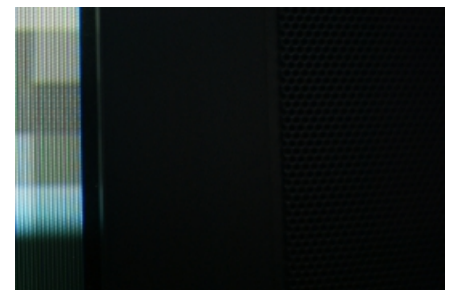
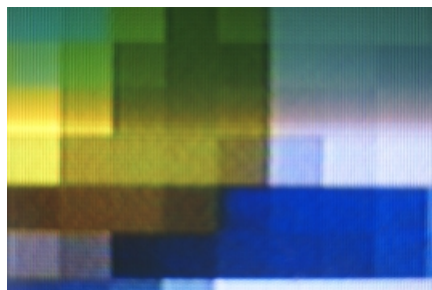
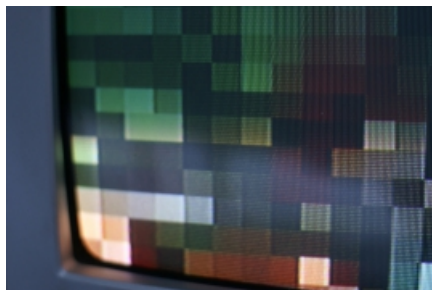
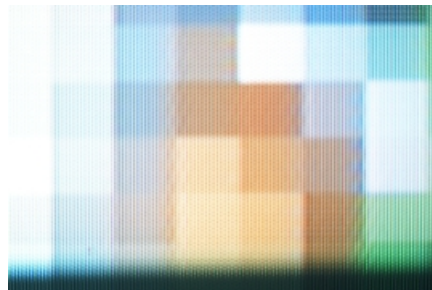
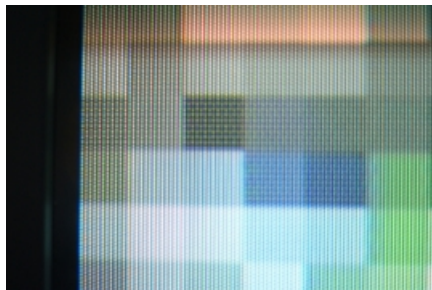
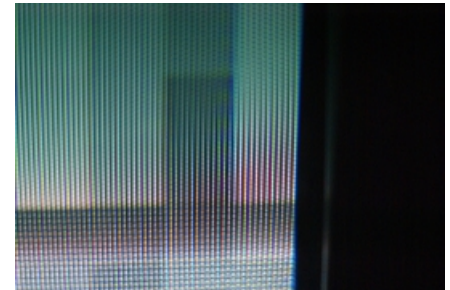
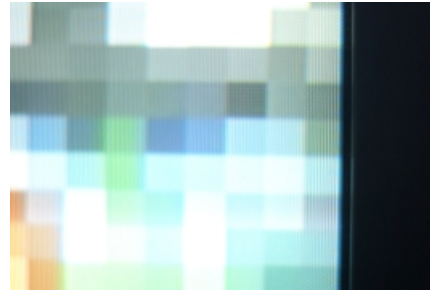
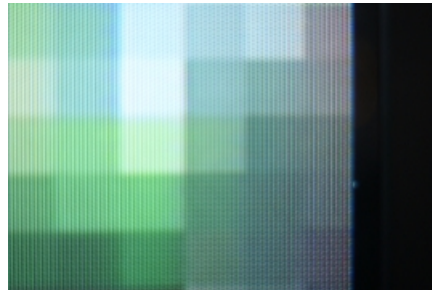


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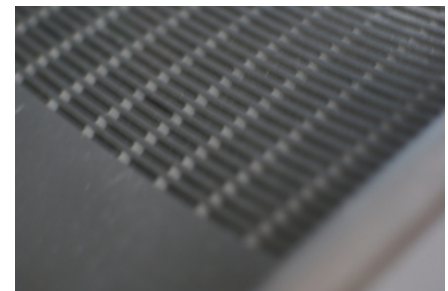
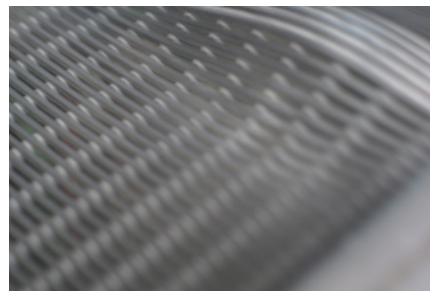
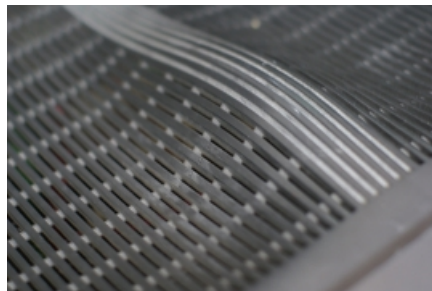
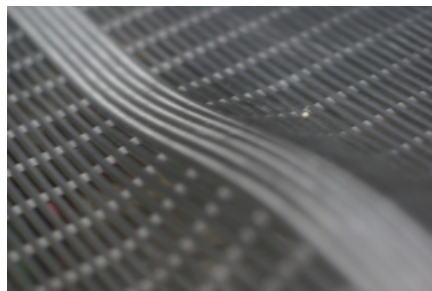
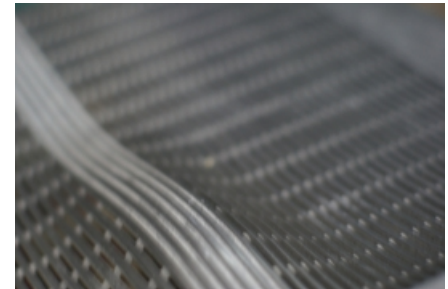
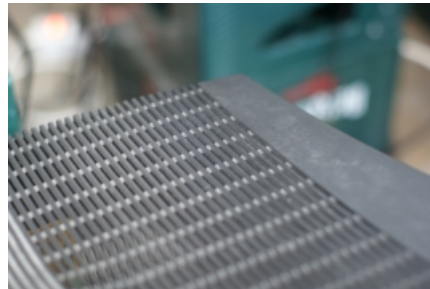
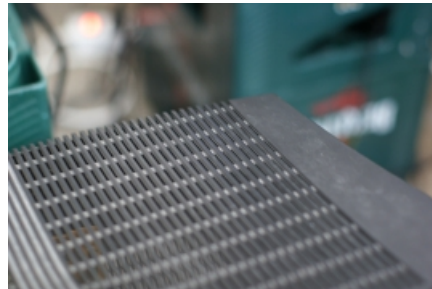
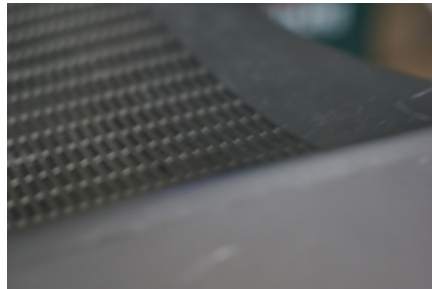
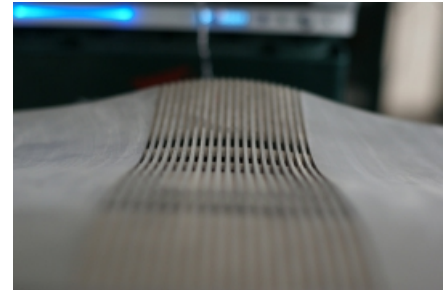
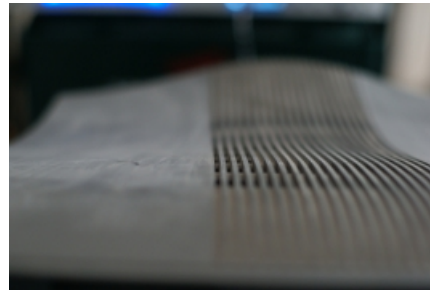
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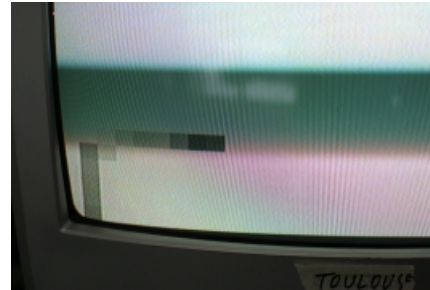
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"the TOUCH ME videosurface special edition was inspired by the idea of having a collaborative exhibition project at AQUABIT berlin using old TV-sets as building-blocks for sculptural expressions. the dominant design object by benjamin piltz next to the entrance made me think of an old mosaic-videoeffect from the 80ies, which later even came with some consumer cameras. as I once played around with this visual possibility it seemed very seductive somehow: the hidden image behind the image, the original Hi8 camcorder microphone sound as a diary, the dichotomy between authenticity and the children's building block-abstraction of an unseizable reality." ssmidd, 2010

photos and design by sschnittlabor in collaboration with alexandra walther

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