



# Olympia (The Real Time Disintegration into Ruins of the Berlin Olympic Stadium over the Course of a Thousand Years)

Original title: Olympia

Olympia (The Real Time Disintegration into Ruins of the Berlin Olympic Stadium over the Course of a Thousand Years) is a computer-generated replica of the Olympic Stadium in Berlin, which finds itself in a time-space devoid of human intervention and entrusted to the cycles of nature. Following the original 'ruinenwert' theory, in which the stadium's own decay has been pre-incorporated, Olympia invokes a cycle of creation to dissolution by the slow forces of nature. Although the human element has been removed, it is re-introduced through the work's synchronicity with our own life cycle. Olympia can be regarded as an attempt to measure biological duration against imaginary duration. From season to season, year after year, we can observe the growth of weeds 'irrigated' by the computer programme that calculates the exact precipitation, weather and seasonal conditions in Berlin. Trees and vegetation will gradually occupy more of the view towards the stadium until eclipsing it completely.

## CREDITS

**DIRECTOR:** David Claerbout  
**PRODUCER:** David Claerbout  
**WRITER:** David Claerbout  
**SALES AGENT:** Tse Ling Uh

## CREATION DETAILS

**TYPE:** Film  
**PRODUCTION SHARE:** Majority Flemish  
Production  
**YEAR OF PRODUCTION:** 2016  
**PRODUCTION STATUS:** Completed  
**ORIGINAL TITLE:** Olympia

## TECHNICAL SPECS

**RUNNING TIME:**  
**AVAILABLE IN:** 2D  
**ASPECT RATIO:** 16:9  
**COLOUR:** Colour

## CONTACT & SALES

### CONTACT

Claerbout Studio  
T 03 289 46 19  
[assistant@claerboutstudio.be](mailto:assistant@claerboutstudio.be)

### SALES



### MORE INFO

[flandersimage.com](http://flandersimage.com)

flanders<sup>i</sup>



 **Flanders**  
State of the Art