

IMI



LANDSICHTSSACHE

2. APRIL — 12. OKTOBER 2025

ABOUT THE EXHIBITION

“Draw a map to get lost,” the conceptual artist Yoko Ono wrote in one of her instructions. An apparent paradox, as maps exist to help us find our way in the world. We trust that maps depict realities, that they take us by the hand and provide orientation. Lose yourself in them? That is not the plan. When we get lost using Google Maps or our blue dots are no longer visible due to a lack of data reception, nervousness sets in. No orientation is possible without positioning. Or maybe not? What if a location is not so much about a specific place, but about a feeling instead?

In the exhibition LANDSICHTSSACHE (LandViewObject), we display various artists and projects that examine our view of the world, maps’ claim to truth, and what they are unable to depict despite even their greatest accuracy. They all challenge how we perceive the form of the world, how we position ourselves in it, and how our very being and actions change not only our view of the map, but also the map itself.

JULIA KRAUSE-HARDER

“For some, everyone else’s stars are upside down.” Krause-Harder’s impressive fabric map of the world, which is based on a scale of 1:1.3 million, challenges our usual perception of the Earth. Krause-Harder’s fascination with the spatial and historical dimensions of our Earth, her quest for an overview, is revealed in her largest work to date: she spent almost three years working on the 250 square metre textile world map, which is designed in the form of a globe turned inwards. The map questions hierarchies and encourages us to use the power of our imagination. Krause-Harder writes: “With this map, I help people to locate themselves in the here and now. It’s about a feeling rather than a place.”

ANDRÉS FERNÁNDEZ

According to the artist, it is precisely there, on an Indonesian island, where we all arrive into the world from the universe — and from where we proceed for nine months through the birth canal, which Fernández translates with sweeping strokes into a long journey around the world. “Andrés’ work is a system, everything in it is connected. At the same time, it is very poetic, it shows what is behind things.” The fascination in Fernández’s work lies precisely in the intersections between the familiar and the unknown, between recognition and confusion, between meticulousness and imprecision.

100 DRAWN MAPS OF MY COUNTRY

When is a map ‘right’? In the series “100 Drawn Maps of My Country” by Shilpa Gupta, residents from different countries drew maps of their homelands from memory. These drawings represent alternative maps that depict different realities. In this exhibition, we plan to show a transformation of Gupta’s work. People living in Switzerland will be asked to draw a map of Switzerland in the run-up to the exhibition.

RIMINI PROTOKOLL

In the transcontinental play “Call Cutta” by the theatre group Rimini Protokoll, a call centre in Kolkata connects with people in Berlin. Following the instructions of a voice from the call centre, an extraordinary journey through the city begins. What happens when call centre phone calls are not pushy sales pitches, but instead offer ostensibly individual guidance, and the call center voice becomes a personal city guide?

BUILDTHEEARTH.NET

“Our mission is to fully recreate the entire Earth in Minecraft at a 1:1 scale. Anyone is able to join us and contribute!” These words on the buildtheearth.net website describe the ambitious project to recreate the entire world within the computer game Minecraft. It is a global, collaborative project that aims to connect people across borders, open up new perspectives on the world and, above all, not differentiate between reality and fiction, but rather bring the two together.

MAURIZIO ZAPPON

He calls himself a volcanologist, a cartographer, and a storyteller. Maurizio Zappon — known as Zap — creates his very own fantasy worlds on paper with a pencil and watercolours. Much like a Homeric epic, he relates his personal view of the Earth and the universe to us in bright colours. Again and again, his strokes form maps of newly defined worlds. Figures from mythology and the Bible roam between smoking volcanoes alongside Japanese manga characters and dinosaurs. For Zap, the imagined landscapes and planets offer far more than a fantastic escape into other worlds. They become his very own reality, places where his characters and heroes, with whom he identifies, come to life.

CHRISTOPH ZIHLMANN

Although only experienced from afar, Sarajevo has nevertheless found its way into Christoph Zihlmann’s artwork. In his project I was never in Sarajevo, he shines a light on the question of which is reality is truer: the familiar everyday life in Zurich or the distant city that he only knows from the news and the internet.

SAMUEL HERZOG

The fictional island of Lemusa was brought to life by Samuel Herzog, an artist and storyteller. As an anagram of his name, Lemusa offers culinary stories and provides insights into a diverse, imaginary world. Over the years of this ongoing project, the island has evolved and now even attracts genuine enquiries from travel agencies due to its deceptive reality.

DANI SCHWANDER

Some of the elements from which the artist has created this planetary world with its aliens, robots, and space stations are just the size of a fingernail. The material? Painter’s tape. Dani Schwander’s planetary installation takes us into the vastness of the universe and then guides us back to Earth. Only when we look from a distance do we recognise the blue marble that we call home in its entirety.