

Portfolio 02/2023

Stefanie Schwarzwimmer

Going Places 2020

3D-Animation and Sound

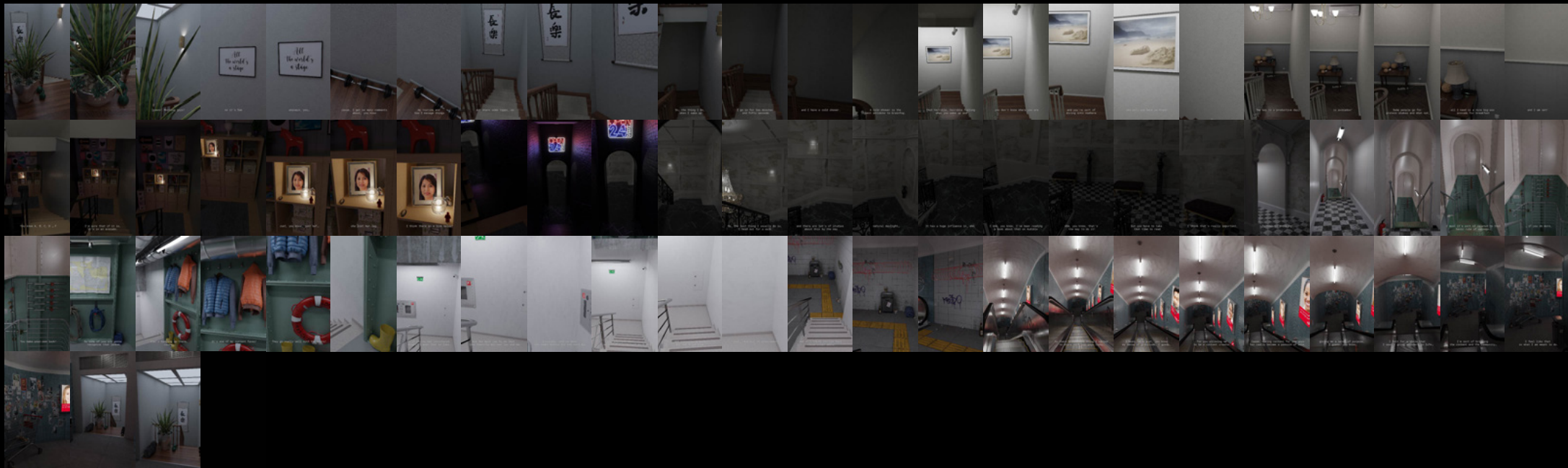
1080 × 1920

5 Min.

2020

↗ <https://vimeo.com/471550100>
PW: GoingPlaces2020

“Morning, guys!” We are following the swift camera moves of a YouTube vlogger. He is walking down stairs, talking about his morning routine, a popular format among influencers reporting on how they start their day. It means performing routines that prepare the body for performing the exact same routines again the next morning. On his way down, the vlogger offers tips on hygiene, fitness, nutrition, and other forms of self-optimization that are supposed to help increase productivity and get ahead both in life and on the job. The vlogger himself remains anonymous. He is not to be seen, only the house that he is moving through. At the end of the stairs, another flight starts. The house seems to be large, very large—as it soon turns out, it endlessly extends vertically, but without either windows or doors. The character of the architecture changes from floor to floor. It is no longer clear whether we are in a private or public space here—carpet flooring is followed by wooden floorboards, tiles, exposed concrete, and eventually an escalator before it all seems to start ... “Morning, guys!”





Going Places 2020
Film Stills
3D-Animation and Sound
1080×1920
5 Min.
2020





Going Places 2020
Film Still
3D-Animation and Sound
1080 x 1920
5 Min.
2020

Going Places 2020
Film Still
3D-Animation and Sound
1080×1920
5 Min.
2020



Going Places 2020
Film Still
3D-Animation and Sound
1080 × 1920
5 Min.
2020



Going Places 2020

Film Still

3D-Animation and Sound

1080 × 1920

5 Min.

2020

Installation View: New View on Same-Olds, curated by
June Drevet, Andrea Popelka and Stefanie Schwarzwimmer,
xhibit, Vienna (AT), 2020/21

Going Places 2020
Film Still
3D-Animation and Sound
1080 × 1920
5 Min.
2020

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xhibit, Vienna (AT), 2020/21



If these walls could talk, they would cough and... 3D-Animation and Sound 1080 × 1920 9:30 Min. 2021/22

If these walls could talk, they would cough
and go back to bed. (Brussels, 2021)

↗ <https://vimeo.com/605469279/fecc877ebb>

If these walls could talk, they would cough
and watch a little TV. (Berlin, 2022)

↗ <https://vimeo.com/762081104/1fcd622342>

If these walls could talk, they would cough
and eat a snack at Nordsee. (Kassel, 2022)

↗ <https://vimeo.com/774700786/b455861a83>

Where there's smoke, there's fire, they say—indicating that something must have happened prior to the occurrence of the smoke. Something that must have caused those cloudy trails. That smell.

But the thing is—it does not work both ways—where there's fire, there's not necessarily smoke. The fire realized that the smoke is a trace of its existence. It is the proof of its cause.

So the fire decided that it must burn more cautiously not to arouse suspicion. It needs to prevent the smoke from billowing out of its tongues. The fire tries to hold its breath, to stay calm, smoke a cigarette and keep a low profile. It is training for its next big appearance. Rehearsing circles, lines and vertical formations—these are the trickiest ones, they require the highest level of skill.

As of today, this work exists in 3 separate site specific editions. The first one was presented 2021 in Brussels at Deborah Bowmann, the second version mid-2022 in Berlin within the framework of the annual Goldrausch-alumni exhibition 'Tender Hooks', the third version in late 2022 at the Kasseler Dokfest's media art exhibition 'Monitoring'.



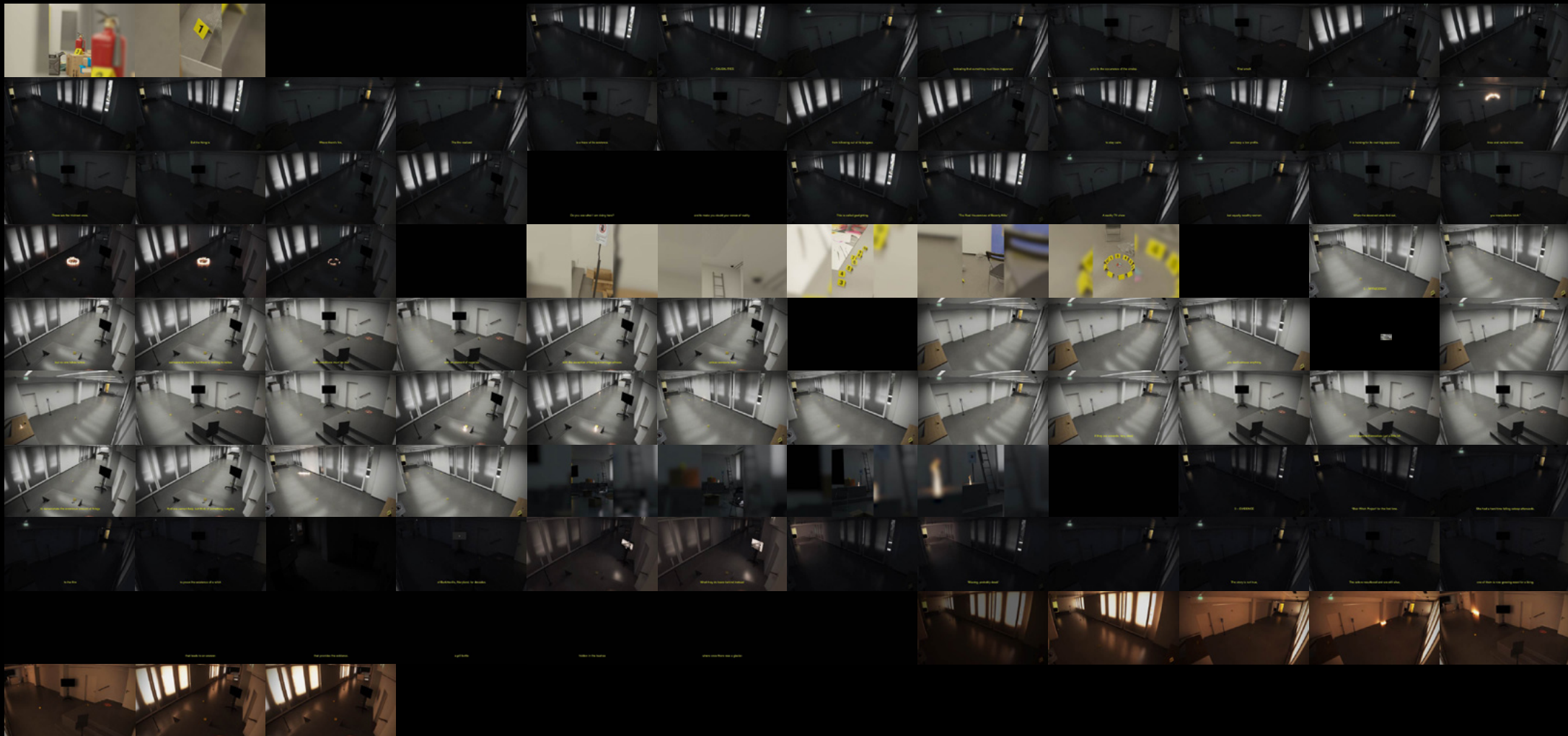
If these walls could talk,
they would cough and go back to bed.

Film Stills

1080 × 1920

9:30 Min.

Brussels, 2021



If these walls could talk,
they would cough and watch a little TV.

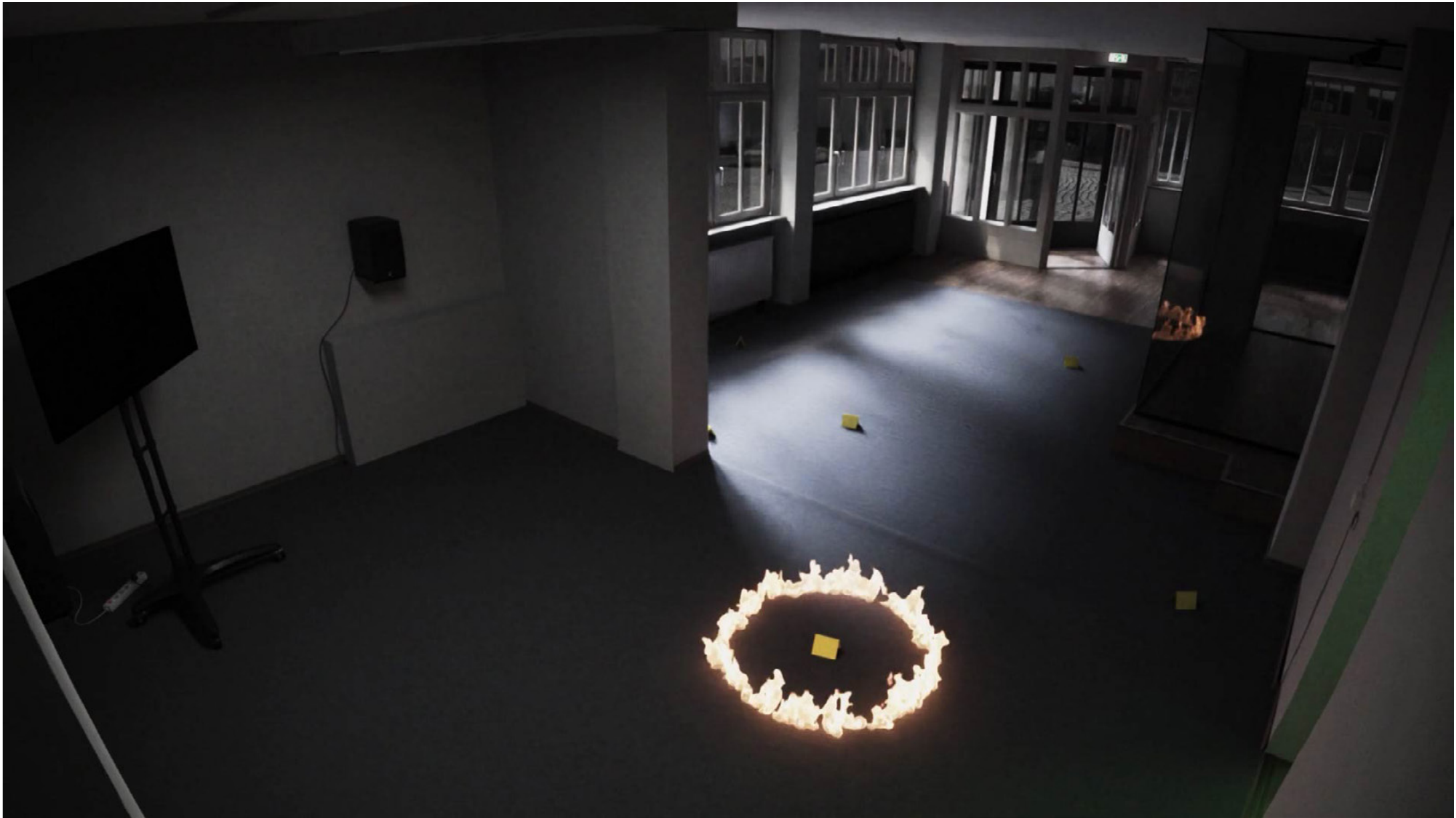
Film Stills
1080 × 1920
9:30 Min.
Berlin, 2022



If these walls could talk,
they would cough and eat a snack at Nordsee.

Film Stills
1080 × 1920
9:30 Min.
Kassel, 2022





If these walls could talk,
they would cough and eat a snack at Nordsee.

Film Stills
1080 x 1920
9:30 Min.
2022

(last page)
If these walls could talk,
they would cough and go back to bed.
Installation

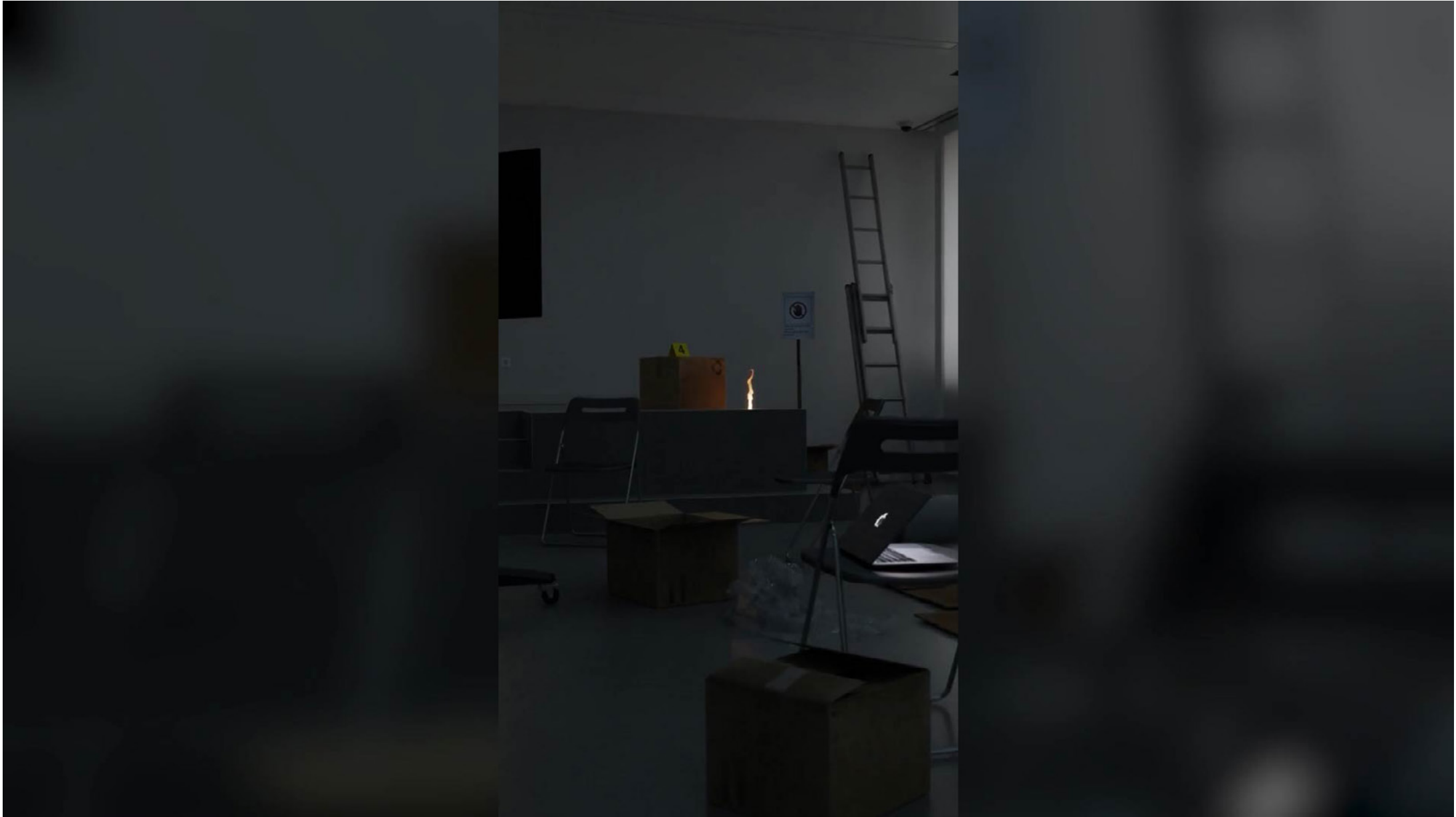
Installation View: Deborah Bowmann, Brussels 2021





If these walls could talk,
they would cough and go back to bed.
 Installation

Installation View: Deborah Bowmann, Brussels 2021



If these walls could talk,
they would cough and watch a little TV.

Film Still

1080 x 1920

9:30 Min.

Berlin, 2022



If these walls could talk, they would cough
and eat a snack at Nordsee.
Installation

Installation View:
Monitoring: Absolutely Killing It, Kassel, 2022



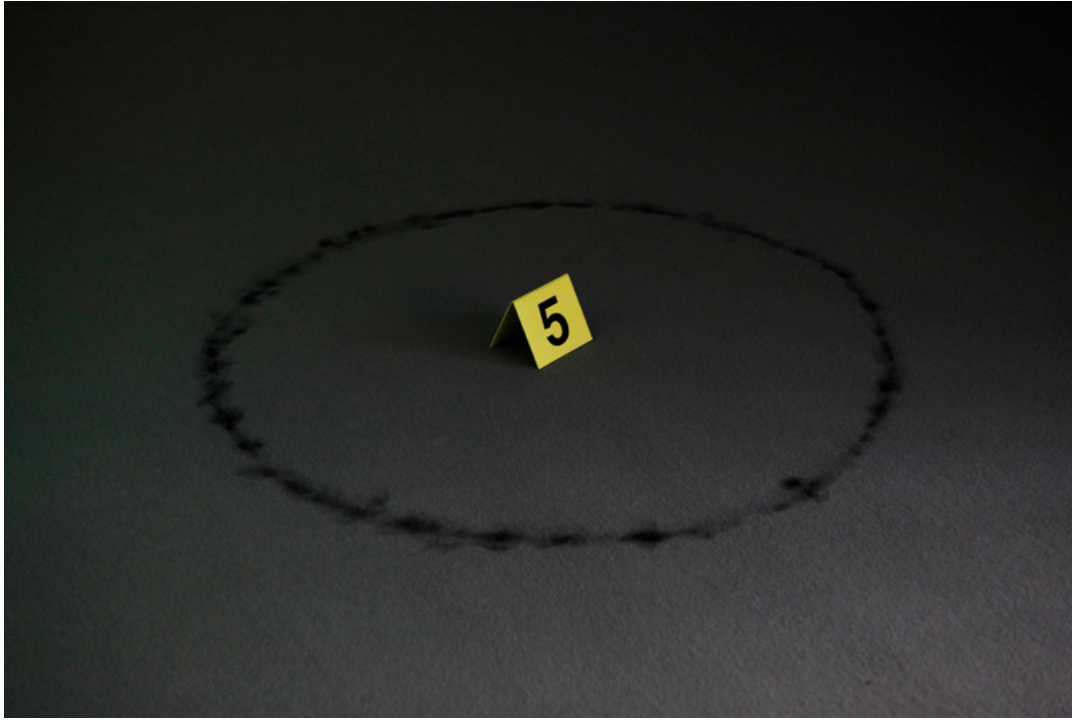
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Film Stills
1080 x 1920
9:30 Min.
Kassel, 2022



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Film Stills
 1080 x 1920
 9:30 Min.
 Brussels, 2021



If these walls could talk, they would cough
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Installation

Installation View:
Monitoring: Absolutely Killing It, Kassel, 2022

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and watch a little TV.
Installation

Installation View:
Tender Hooks, Kommunale Galerie Berlin, 2022



Silent Revolution

3D Animation and Sound

9:50 Min.

1920 × 1080

2018

↗ <https://vimeo.com/274846441>
PW: SilentRevolution2018

Nighttime. A plate is rotating around its own axis without tipping over. Several people around the world discover the mysterious incident during the night. They film it with their mobile devices and comment on it in their respective languages.

The work deals with the increasingly disappearing line between fact and fiction and the disputed notion of the photograph as being evidential as all scenes were built, textured and rendered with 3D Software, although appearing realistic. Silent Revolution plays with these circumstances and explores its speculative potential. It creates an altered string of reality—evidential material for a fictitious event.



Silent Revolution
3D-Animation and Sound
1920×1080
9:50 Min.
2018

Installation View: A Good Crisis, curated by DIS, Baltimore Museum of Art, Baltimore (US), 2018

Silent Revolution
Film Still
3D-Animation and Sound
1920 × 1080
9:50 Min.
2018





Silent Revolution
Film Stills
3D-Animation and Sound
1920 × 1080
9:50 Min.
2018



Silent Revolution
Film Stills
3D-Animation and Sound
1920×1080
9:50 Min.
2018

Silent Revolution
3D-Animation and Sound
1920×1080
9:50 Min.
2018

Installation View: The Things, curated by Alexandra Barth,
temporary parapet, Bratislava (SK), 2018

(next page)
Silent Revolution
3D-Animation and Sound
1920×1080
9:50 Min.
2018

Installation View: Diploma Show,
Academy of Fine Arts Vienna (AT), 2018





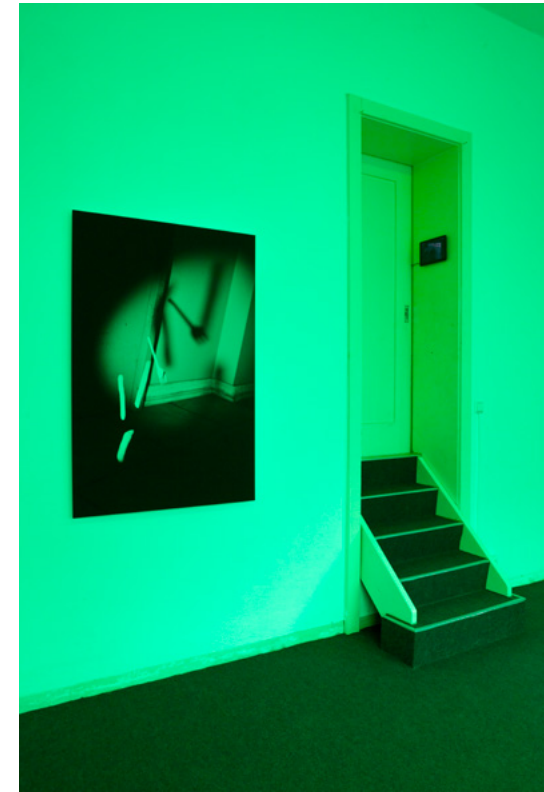


Silent Revolution (early version)
3D-Animation and Sound
1920 × 1080
1:40 Min.

Installation View: emic.etic, curated by Maurin Dietrich,
between bridges, Berlin (DE) 2018

↗ <https://vimeo.com/268475095>
PW: 365+





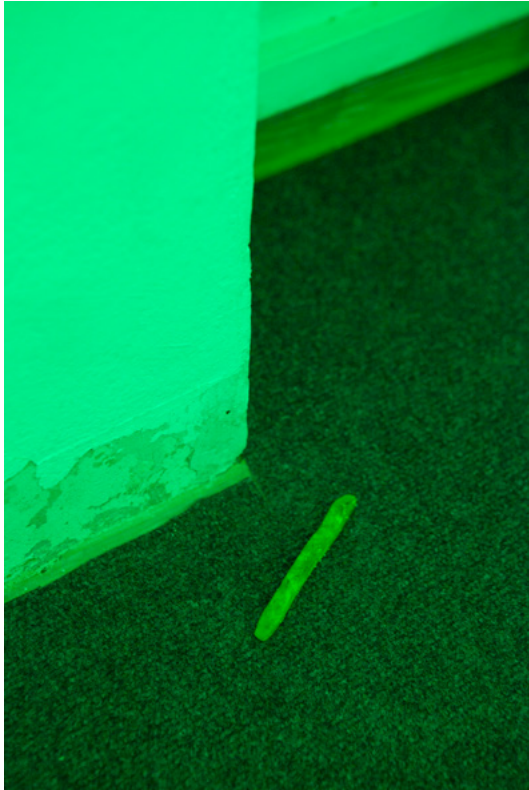
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R U N

Installation Views:
PUTTE Projektraum für aktuelle Kunst e.V.
Neu-Ulm, 2022

Prints:
3D Renderings
Hahnemühle Photo Rag on Alu-Dibond
90 x 135cm

Green window foil





R U N

Installation Views:
PUTTE Projektraum für aktuelle Kunst e.V.
Neu-Ulm, 2022

Objects:
Meat and french fry props
Painted Polymer clay
Dimensions variable

Green window foil

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