



# RADIANCE

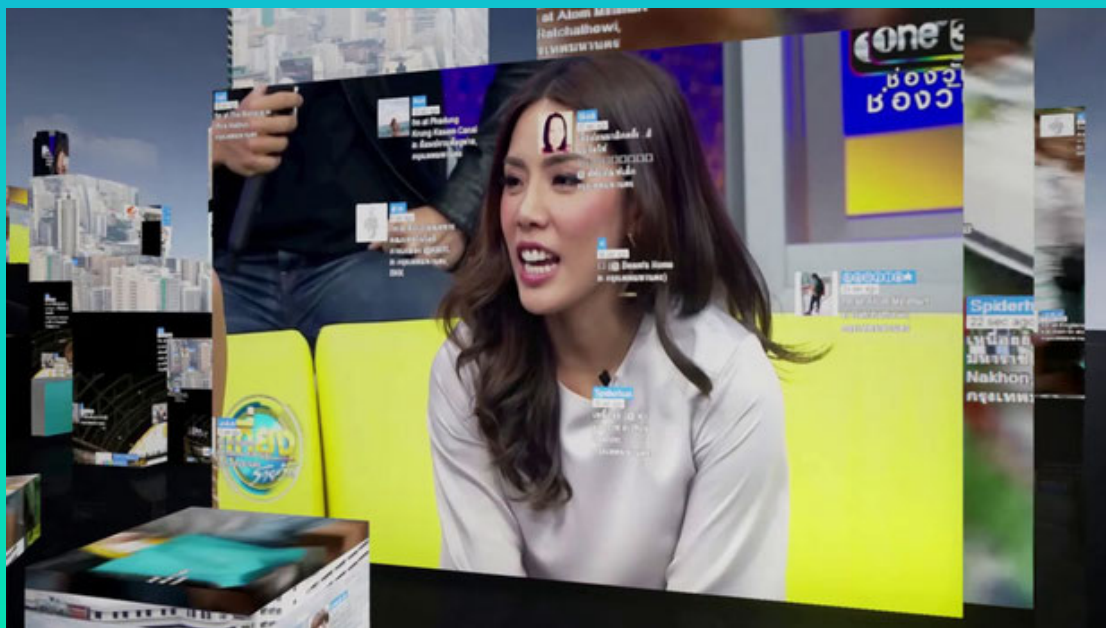
## The International Research Platform For VR Experiences In Visual Arts

[Artists »](#) [Marc Lee](#)

Marc Lee

10.000 Moving Cities – Same but Different, 2016

VR experience for HTC Vive

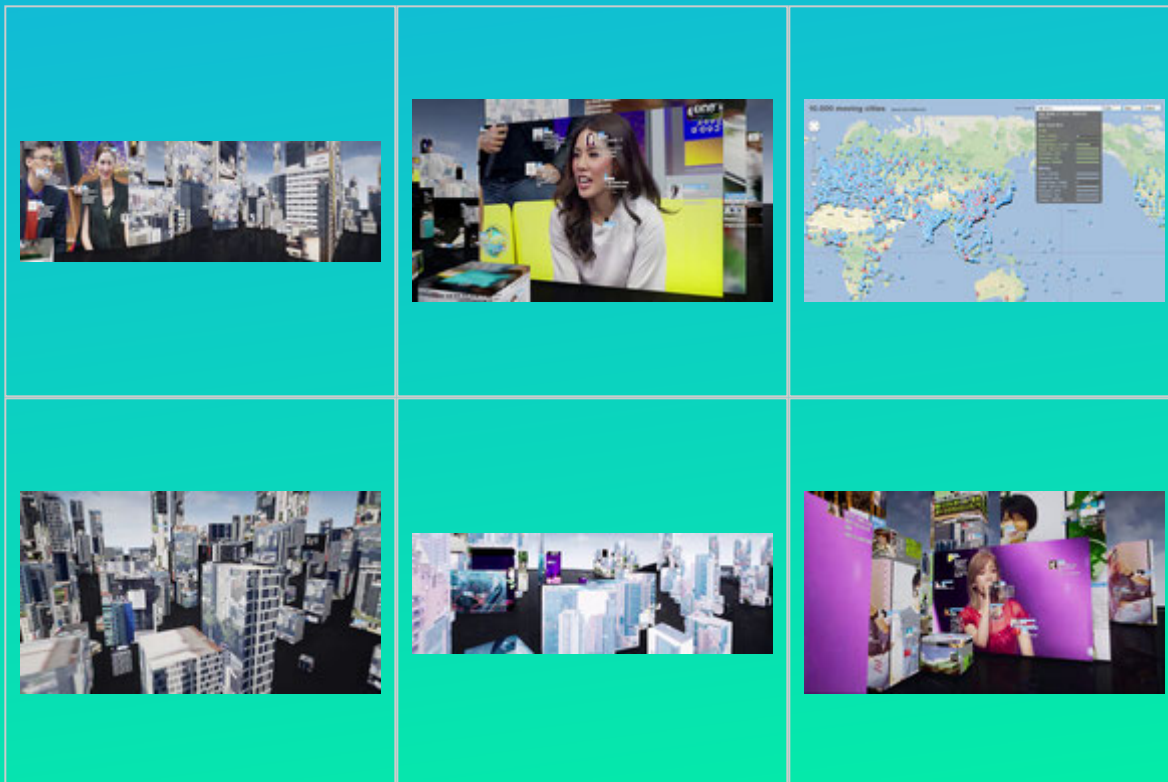


10.000 Moving Cities – Same but Different deals with urbanization and globalization in the digital age. The user moves through visual worlds posted publicly by others on social networks such as YouTube, Flickr or Twitter. Here these personal impressions are streamed in real time like windows to our changing world. The viewer participates in the social movements of our time and makes a virtual journey into constantly new image and sound collages in which one

experiences local, cultural and linguistic differences and similarities. In virtual space, this information is visualized on cubes that rise at different heights to become a kind of skyline. The work deals with how our cities are continuously changing and increasingly resemble one. This results in more and more non-places/places of lost places in the sense of Marc Augé's book and essay Non-Places, which could exist all over the world without any true local identity (mostly anonymous transition zones such as motorways, hotel rooms or airports). The work is the digitized version and further development of 10.000 Moving Cities, which was exhibited at the National Museum of Modern and Contemporary Art in Seoul (2013/2014) with real cubes.

Marc Lee in collaboration with e-Installation, a project of the Intelligent Sensor-Actuator-Systems Laboratory (ISAS) and the ZAK | Centre for Cultural and General Studies at the Karlsruhe Institute for Technology (KIT)

## IMAGES



## VIDEO LINK

10.000 Moving Cities – Same but Different, VR (Version 2), Nam June Paik ...



## ABOUT THE ARTIST

In many projects, Marc Lee uses user-generated content – posts from social networks. In traditional photography- and video art, it's an artist group or single artist who decides, what will be shown. Using user generated-content, people all over the world receive a voice by sharing their thoughts and stories on social networks. They see things in the immediate vicinity. Their posts are personal points of views and a window to a changing world. As a gigantic sum, they provide a comprehensive picture of the world that becomes part of the artwork. The viewer of this artwork participates in the social movements of our time. In that way, we are able to reflect our life, hopes, wishes and especially the culture of the younger generation. Perhaps more contemporary then through traditional art. Such artworks are changing and alter continuously. They are never the same – always new. Like nature – an endless river, every second new.

[www.marcllee.io](http://www.marcllee.io)

*If you are interested in exhibiting or viewing this artistic VR experience, please send an email to us.*

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