

Georgetown: city for one

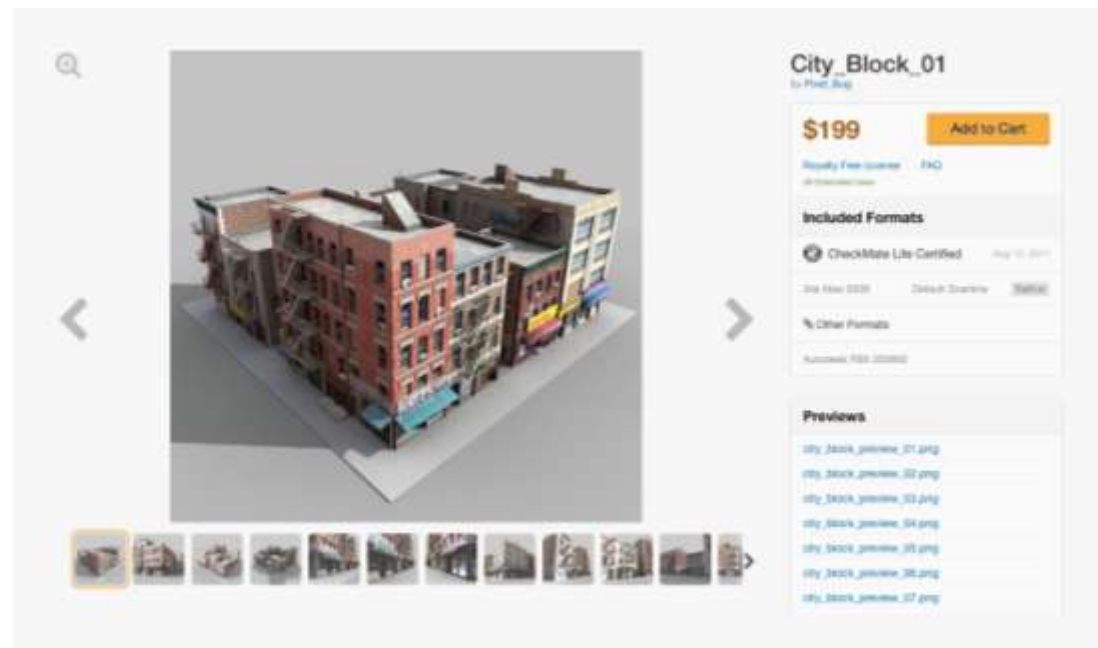
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The image above might look like an advert for a very affordable property, but it's not. What you see is a virtual model portraying a city block – a digital file, that's all. I bought the file out of affection for the image, and that is how this project began.

Like many people looking at property adverts, I was in a state of reverie. The city block reminded me of something, maybe a movie... I projected myself into this elsewhere; musing on the idea that this place existed and that I could live there, in the midst of grey matter. What a strange place the Internet is, a parallel plane of existence where everyone can see without being seen. Immense privacy. Like living in a city without people or walking an endless floor without sunsets. But what about this virtuality, where only our minds can go? What would be a spatial expression, where the body could follow?

On a concrete slab of considerable size, located in the forests of Connecticut, I propose an experiment: To convert the digital property I bought into a full-scale object, as it were. An attempt to collide *the virtual* with *the physical*, maybe into something that is neither - shall we call it *the vysical*?

The experiment is hypothesized in the format of a screenplay involving three characters: an artist, a philanthropist and an architect. Their differing connection to the slab becomes a point of departure. What seems to be small talk soon evolves into a polemic exchange of personal convictions. In fits of associative thinking the three characters repeatedly try to reach across – only to perpetuate the rambling. The day goes by while the conversation get caught up in definitions, visions and distinctions... ebbing out into stubborn ponderings: *What is this place? The Philanthropist is crazy! Why are you an architect?*

These questions, and many more, will be thoroughly traversed by the three characters inside the *vysical* city block!