

Thomas Demand - Clip 21

The role of modernism

Most of what I am doing is like I'm rebuilding very banal things and they look like you see them for the first time or they look a little bit like the prototype of something and this kind of sense of prototype because they look so fresh and so untouched and they don't look like mass produced but they look like a mass produced thing. So you know the kind of weird appearance of the objects or the rooms I'm building has a certain utopian element in it as much as the first design of a cup or tray or something, which wanted to improve the world a little bit. Every architect somehow thinks of course that it's better, that the building is existing than it's not existing. So he tries to make it on a very small scale, make the world a little bit better and somehow that thought is in some of my work. You know how the world would be if it wouldn't be as it is or something like that. You have this kind of possibility of things how they could be as well but they end up in the same shape as how you know them. This sense of possibility or sense of temporary appearance, because of the fact that it's all made out of paper and it all has this lightness and ...you know that there's no ingredient, there's nothing in behind it, it's all a façade basically. But that's hopefully what it comes to. That you know that's how it really is or how it could be or something like that.

