

Thomas Demand - Clip 18

I make it imperfect in order to be beautiful

It's totally intentional to leave traces everywhere in a way but they shouldn't be in the foreground. I don't want to play with the fact that I made it. I want to play with the fact that it's good enough in the first glance and then it falls apart in a very nice way. So the picture itself, when you look at it, you see a space simulator but then you see that it's actually not a space simulator. It looks like a space simulator and only you can see that because of joints being kept in the picture. The other thing is that I, that throughout the years, I realized that there's a certain relationship between being perfect and being beautiful and you would always assume in the first place that perfect is beautiful. But in my case I realized that the perfect, you know, I have to kind of leave joints in, and I have to make it imperfect to make it more beautiful. Because the more the beauty is not laying in the impeccability in it's own fantastic lack of mistakes or something it's just....it's actually that it works so well for the viewer, that is the beauty of the work rather than how it looks like.

