



## **HIGHLIGHTS VIRTUALE**

### **Virtuale Lausanne Highlights**

Virtuale Lausanne presents a total of twelve virtual artworks installed in each of the “Five Zones” of Lausanne and in select Metro stations, inviting visitors to explore a unique collection of virtual artworks in the diverse areas of Lausanne. Several of the artworks are interactive and allow visitor to participate creatively, while other act as sculptures that add the digital touch to the most enchanting and picturesque places in Lausanne. The artworks are viewable with any mobile device connecting the Internet.

### **Highlighted Works**

A number of the projects for the Virtuale for Lausanne focus on interesting aspects of the history and culture of the city. Lausanne’s Metro Line makes it the smallest city in the world to have a full metro system and to celebrate the artwork “**WiMet Spinners**” by Will Pappenheimer has been installed at several Metro stations including Flon, EPFL, CHUV, Ouchy, Renens VD.

Lausanne marked the entry into the third millennium with the construction of the **Sauvabelin Tower**. In addition to having access to a wonderful panoramic view, the tower now acts as a vowing platform into the virtual worlds for the Virtuale Switzerland festival. Two works are on view here the hypnotic work “**DreamMachines**” but the Swiss arts group The Curious Minded and the poetic and colorful work “Harmonic Bloom” by the Australian media artist Luke Hespanhol.

The **Rolex Centre** is home to the opening of the Virtuale Switzerland as well as to a several important works AR works that explore the structure and function of the building itself. Here, **Will Pappenheimer’s “Dose”** lets the visitor encounter a plethora of floating objects and stars that suggest minds that are overflowing with thoughts and information; and **Peter Aerschmann’s work “People We Have Met but Don’t Remember”** explores the negative spaces that are a dynamic feature in building’s design and turns the windows of the looking glasses into virtual worlds.

The work “**Flooding Flon**” by **Mark Skwarek** depicts what can go horribly wrong as the River Flon floods the **Flon area** of Lausanne. In the attempted to tame the River Flon in the 19<sup>th</sup> Century by covering it over, the people of Lausanne face the wrath of a vengeful augmented reality god who has sent the flood to wipe the slate clean. Rescuers will try in vain as they are swallowed by the rising water.