AI based (art) works and uses web VR tools and the internet in its hyperlink-based nature as the perfect new exhibition and communication environment.

areaforvirtual.art
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The Area for Virtual Art sees itself as a lively part of public discussion and negotiation processes. Within the vastness of cyberspace it aims to create new public places for an art community to be present, to participate in discourse, to create visibility and build community.

The Area for Virtual Art becomes a place where people get together from all over the world to experience art, immerse themselves in new worlds and let go.

The core of the space are curated formats. Festivals, museums, galleries or artist collectives can use the Area for Virtual Art to present virtual exhibitions, discourse programs and events and to gather their audience in an immersive place.

At the same time, the Area functions as an open communication platform. In addition to the exhibition space as a place of representation and reception, a social virtual space is being created. People meet for a virtual vernissage, experience art together with friends or network with an international audience in live programs and participate in discourse formats. Thus the Area for Virtual Art also aims at serving as a social medium for the digital art community.