

form

Graphic Novel

2048- When It All Began

Museum Angewandte Kunst, Frankfurt

– 15 July 2015

From autumn 2014 to July 2015, Daniel Hartlaub is creating a graphic novel by interacting with visitors to the Museum Angewandte Kunst in Frankfurt and working with props drawn from the objects in the museum's collection.

Taking the title "2048. When It All Began", this Frankfurt-based artist has been developing a love story that plays out in a city very similar to Frankfurt in the year 2048. The main protagonist knows animals and trees only from leisure parks, and his life is created by a digital companion. Through her, he experiences everything about distant places without having to go there himself. One night, by meeting an unknown woman who can change her appearance, he has his first inkling that the world is not as it has appeared to be thus far. So he wanders through a museum by night until he finds himself in front of a closed door that cannot be opened. Hartlaub integrates a number of exhibited objects from the Museum für Angewandte Kunst into his story and looks at their past in a light-hearted way. Visitors are invited to continue to develop the story with Hartlaub. They also have the opportunity to watch him do his work and drawings in the museum.

Daniel Hartlaub is the nephew of Expressionist artist and author, Felix Hartlaub. Daniel is continuing the family tradition but sets his stories in the future. He studied at the Offenbach University of Art and Design and at St. Martins College of Art in London. He has already made films in New York and Barcelona and worked as an actor.

