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Auction NFT-Auction Virtually Real

Date 30.11.2022, ca. 15:19

Preview 25.11.2022 - 10:00:00 bis
28.11.2022 - 18:00:00

Banz & Bowinkel (Banz, Friedemann / Bowinkel, Giulia)
1980 Mainz / 1983 Düsseldorf

Title: "Bodypainting V 42".

Created: 2022.

Owner: Banz & Bowinkel.

Token ID: 91551432699307664209453125855891983159588532517807895248733256079597792919555.

Token Type: NFT, ERC-1155.

Blockchain: Ethereum.

Minted: OpenSea (Banz & Bowinkel).

Smart Contract: [0x495f947276749Ce646f68AC8c248420045cb7b5e](https://etherscan.io/address/0x495f947276749Ce646f68AC8c248420045cb7b5e).

Royalties: 10 %.

Media Storage: local (archive of artists).

Format: TIFF + MP4 (40 seconds).

Dimensions: 3189 x 2126 pixel (TIFF) / 1500 x 1000 pixel (MP4).

Size: 9,86 MB (TIFF) / 15,2 MB (MP4).

+

Physical artwork:

Title: "Bodypainting V 42".

Date: 2020.

Technique: Augmented CGI, pigment print.

Measurement: 70 x 105cm.

Notation: Verso sticker signed, dated and titled: Banz & Bowinkel Bodypaint V 42 2020 1/3 + 1 AP Banz & Bowinkel.

Edition: 3 + 1 AP, here No. 1.

Frame/Pedestal: Framed.

Hybrid NFT (NFT + augmented Print)

For the first time, Banz & Bowinkel offer an NFT as part of their series "Bodypainting V", which is also accompanied by a video simulation for the first time. In addition to the NFT, the collector receives the augmented print.

The series "Bodypainting V" focuses on the visualisation of movement and the use of computer technology. Banz & Bowinkel use recorded movements of a human body performance in the studio and translate them on the computer into an avatar that paints the movements as liquids in a virtual space. The results are subsequently rendered by the artists with colours and textures, i.e. converted into a graphic representation. It is thus a computer-generated print that shows a snapshot of movement simulations in the form of liquids. As a second layer, the artist duo adds an animated augmented reality sculpture to the graphic work, which can be viewed with the help of the specially developed 'Banz & Bowinkel AR' app. This makes it possible to retain the actual movement process in the form of fluids via a virtual layer of 3D animations.

In this work, the viewer is confronted with the complexity of vision. Human movement is translated and made visible as fluids in a print by means of virtual reality. To the naked eye, this movement is fixed in a "rigid" medium, the print. Due to the augmented reality sculpture, however, the actual movement of the development process is not lost, but can again be perceived by the viewer by means of a technical device, a smartphone or a tablet, via the 'Banz & Bowinkel AR' app. The necessity of the device for the viewer maintains the importance of the technology as a link between the physical and virtual worlds for Banz & Bowinkel's artwork. Technology serves as a bridge between human and computer-generated movement in the development process as well as in the viewer's experience in reading the actual movements in the form of fluids from the physical print.

Banz & Bowinkel AR:

The augmented reality app "Banz & Bowinkel AR" is part of the series 'Bodypainting V'. Use the app to scan the print and reveal a virtual layer of 3D animations on your smartphone or tablet. These show the processes behind the simulation and 'decode' the interaction between the body and computer calculation.

Link to the app:

iOs: <https://apps.apple.com/de/app/banz-bowinkel-ar/id1318208054>

Android: <https://play.google.com/store/apps/details?id=com.banzbowinkel.App&hl=gs>

Banz & Bowinkel talks about their NFT for the auction "Virtually

Real": <https://www.youtube.com/watch?v=zzXkXb9FfBg&list=TLGGYg52900Z3a4yNTExmjAyMg&t=147s>

Represented by gallery [Kunst & Denker Contemporary](#).

Payment also possible with the cryptocurrency Ether (ETH).

In addition to our GTC, the special conditions for auctions of NFTs also apply.

Estimate: 6.000 € - 8.000 €; Hammer: 4.000 €
