

## 1. Lukas Sünder

### Bulky-Waste

One of the most characteristic aspects of Offenbach is bulky waste. Because bulky waste in Offenbach is holy! Every bulky waste attract tons of people, who rifle through the heaps; Collecting things, deconstruct and destroy them. Transport treasures on hand trucks and in transport-cars. Its an movement for everyone. A happening during the daily routine, a collective feeling of discovery.

→ The waste-service is not necessary

For the project EVAKUIEREN we built a bulky waste in a public or hidden place.

The bulk contains: real waste and fake waste; furniture; meaningful and useless thing; things that transfer knowledge; comestible things; lokal and universal things; privat and anonymous things; colorfull and golden things; grey things; living things,...

People who found this bulk, can arrange this things as they want and need, find everything to stay a long time, to relax or even to overnight with, can steal things or integrate something new, find books about offenbach, old fotografie, chemical toys, relics, food, tape desk and tapes with sounds of offenbach-choirs, with old sounds and new sounds, something to play with, something which tells stories and something that owned nobody, they find even small treasures if they search deep enough, ...

The bulk can pop up on every place.

Outside or inside, near a Station, or under a bridge. In a church or an apartment. In a container or on the street.

The bulk stays as long as it exist.

## 2. Marcus Morgenstern

### Escape“ from your own identity

My name is Marcus Morgenstern and I am working on my diploma in fine arts, at the Hfg. My topic is temporarily architecture, exhibition architecture created by artists. I am working with Prof Heiner Blum (experimental spatial concepts) and Prof Dr. Christian Janecke (art history). For the practical part of my diploma we are looking for partners at the moment to develop a temporary piece of exhibition architecture.

I am every interested in developing an exhibition space which is created especially for the project.

For example: Exhibition space, to show the artistic concept of Takayama.

Imagine, with the map in your hand you leave the station of public transport, the map is specialized to you, you are a person which is interested, interested in understanding the meaning of things. You formulate questions. But now, you just follow your map towards an uncertain destination.

What you find is a transformed space, a space adapted into some old architecture, a space which used to be a storage hall or an cathedral etc.

you something new, attached to it an temporary architecture with works with the space around it. When you enter it, you can find your way through a exhibition which shows the concept of

Takayamas project „Escape, from your own identity“. During your trip through the exhibition you begin to understand the idea behind the personalized maps, the escape from time in Tokyo and you will get an production to the idea of escaping your own DNA/identity. Which you might do.

Possibilities:

- Interaktion with other stations along the tracks.
- It might work as a main information point, from which the people can print maps and grab some material for further information.
- platform to show the connection between Mousonturm and Takayama. And get further information about the artists who work on the project as well.
- to create a connection between Frankfurt and Tokyo the public transport which works just in your mind and transports you in a mental way.
- Your own mental public transport (Escape from your Identity, with your mental public transport!)

I am highly interested, in developing and chaining ideas together with Akira Takayama and his team and the Mousonturm crew. I am looking forward to it.

### **3. Lars Werneke**

My parents live in Hanau and i study interior Design in Wiesbaden. In Average every second week i drive with the S8 or S9 from Wiesbaden to Hanau.

Last week i realised that the most people just listen to music, look at their smartphone or work on their Laptop. Isn't that strange? We are sitting with a lot of people in the train but we don't talk to each other. Even we don't try it. I feel a little sad about it. So my ideas deal with the idea of communication

#### **Idea 1**

The S Train itself isn't very comfortable and stylish. So my first idea was to create a place where you want to stay. So probably the seats become more comfortable, warm lights probably some relaxing music (difficult to stop the noisy sounds of the train?).

So the idea was to create a very nice place which you would not expect if you wait for the S train.

This should show you that travel with the train could be very relaxing.

It depends on yourself and how you handle the situation.

#### **Idea 2**

The second idea is to convert the train to a little museum. So maybe there are some artworks on the seats or on the window. So the passenger will look at art an hopefully talk about it with the other people around him.

#### **Idea 3**

Yesterday when i walked through Wiesbaden city i saw a man sitting on a bench with a little table in front of him. On the table was a chessboard. So everyone who wanted could play with him.

### **4. Maria Thrän/Juliane Kutter**

Interactive Installation // Fluchtpunkt

**Location** Tram 11

An interactive event/installation in a stripped down tram on its regular schedule between Ginnheim and Fechenheim. Creating new space for free thinking in a train on a direct course to evacuation.

Breaking the prevailing pattern of anonymity by entering a new world, the conscious pushing of boundaries, enabling everyone in the train to foster their own, unique perspective.

What perspective does one gain by following one's own memories while being unable to associate it with the newly created surroundings? Public space - in form of a train - as a bridge to new places to evacuate your mind that wait to be discovered.

This is not an attempt to harness confusion, but rather a discussion about art and culture in public spaces, an experiment to unexpectedly transform a human being on his personal voyage to his spiritual evacuation.

The otherwise invisible and almost undetectable uniformity of our everyday lives is being ripped out of its place and thereby made conscious to the observer, his horizon is being broadened through this interactive experience as a safe haven for communication is being created.

The tram will be stripped down and outfitted with a modular system of furniture and appliances in order to make possible an individual transformation. We will be approaching art groups, collectives, groups for social engagements and other groups they are doing creative work in and around Frankfurt in order to create a personalized escape and evacuation experience with us together - maybe every day, something you don't expect. Different/Changing kinds of installations and experiences during the day or at night are possible.

This is an experiment, a form of guerilla art, spontaneous creativity and interaction with an urban space, that forces people to re-think and re-experience their surroundings while creating an opportunity for young groups to interact with this public space.

Possible ideas for a program with cooperation ships

- Kindergarten/playground/daycare (in cooperation with a kindergarten)
- Event/themed gastronomy (Kantinchen Frankfurt)
- Maze/adventure-world (Musecrew Frankfurt)
- Sound/ Light installations (in cooperation with sound designers and sound engineers)
- Mobile garden (Hafengarten Offenbach / Palmengarten)
- Video/movie installation (Movies produced by young artists at Städel/HfG)
- Performance (HfG / Gießen University/ Antagon Theater)

## 5. Matthias Mohr & Oguz Sen

In the late eighties Frankfurt's finance district was growing fast, at the same time heroin was very present in direct proximity to the rising skyscrapers. Taunusanlage – S-Bahn station for the lines S1, S2, S3, S4, S5, S6, S8 and S9 – was home of one of the biggest heroin scenes in Europe, a sort of heterotopian place, a society within the society with its own rules, its own language, its own codes and a constant simultaneity of life and death. In the heart of Frankfurt-City Taunusanlage set a counterpoint to the shiny uprising world overground, yet still connected to it through the rules of trade. It was a huge area for open heroin consume without any romantic aspects like you would find i.e. in Denmark's Christiania. As the stairs of the station are leading to the Deutsche Bank skyscraper and due to its location, tourists and business men would pass by, which of course was not desirable for urban policy.

In the early nineties the junkies were „transferred“ to the margins of the Bahnhofsviertel. There was a model which then became famous worldwide as the „Frankfurt-Way“. It was about offering rooms for the controlled consume of heroin. In the following years the amount of drug related crime and death was decreasing. The park around the Taunusanlage was closed for some weeks because the ground was qualified to be polluted by heroin. Today there are efforts to regain the park which connects the EZB and the Alte Oper as a recreation area similar to the Central Park. But even though it seems to be clean and sort of pitoresque it still has a strange aura.

As the Bahnhofsviertel itself is affected by gentrification in the last 15 Years and getting more and more attractive as a place for living and going out there are again interests to move the drug scene and close the rooms for consuming.

When we were kids Taunusanlage represented the absolute foreign and unfamiliar, more than being an adventurous place it was really frightening. Going down the stairs to the trains was like entering another world with strange inhabitants. Today the station is under constant construction, there are stairs which lead to nowhere or levels next to escalators which seem to be not reachable. It is already visible that the purpose is to transform it to a commercial place with little grocery stores and coffee shops. But the architecture of the station still appears quite confusing.

We are interested in one of those „in between“ levels which can be reached easily but which is not frequented at all because there is no need to go there – it is a dead end.

While the history of this place seems to be vanished/ banished there is still an odd feeling like as if something was covered up. Our interest lies in dealing with the absence of those people who formerly inhabited this place. Instead of bringing people to the Bahnhofsviertel and make them look at the drug rooms (which would probably end up in kind of a zoo experience) we would like to remind of the absence and the translocation of the drug scene or in other words we would like to bring back the margins to the center.

In cooperation with the drug rooms we would like to live broadcast audio material from the Bahnhofsviertel to the described „in between level“ in the Taunusanlage. Therefore we would use a powerful radio transmitter (which is not 100 % legal in Germany but often accepted if used in an art context) which we own. The signal could be received by any cheap radio device. The room would be transformed by minimal interventions just to create a dispositif which could be:

(one or two of the examples)

- a very black shiny floor which reflects the rough architecture
- the use of a color / material related to the topic (transparent rosé as a wall paint)
- minimal light intervention
- a very simple black bench in the middle on which people can sit on both sides and listen
- the live sound which is transferred to the room

We are also thinking about a mediator, somebody who forms a contrast to the room, another layer, somebody who can be another purpose for going there like a money exchange. Somebody who trades sth. Could be also sb who trades cheap radio transmitters so the sound would be spread into the city....(just a starting point, perhaps already too much)

## 6. Johanna and Max (Gießen)

### EVENT-REANIMATION

Bringing events that took place far in the past back into the game by following different tracks like announcements of events (stickers, posters, shop window decorations) that still exist in the cityscape. What lasted that long is meant to be taken serious!

We will cast extras for our upcoming reenactment of a past event. In a kind of film set we shoot photos/films and produce something that could be the documentation of the event and proof it really happened to finally fill gaps in photoalbums. The fake documentation (photos, film) stays durational at the used place (close to the announcement) plus it is published on the evacuation.de-blog

**Possible Locations:** depending from announcement, (f.e. showtime club Fechenheim, bakery at „Ledermuseum“)

**Object of Evacuation:** reinscribe events that stick on presence and evanescence into timeless, framed and stable phenomenons

**Method of Evacuation:** Reenactment and Documentation

**Cooperation:** several associations and communities providing costumes, music, that are necessary to get the past-party started

**Contact:** f.e. Herr Siebert (Rock'n'Roll film director in Hanau)

### CONTROL ROOM

**Location:** Observation Room between platforms 101/102, Frankfurt main station.

The room is located directly between the platforms and becomes a very exclusive and nearly private place that proposes slow style in opposition to the high frequency of trains passing and the rhythm of daily routine rush. With the one-way-password that you find on the map or that you got after passing a specific station in the game you are able to enter next level: THE CONTROL ROOM. From the inside of the control room you can watch people and become invisible for them behind the huge windows sheathed with mirror foil. Good drinks and board games as well as cricket and billiard are at your disposal to calm you down. If you'll ever pass this place at the outside again you'll never know if it's open what is in there.

**Method of Evacuation:** Isolation, exclusivity

**Object of Evacuation:** daily routine rush

**Opening hours:** randomly and inscrutably set

**Contact:** Herr Müller (administration of the building)

### EVACUATION TRAINING WITH THE PROFESSIONALS

**Location:** FTC Fraport, Fire simulation space

The training area is located directly at one of the landing strips of Frankfurt airport. Airplanes are landing every three minutes, they pass the highway to roll back to the airport. A group of people can on site during a simulation of an emergency situation.

*Die einzigartige Brandsimulationsanlage und die dazugehörige Flächenbrandsimulationsanlage, an der alle erdenklichen Brandszenarien in speziell dafür vorgesehenen Containern dargestellt werden können, bieten optimale Trainingsmöglichkeiten auf höchstem Niveau. Darüber hinaus schulen unsere Spezialisten und Spezialistinnen das Feuerlöschertraining an unserer mobilen Feuerlöscher-Brandsimulationsanlage. An der Bergeattrappe können die verschiedensten Übungen durchgeführt und Bergeszenarien nachgestellt werden.*

**Distance from station S9:** a long walk, maybe by bus (that takes the road underneath the landing strip)

**Date:** unknown, once during the ; period of the project

**Contact:** Stefan Behrendt

**Possible link:** Crash tests at Opelwerk Rüsselsheim