

„WUNDERKAMMER 4.0 / CABINETS OF WONDER“ SCHLOSS FRIEDENSTEIN GOTHA

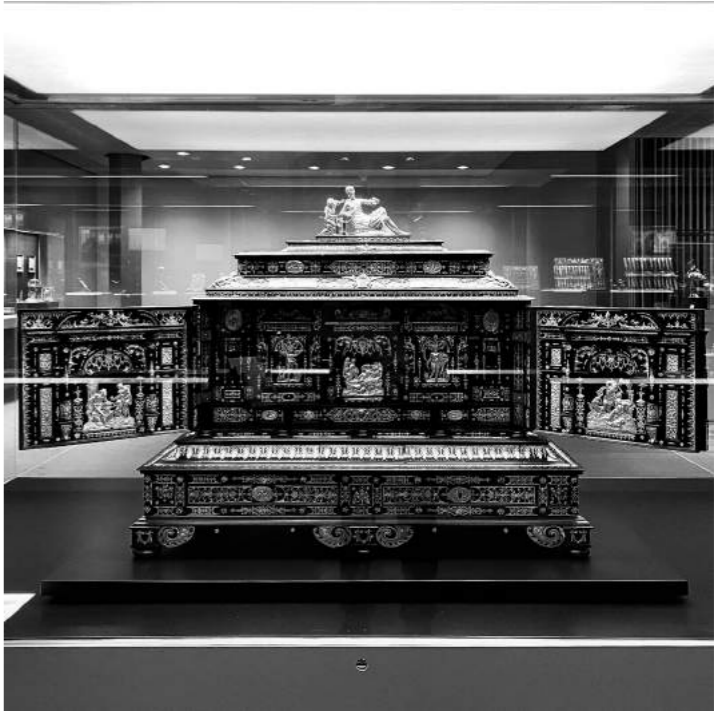
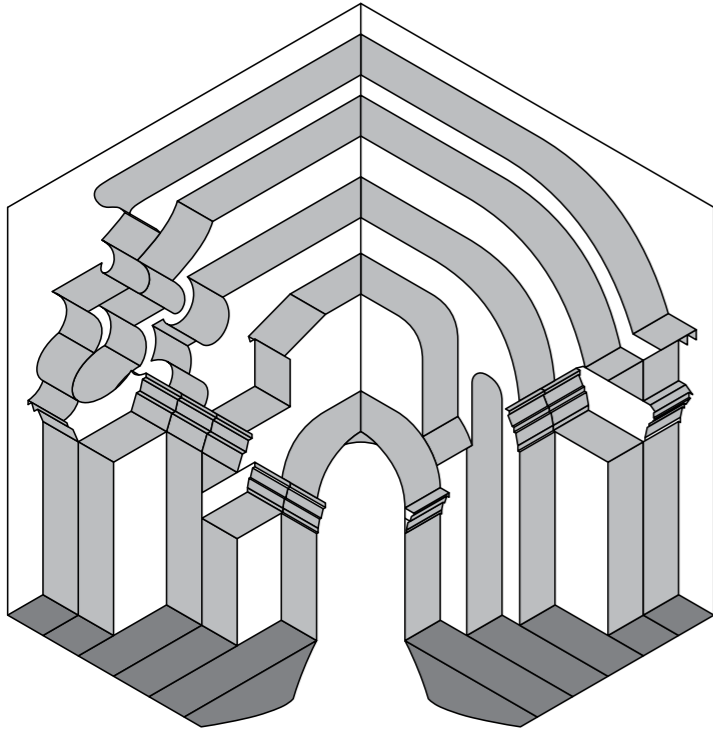
Betreuung: Prof. Bernd Rudolf, Prof. Andreas Kästner, Junior Prof. Reinhard König, Dr. Sabine Zierold, Brian Clark, Stefan Kraus, Nezar Abualhalaweh

Author: Berke Inöntepe

CUBES OF CURIOSITY

RECAP

WUNDERKAMMER 4.0
CUBES OF CURIOSITY
BY BERKE INÖNTEPE



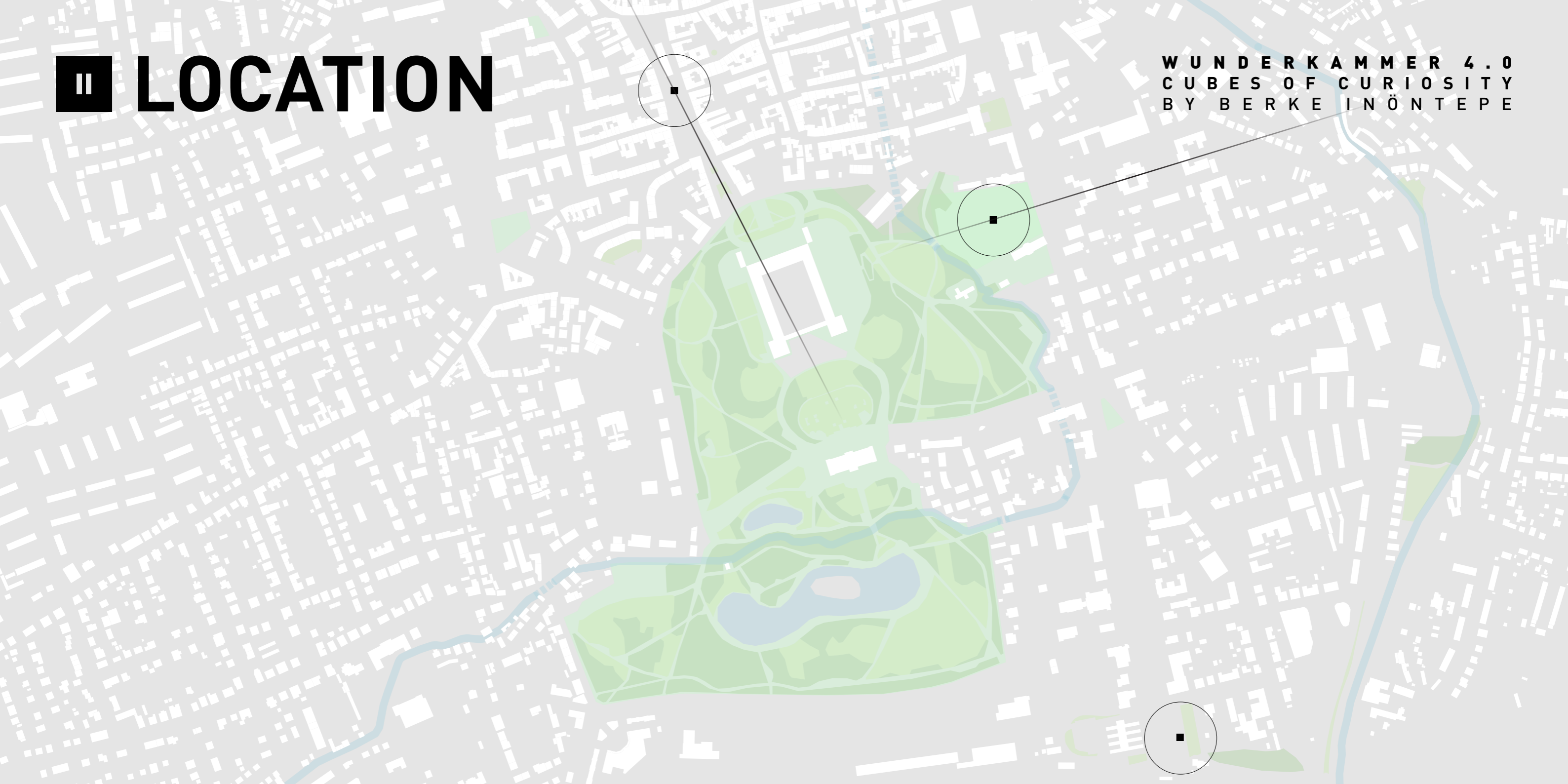
RECAP

W U N D E R K A M M E R 4 . 0
C U B E S O F C U R I O S I T Y
B Y B E R K E I N Ö N T E P E



LOCATION

WUNDERKAMMER 4.0
CUBES OF CURIOSITY
BY BERKE İNÖNTEPE



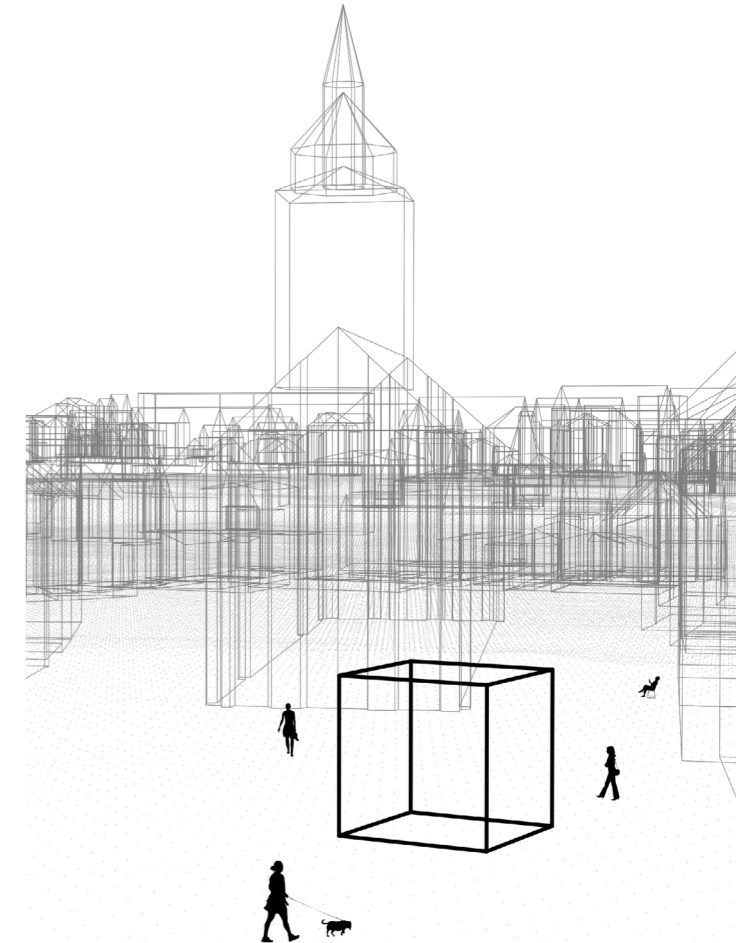
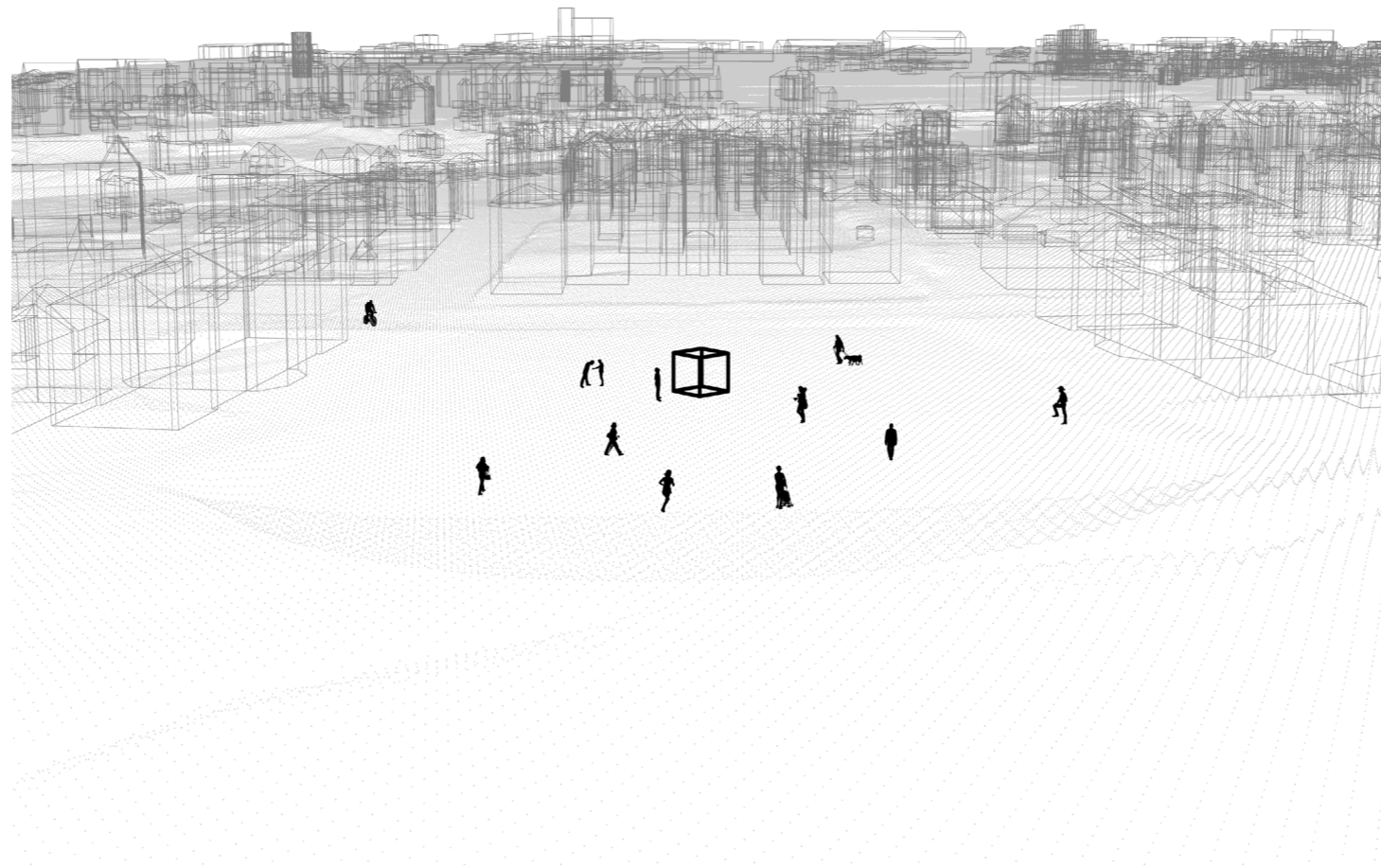
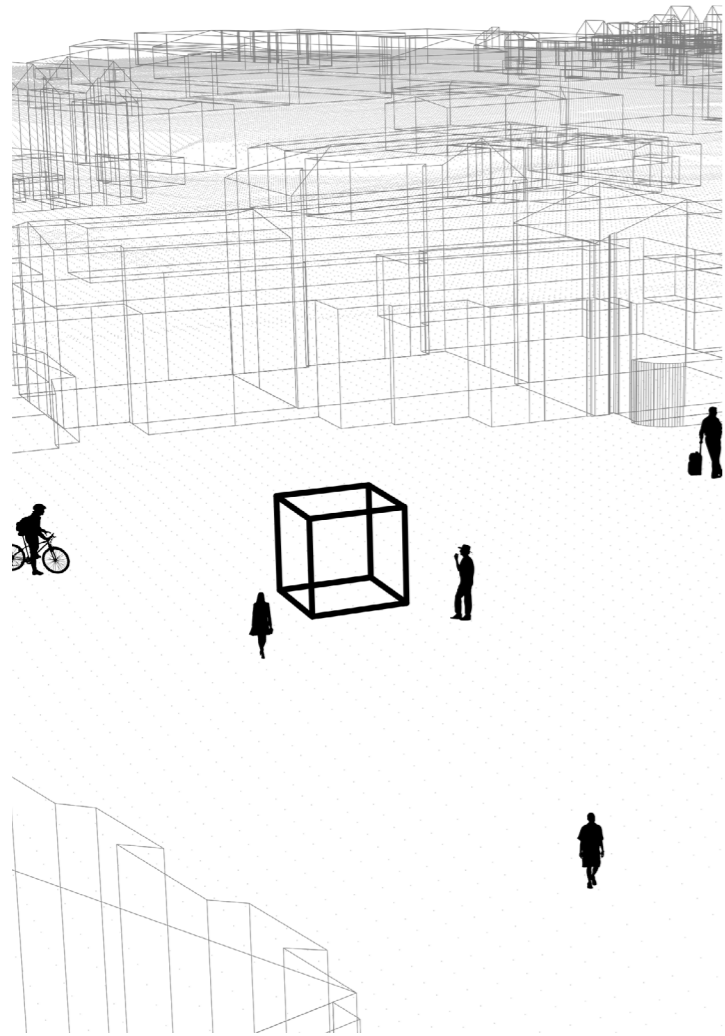
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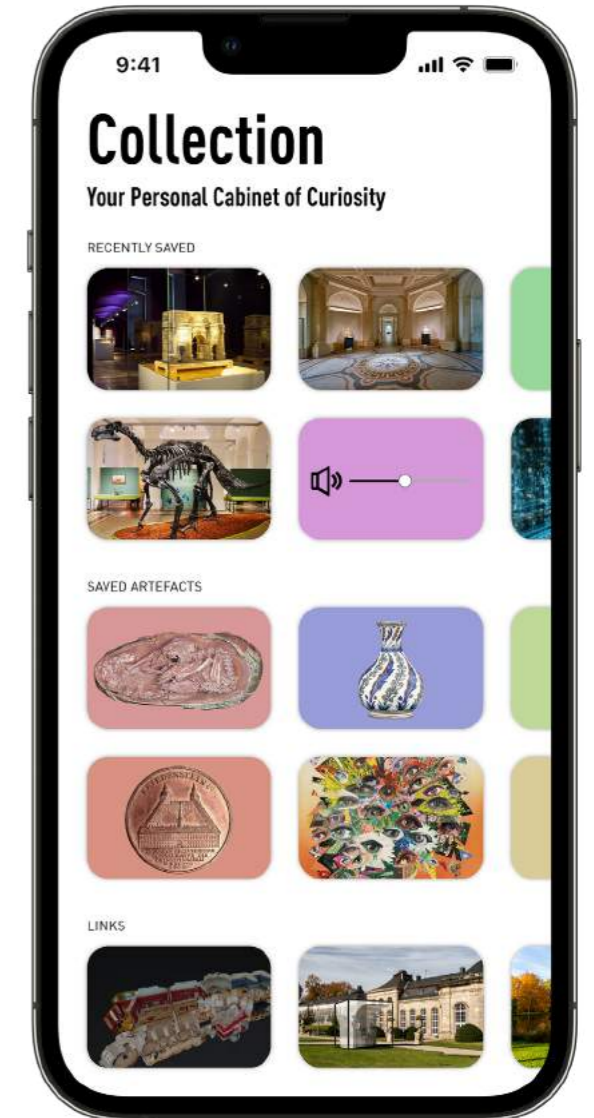
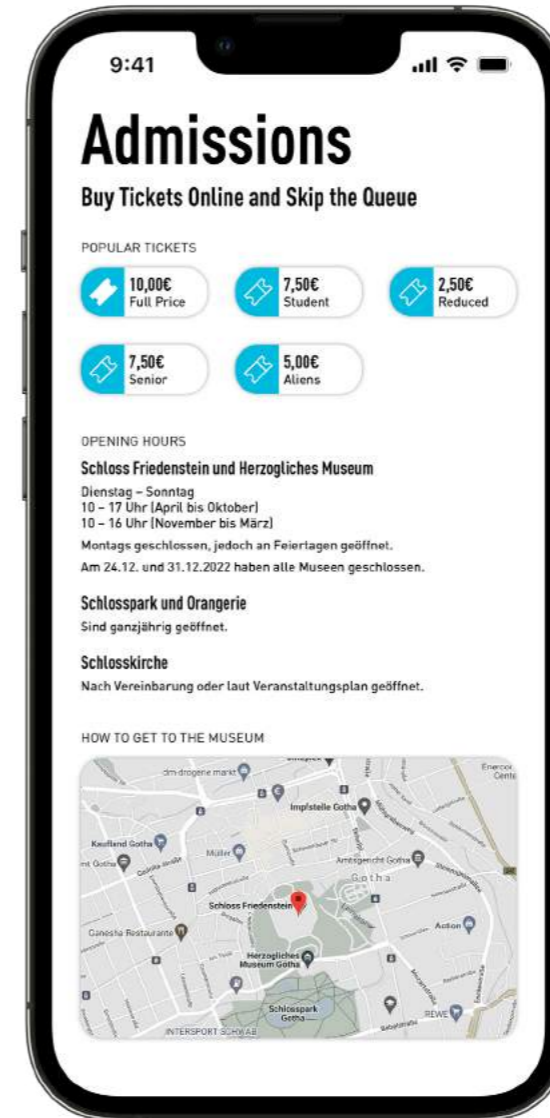
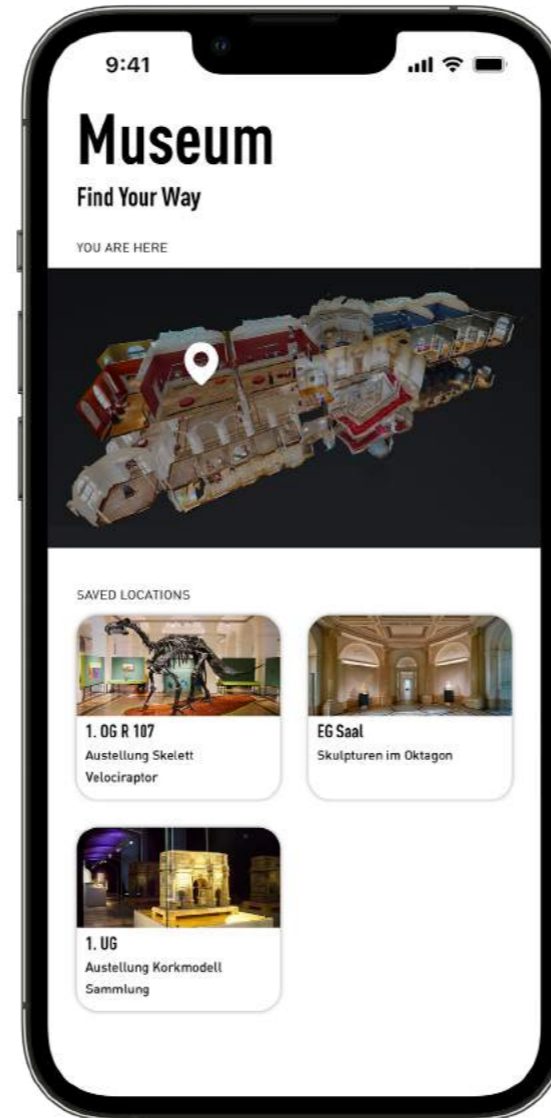
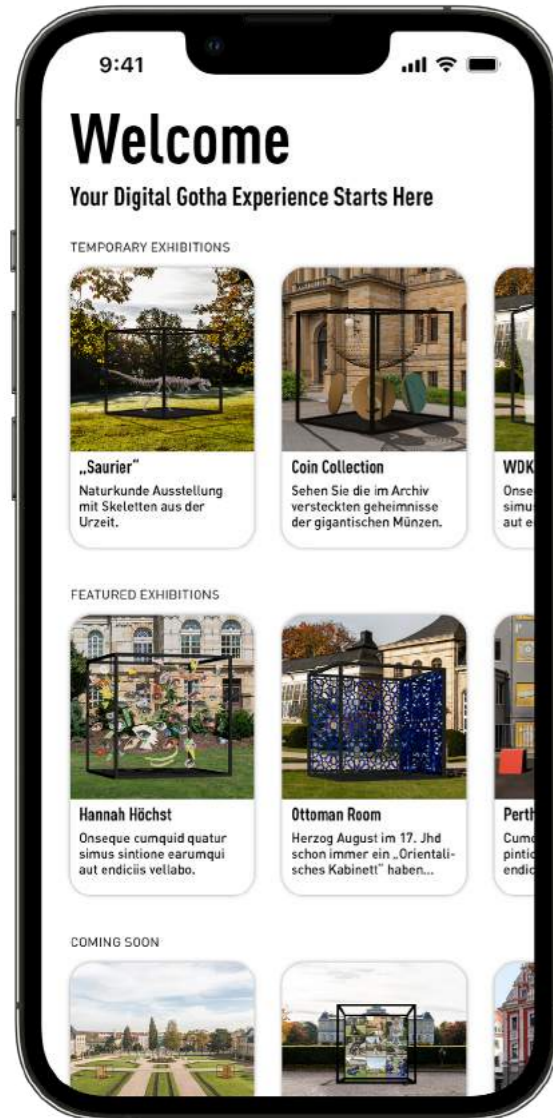
WUNDERKAMMER 4.0
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APP INTERFACE

WUNDERKAMMER 4.0
CUBES OF CURIOSITY
BY BERKE INÖNTEPE

Redesigned to embrace a more interactive and communicative experience



IV APP EXPERINCES

WUNDERKAMMER 4.0
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The Tale of the Ottoman Room

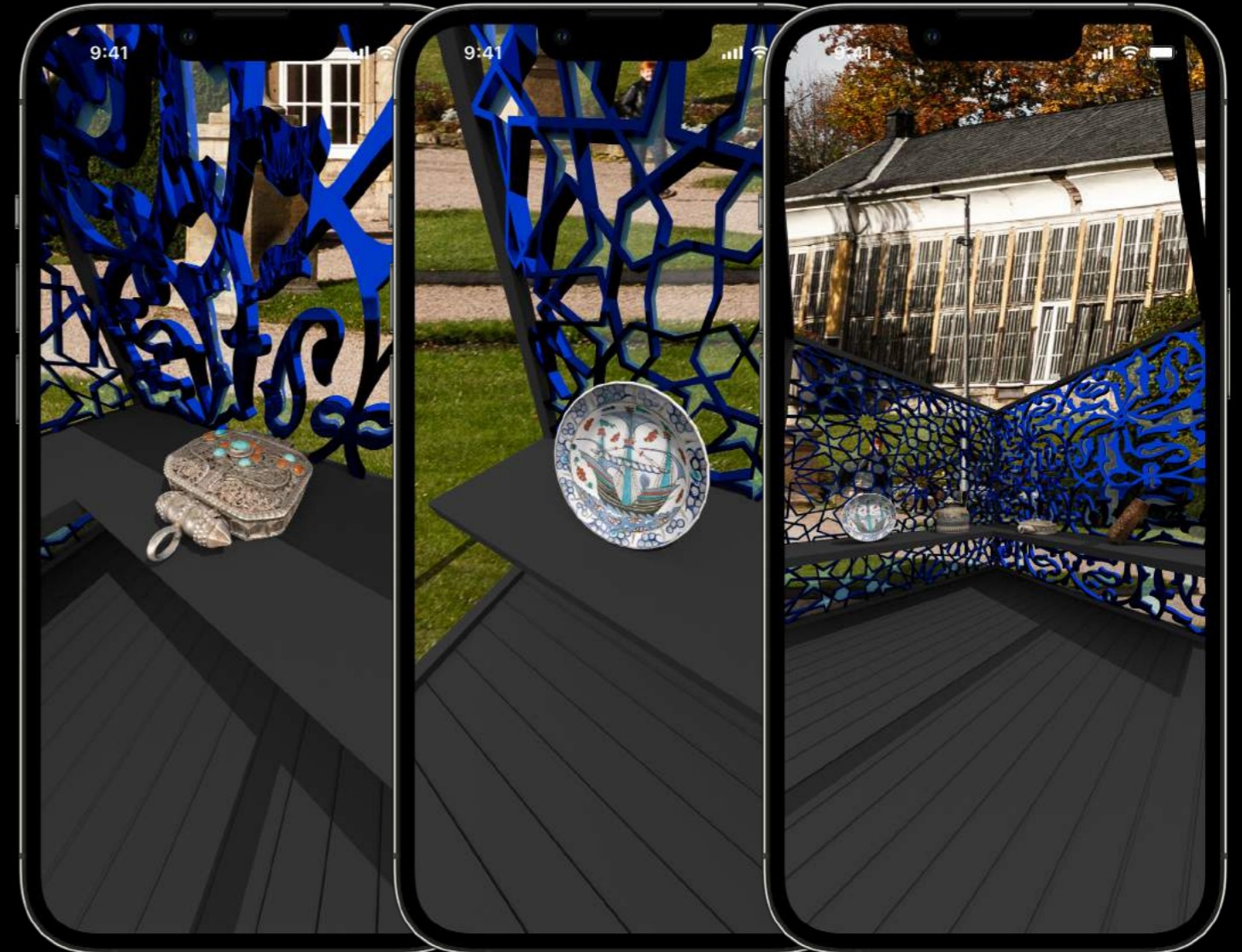


Herzog August



Add to Collection

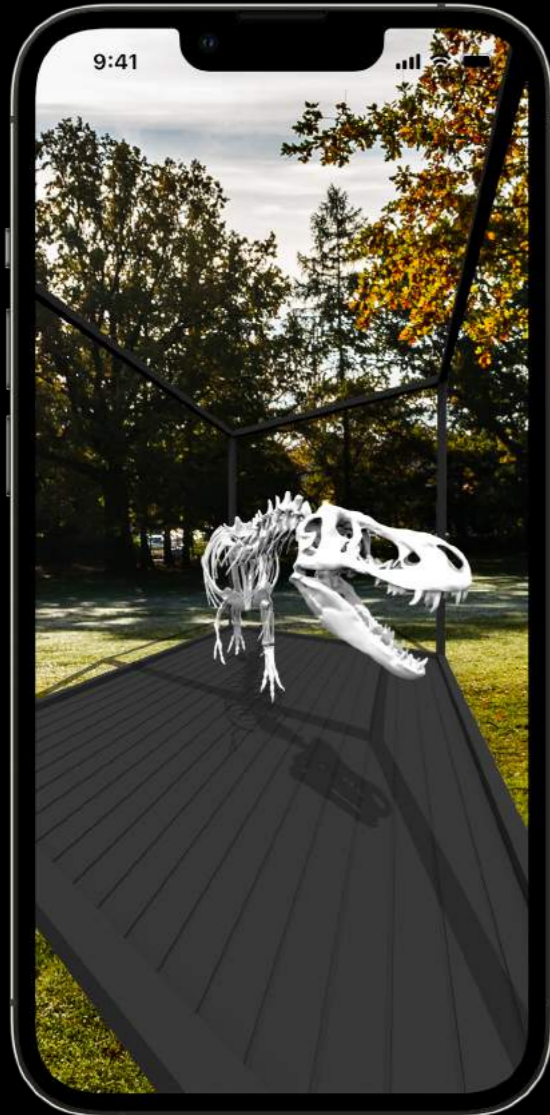
Neu war die zielgerichtete Erwerbung und so entstand in Gotha der Wunsch, ein „Orientalisches Kabinett“ aufzu bauen, wozu es bedauerlicherweise nicht kam. Neuartig war, dass dieses Kabinett vor allem dem wissenschaftlichen Studium dienen sollte.



IV APP EXPERINCES

WUNDERKAMMER 4.0
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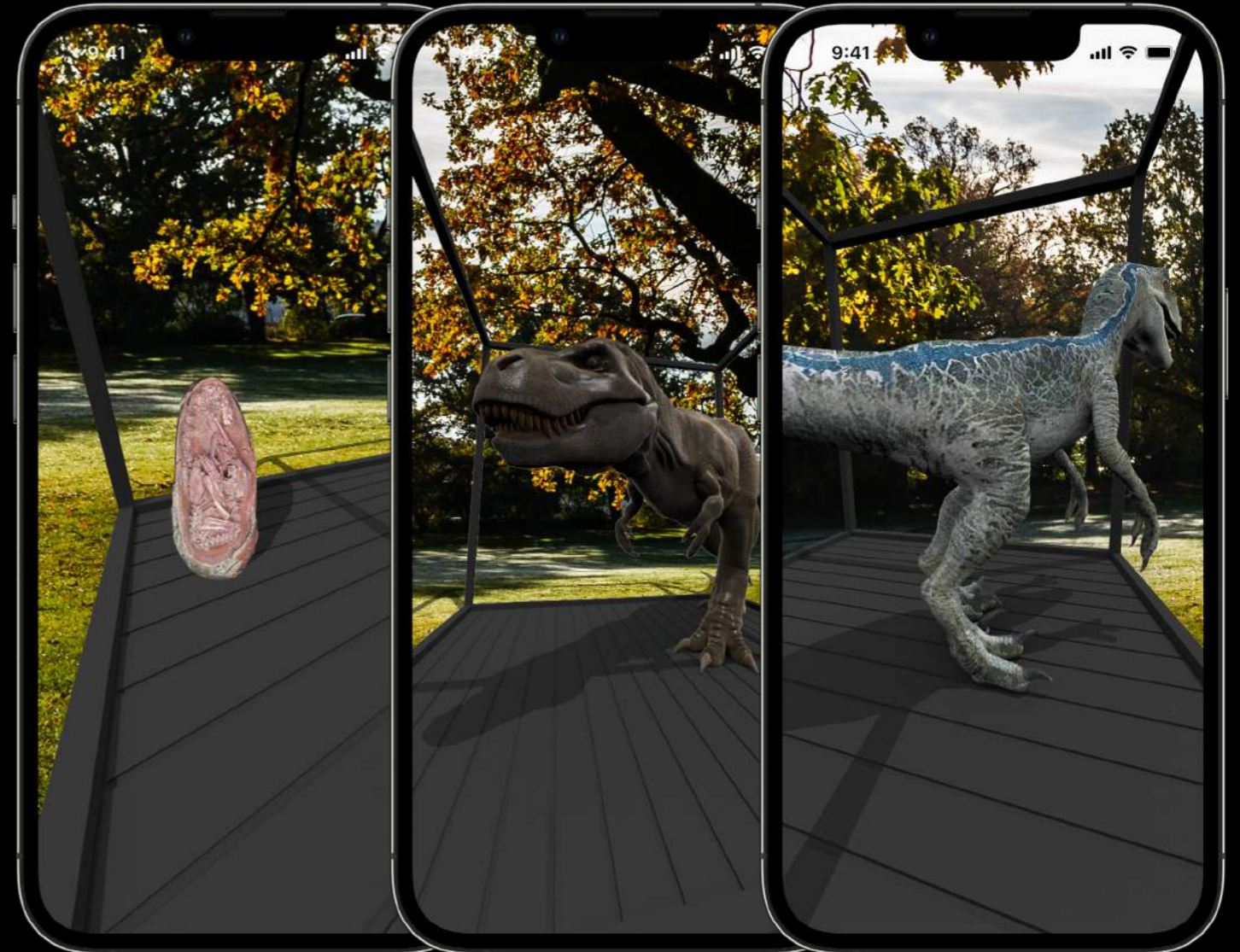
Skeletons Become Alive and Eggs are Hatching



< Velociraptor >



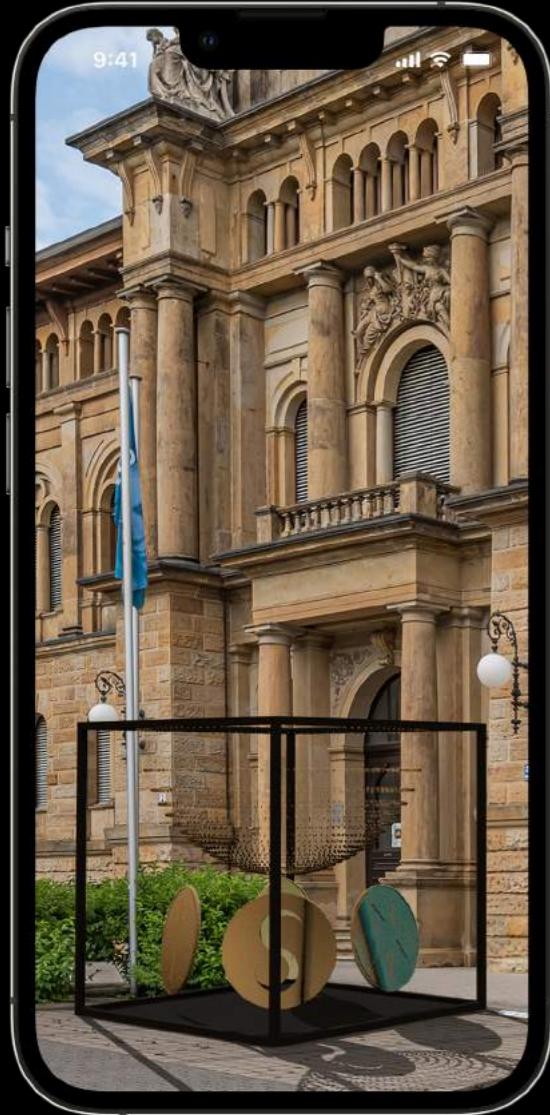
The Velociraptor, which translates to "swift seizer" in Latin, is a genus of dromaeosaurid theropod dinosaur that lived approximately 75 to 71 million years ago during the latter part of the Cretaceous Period.



IV APP EXPERINCES

Coin Collection

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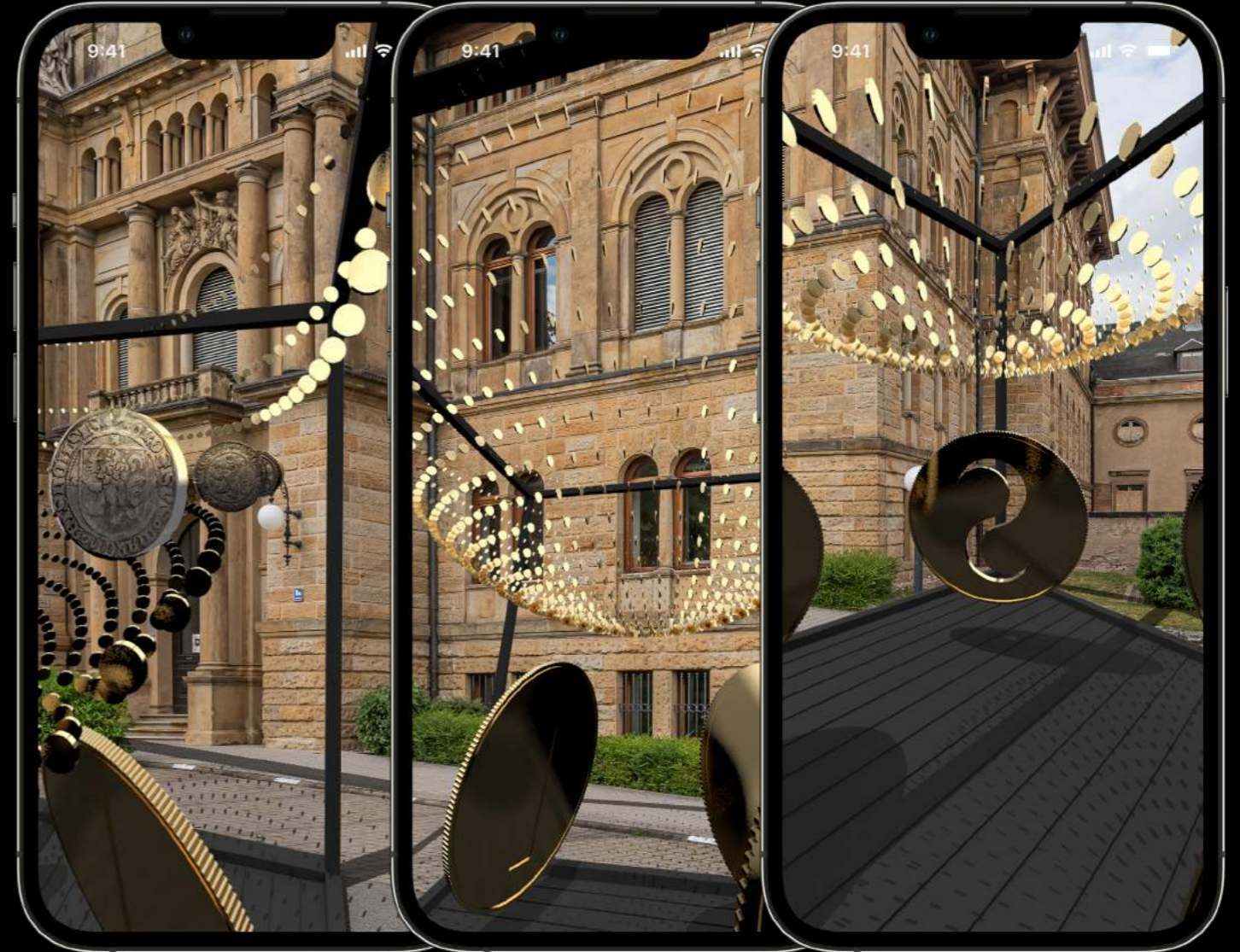
Münzsammlung



Buy Now



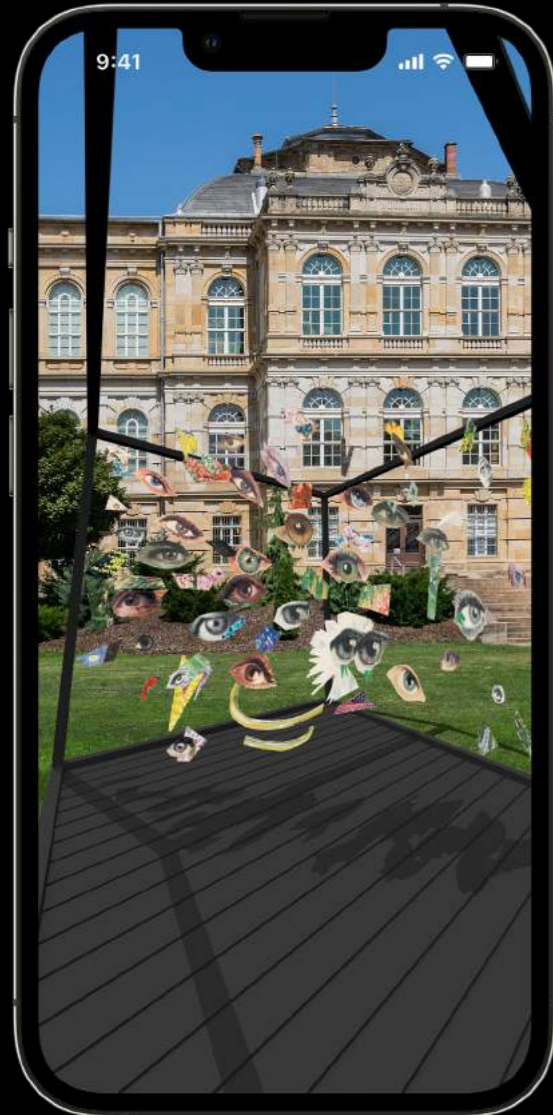
In der Zeit der Entwicklung des Marktfleckens zur Stadt Gotha etwa 1150 fällt auch die Gründung der Münzstätte Gotha. Spätestens 1482, unter Wilhelm III musste die Münze ihren Betrieb einstellen.



IV APP EXPERINCES

Interactive 3D Art Display and Showcase

WUNDERKAMMER 4.0
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Hannah Höch

See Full Artwork



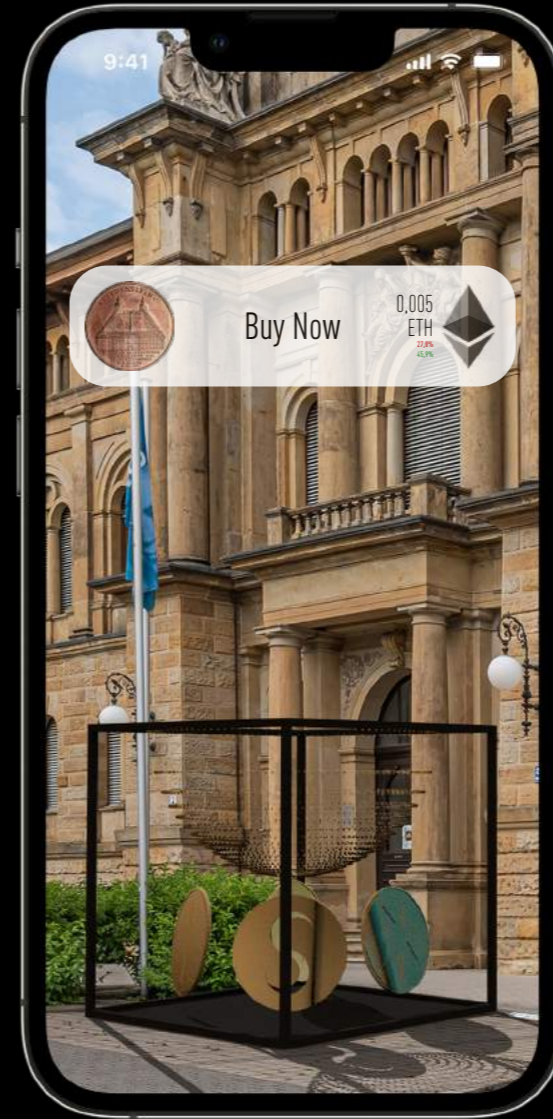
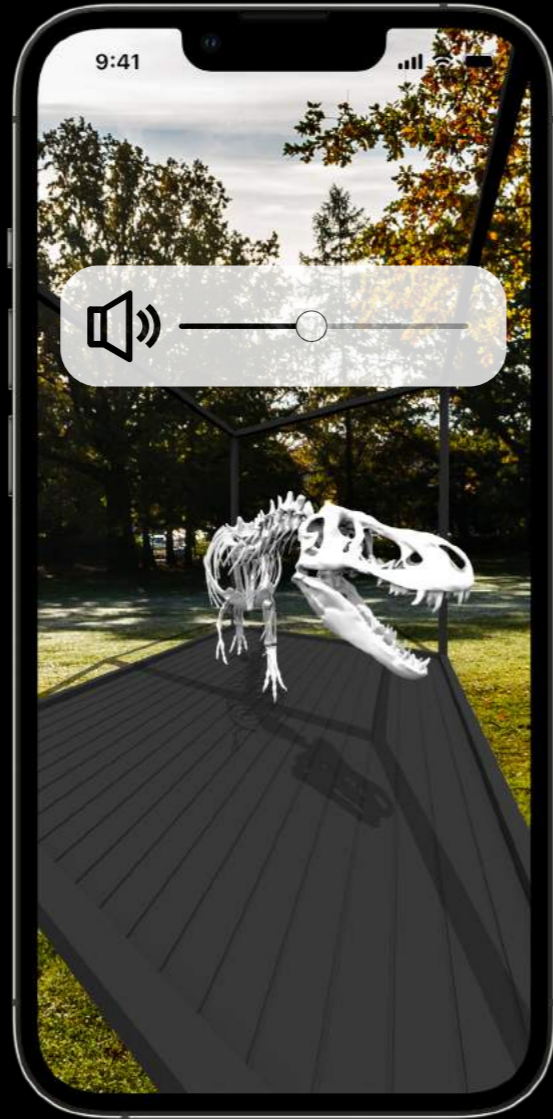
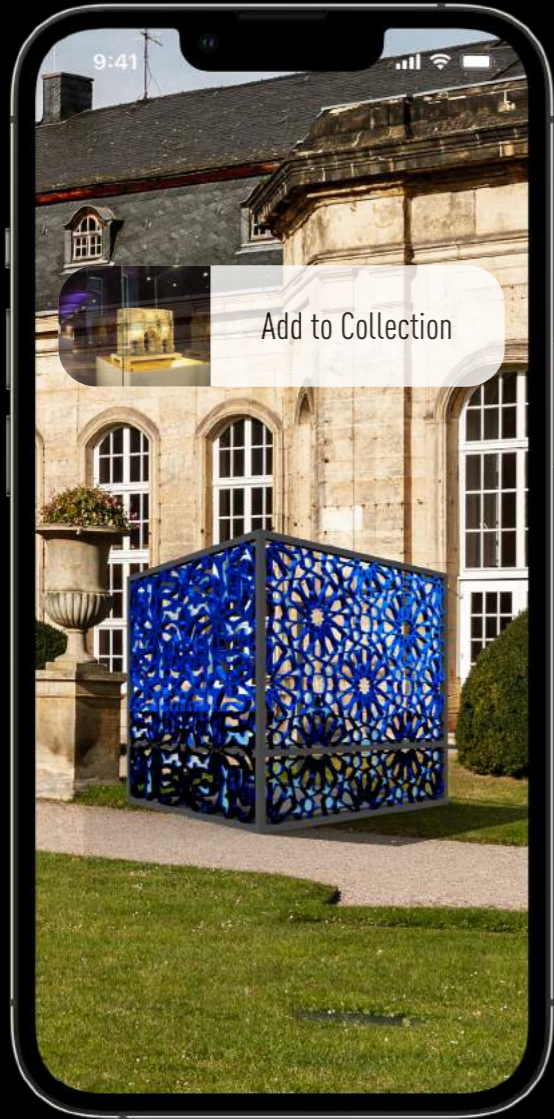
Hannah Höch was a German Dada artist. She is best known for her work of the Weimar period, when she was one of the originators of photomontage.



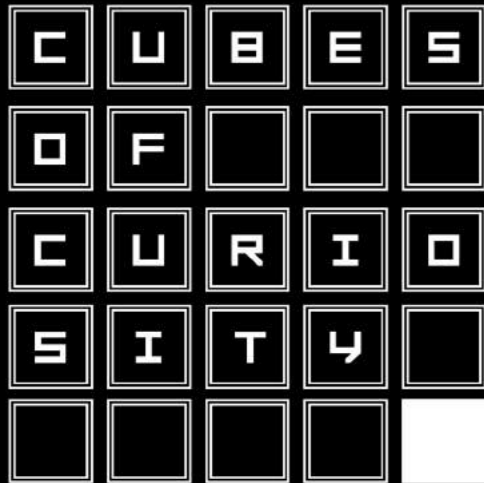
V GOTHA-VERSE

Your digital Gotha experience starts here!

WUNDERKAMMER 4.0
CUBES OF CURIOSITY
BY BERKE INÖNTEPE



! THANK YOU FOR YOUR ATTENTION



WUNDERKAMMER 4.0 WISE 2021/22 MEDIA ARCHITECTURE M.SC.
PROF. BERND RUDOLF PROF. ANDREAS KÄSTNER JUNIOR PROF. REINHARD KÖNIG
DR. SABINE ZIEROLD BRIAN CLARK STEFAN KRAUS NEZAR ABDALHALAWEH
DAS LOGBUCH ZU „CUBES OF CURIOSITY“ VON BERKE INDENTEPE

I HELLO

Introduction to Wunderkammer 4.0

II STEGREIF

Collection of Baroque Photographs: Re-Imagined

III CABINETS

What are "Cabinets of Curiosity"?

IV AR GARDEN

Chinese Exhibition in the Schlossgarten

V AR CUBE

Cubes of Curiosity

! HELLO

Introduction to Wunderkammer 4.0

The aim of the project is to design a temporary pavilion as vitrine to promote the famous art collection of the "Stiftung Schloss Friedenstein Gotha" and to give an inside in the baroque universe of the castle and museum. The task is to identify places alongside the tourist trails and close to important points of intersection in the city to inform and orient people and to stimulate a dialog. Students analyze the historic exhibitions and design a participative, reactive or interactive spatial-media environment.

The micro architecture is referenced to the impromptu design of a "Baroque Box" – a baroque art of space and the historic "Wunderkammer" or cabinet of wonder. The modular construction principle of the installation enables a flexible position on different places and to add further elements. The vitrine incorporates changing information about current exhibitions and events and refers to the art collection of Gotha.

Media installations will create a special atmosphere related to the natural and architectural context in Gotha. The vitrine should add a new layer of meaningful information to create an interesting environment for interactive communication. Users should become present and be involved in the presentation of the spatial installation through different pattern of communication. The design of a multi-sensory space, pavilion or other special environment is part of the design project.