

Digital twin of a steel sculpture

»Twin of Lost Calla« is the digital twin of the steel sculpture »Lost Calla des Marais« by Angela Murr. »Calla des marais« is the French name of a plant known in English as »wild calla«. It is a protected plant that can still be found today in the Vosges mountains. It inspired the artist to design a large shape that unfolds like a spatial drawing, a line of movement encompassing and dominating space and yet at the same time leaving free space.

»Lost Calla des Marais« was created in 2013 for Galerie Intuiti in the Paris artists' quarter of Le Marais, and its name is a deliberate coincidence.

The steel sculpture, eight metres long, develops from an expanding line that grows into an infinity loop more than two metres in height from which it rises in a self-referential movement into a tapering line of infinity loops. »Lost Calla des Marais« is essentially nothing more than a line – a sequence of loops seemingly tossed by a swift hand. Yet it is also a monumental steel sculpture of impressive dimensions that manages to dominate a large volume of space. And it has a third aspect: it cancels itself out. In the dark, the sculpture's phosphorizing coating transforms it into a trace of light. It is a meeting of dimensions: space and surface, boundedness and infinity, physical solid and streak of light.

The 2019 work »Twin of Lost Calla« transfers the sculpture into digital space and further dissolves the relationship between graphic and physical elements. Space is nothing but information without a haptic dimension – a surrogate of reality – transforming the sculpture, now without weight and without a concrete place, into an infinity loop in the infinite space of the virtual. The boundary between graphic gesture and spatial reality is blurred to dissolution. The sculpture only achieves concreteness through a geographical spatial coordinate and the technical devices (VR glasses, AR applications) that are needed to open up perceptive access.

The »twin« sculpture is a virtual clone whose visual localization is simulated by the choice of highgloss surface textures. The reflection on the surface plays with the actual spatial condition of an environment. But like anything in the virtual world, the environment too remains nothing more than an option. By dissolving reality, the »Twin Calla« may also reflect the real environment of the exhibition site – while the possibilities of the environment, on the other hand, are infinite. As a last step in the dissolution of its original physical body, the »Twin of lost Calla / ray« then becomes a trail of light. Like its physical sister, which becomes a streak of light when seen in the dark, the ray variant dissolves into a trace of light. The question of »What is this?« remains open. Answers include concepts such as »idea«, »memory«, »symbol«, »sign«, »object«, »work«, »sculpture«, »trace« – concepts that are yet to be explored.

Angela Murr, January 2019

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