



Virtual Bauhaus on Tour in 2019

In celebration of the 100th anniversary of the Bauhaus, the virtual reality experience Virtual Bauhaus will be available starting in mid-February. The exhibition is being developed by the Goethe-Institut Boston in cooperation with Cologne Game Lab (CGL) at TH Köln and Bauhaus advisors Jordan Troeller and Robert Huber (zukunftsgeraeusche GbR).



Virtual Bauhaus uses innovative VR technology to allow viewers to experience the essence of the iconic Bauhaus school in Dessau, Germany, as well as the products, ideas and general environment of the Bauhaus. The user can visit a selection of locations in the building and experience

curated interactive, atmospheric as well as educational elements. Spoken informational texts and original statements from Bauhaus masters provide a historical context. English and German versions will be available.

The goals of the project are to

- provide a general audience with an engaging and informative introduction to the Bauhaus using Virtual Reality;
- exploit the capabilities of VR as a medium, in fidelity to the historical project of the Bauhaus;
- in lieu of a general gloss on the school and its members, convey specific aspects which have been historically ignored or misrepresented (such as women at the school), linking these specific aspects to architectural sites within Gropius's Dessau Bauhaus building;
- foster a positive experience with VR for the visitor, that avoids frustration or too high expectations regarding technological dexterity

Video impression of Virtual Bauhaus at its preview at HUBweek Boston 2018:

<https://youtu.be/lfrpZ2Cuqug>.

Technical information

Virtual Bauhaus will be available starting mid-February (exact date tbd) via download.

The exhibitor is responsible for supplying all hardware and VR equipment including PC with powerful video card and HTC VIVE pro VR system (headset, wireless controllers, base stations and cables).

A user manual and technical support are supplied with software download.

A knowledgeable technician familiar with VR is required for set up and maintenance during the exhibition. Technical support via email and phone is provided when needed.



What you need to exhibit Virtual Bauhaus

- PC with requirements listed below
- HTC VIVE pro Virtual Reality System including headset, wireless controllers, base stations and cables
- approx. 3m x 3m space
- Hardware to attach two base stations to wall or ceiling in close vicinity
- Small stand or table to house equipment
- Technician familiar with VR technology
- 300€ technical support fee (via email/phone)
- Optional: large monitor with connecting cables as external display

Hardware requirements

Processor Intel® Core™ i5-4590 or AMD FX™ 8350, equivalent or better

Graphics NVIDIA® GeForce® GTX 1080, equivalent or better.

Memory 16 GB RAM or more

Hard Drive 256 GB SSD or better

Video output DisplayPort 1.2 or newer

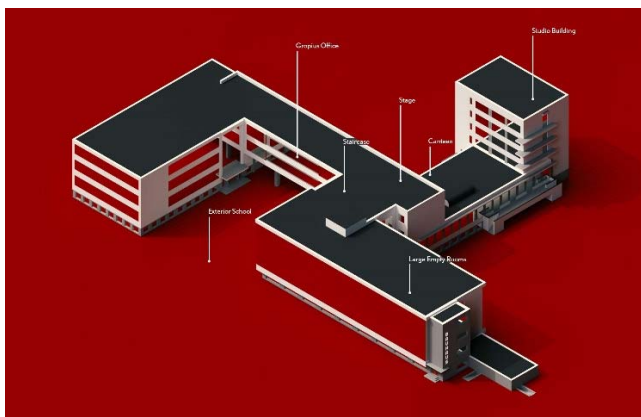
USB 1x USB 3.0 port or newer

Operating system Windows® 8.1 or later, Windows® 10

Recommended Graphics for the best experience is NVIDIA® GeForce® GTX 1070/Quadro P5000 or above, or AMD Radeon™ Vega 56 or above.

For more information and to book Virtual Bauhaus in 2019 contact:

Annette Klein, Annette.klein@goethe.de.



Entrance to the school



Staircase



Workshop / Gallery space



Stage



Gropius office



Canteen



Studio building