Gilles
TARABISCUITÉ

DIS/AUGMENTED REALITY 2.0
VISIONS OF THE DIGITAL WORLD

斯沃琪和平饭店艺术中心

THE SWATCH ART PEACE HOTEL

I would like to thank the team at the Swatch Art Peace Hotel in Shanghai, China. It was during a three-month residency with them that I was able to carry out this project from January 21 to April 18, 2025. I also have to thank all the persons that work on this project:

Photographs: Shin Yatagai (Japan), Miao Zhao (China)
3D modeling: Anindya Manna (India)
Immersive designer | Unity : Casey Alexander (Canada)
Architectural plans: Yseult St-Jacques (Canada)

我要感谢中国上海斯沃琪和平饭店艺术中心的团队。在 2025 年 1 月 21 日至 4 月 18 日为期三个月的驻留期间，我得以开展这个项目。我还要感谢为这个项目工作的所有人员：摄影：

照片：Shin Yatagai（日本）、Miao Zhao 赵淼 （中国）
3D 建模： 三维建模：Anindya Manna（印度）
沉浸式设计师：Casey Alexander（加拿大）
建筑规划：Yseult St-Jacques (加拿大)

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In the age of artificial intelligence, I'm interested in the relationship between humans and digital technologies. My main concern is to rematerialize the art object and bring the images generated and designed for flat screens into real, three-dimensional space. In the context of the widespread dissemination of digital technologies, I explore new ways of creating links and avenues between the dichotomies of the material and the immaterial, the physical and the digital.

在人工智能时代，我对人类与数字技术之间的关系很感兴趣。我主要关注的是艺术对象的再物质化，将为平面屏幕生成和设计的图像带入真实的三维空间。在数字技术广泛传播的背景下，我探索在物质与非物质、物理与数字的二分法之间建立联系和途径的新方法。

In virtual reality, our awareness of our bodies and our presence in space is altered. This raises questions about the nature of our corporeal existence and what constitutes our physical “self”. Virtual reality blurs the boundaries between the real and the virtual, leading us to question the very nature of reality and our perception of it. What defines the “real” when our senses can be so easily deceived? In my work, I take this confusion to the extreme: I try to materialize the virtual in the real world and, conversely, to bring the real world into the virtual.

在虚拟现实中，我们对身体和我们在空间中的存在的认识被改变了。这就提出了我们肉体存在的性质以及什么是我们的肉体 “自我” 的问题。虚拟现实模糊了真实与虚拟之间的界限，使我们对现实的本质以及我们对现实的感知产生了质疑。当我们的感官如此容易被欺骗时，“真实” 的定义是什么？在我的作品中，我将这种混淆发挥到了极致：我试图将现实世界中的虚拟实体化，反之，也将现实世界带入虚拟世界。

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One of my intentions with this approach is to highlight the increasingly fine line between the real and virtual worlds, and the possible confusion between the two. My aim is not to propose answers or make judgments, but rather to raise questions:

- Is the virtual a false reality, a falsified reality?
- Where does truth lie?
- Is the real world truer than the virtual one?
- Is reality a criterion of truth?

我采用这种方法的意图之一是强调现实世界与虚拟世界之间日益细微的界限，以及两者之间可能存在的混淆。我的目的不是提出答案或做出判断，而是提出问题：

虚拟是否是虚假的现实？

真相在哪里？

现实世界比虚拟世界更真实吗？

现实是真理的标准吗？

DIS/AUGMENTED REALITY 2.0
STEP BY STEP

1. Dismantling of a 1970s kitchen
I dismantled this kitchen from an old cottage that's soon to be demolished.

1：拆除一间 1970 年代的厨房

我从一座即将被拆除的老平房中拆除了这间厨房。

DIS/AUGMENTED REALITY 2.0
STEP BY STEP

2. Re-assembling the kitchen

I reinstalled the kitchen in my studio at home. I use my living room as a studio in Montréal.

2. 重新组装厨房 我在家里的工作室重新安装了厨房。在蒙特利尔，我把客厅用作工作室。

DIS/AUGMENTED REALITY 2.0
STEP BY STEP

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DIS/AUGMENTED REALITY 2.0
STEP BY STEP

3. 3D modeling of all the objects

Once the kitchen had been put back together, I proceeded to model all the objects in it in 3D.

3. 所有物体的三维建模

厨房重新组装好后，我开始对里面的所有物品进行三维建模。

DIS/AUGMENTED REALITY 2.0
STEP BY STEP

4. Virtual reality production (Unity)
This stage was carried out entirely by Alexander Immersive (Casey Alexander).

4. 虚拟现实制作（Unity）

这一阶段完全由 Alexander Immersive（凯西-亚历山大）完成。

DIS/AUGMENTED REALITY 2.0
STEP BY STEP

4. Virtual reality production (Unity)

DIS/AUGMENTED REALITY 2.0
STEP BY STEP

5. Developing the exhibition space

At this stage, the aim is to rethink the kitchen in a fantasy style inspired by virtual universes (metaverses).

5. 开发展览空间

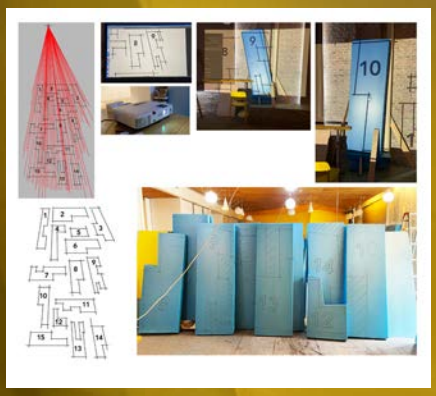
在这一阶段，我们的目标是在虚拟宇宙（meta-verses）的启发下，以奇幻的风格重新思考厨房。

BELANGER

Bon Appetit !

DIS/AUGMENTED REALITY 2.0
STEP BY STEP

5. Developing the exhibition space
At this stage, the aim is to rethink the kitchen in a fantasy style inspired by virtual universes (metaverses).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