



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

SALES



MORE INFO

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