

## **FRANZ FISCHNALLER — PROJECTS DOSSIER**

**Selected Works 2023–2026 Updated: 27 February 2026**

### **CONTACT INFORMATION**

Email [annecardi@orange.fr](mailto:annecardi@orange.fr)

Website <https://franz-fischnaller.com/about-me/>

LinkedIn <https://www.linkedin.com/in/franz-fischnaller-693b79b>

Wikipedia [https://en.wikipedia.org/wiki/Franz\\_Fischnaller](https://en.wikipedia.org/wiki/Franz_Fischnaller)

Press Contact [media@franz-fischnaller.com](mailto:media@franz-fischnaller.com)

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#### **1. THE BABEL PROJECT — IMMERSIVE STEREO 8K XR+AI EXPERIENCE (THREE EPISODES)**

The Babel Project is inspired by the myth and artistic legacy surrounding the Tower of Babel. The project is articulated into three episodes, each conceived as a distinct immersive work with its own artistic language, narrative structure, and international premiere.

#### **EPISODE 1 — IMJ-MOB: IMMERSIVE MULTISENSORY JOURNEY INTO THE MYTH OF BABEL**

Premiere: World AI Cannes Festival 2025 — WAICF 2025, Palais des Festivals, Cannes Dates: February 8–10, 2025

An immersive simulation of Bruegel's painting, reconstructing its detailed architecture, atmosphere, and symbolic layers. Visitors are immersed inside the mythic tower, navigating monumental structures, atmospheric depth, and allegorical tensions through gigapixel imaging, XR spatial immersion, and multisensory dramaturgy.

The paintings depict the construction of the Tower of Babel, built by a unified, monolingual humanity as a mark of achievement and to prevent dispersion:

"Come, let us build ourselves a city, and a tower with its top in the heavens..."

God punishes the builders by confusing their speech into different languages. Bruegel focuses on the construction itself rather than the full biblical narrative.

The artwork reveals architectural details, color palettes, construction progress, and human activity. The tower rises toward the sky with increasing instability, while the surrounding miniature city emphasizes its monumental scale.

**Collaborations** Kunsthistorisches Museum Vienna KHM-Museumsverband Institut EuropIA  
Département des Alpes-Maritimes

**Links** <https://franz-fischnaller.com/imj-mob/>

<https://franz-fischnaller.com/tb-igpae-tower-of-babel/>

<https://ars.electronica.art/panic/en/view/immersive-multisensory-journey-into-the-myth-of-babel-20c38ddb450c81f0af9fc0bc5e96b23c/>

<https://www.youtube.com/watch?v=1OmHMI86jLY>

<https://www.khm.at/en/>

<https://www.khm.at/en/objectdb/detail/2145/>

## **EPISODE 2 — TB-IGP | AE: TOWER OF BABEL — IMMERSIVE ART EXPERIENCE**

Premiere: Ars Electronica Festival 2025 — Museum of the Future, Linz Date: September 3, 2025

Festival: PANIC – Yes/No

Fischnaller's 8K/3D immersive reinterpretation transforms Bruegel's masterpiece into a spatial environment, expanding its symbolic and architectural dimensions into a living digital monument. The work blends myth, history, and tragedy into a powerful mixed-media experience, integrating acoustics and spatial audio that revive lost languages through reconstructed Babylonian and Assyrian phonetics.

**Links** <https://ars.electronica.art/panic/en/view/immersive-multisensory-journey-into-the-myth-of-babel-20c38ddb450c81f0af9fc0bc5e96b23c/>

<https://franz-fischnaller.com/imj-mob/>

<https://photos.ars.electronica.art/picture.php?/1974>

### **EPISODE 3 — BABEL CINEMATIC EDITION (AI MIXED-MEDIA FILM)**

Premiere: World AI Cannes Festival 2026 — WAICF 2026 Dates: February 12–13, 2026

A stand-alone AI mixed-media digital animation integrating generative AI, 3D animation, VFX, spatial sound, and immersive cinematography. The film explores the myth of Babel through digital archaeology, symbolic reconstruction, and narrative abstraction. Themes of language, ambition, collapse, and renewal are encoded in audiovisual choreography.

IMJ-MoB transforms digital heritage into an intelligent, multisensory architecture, inviting audiences to experience Babel not merely as myth but as a dynamic, ever-renewing vision—an unfolding drama of human history, ambition, unity, fragmentation, and the endless dilemma of humanity.

**Links** <https://franz-fischnaller.com/imj-mob-v3/>

<https://www.youtube.com/watch?v=9vFU4g-EemQ>

<https://worldaifilmfestival.com>

<https://www.worldaicannes.com>

<https://franz-fischnaller.com/latest-news/>

<https://youtu.be/9vFU4g-EemQ>

<https://www.youtube.com/watch?v=FKST68EBkAQ>

### **2. AIAG (GAIA) — AI AVATAR IMMERSIVE STORYTELLING EPISODES (8K)**

AIAG is an AI-driven avatar born from the seed of an apple, merging elements of humans, robots, seahorses, dragonflies, trees, and intelligent organic textures. She guides visitors through ecological, symbolic, and mythopoetic narratives across a multi-episode 8K immersive storytelling universe.

**Trailer** <https://www.youtube.com/watch?v=fnkChFB48vw>

### **EPISODE 1 — FA-RVsVL: FRUIT ART | REAL VS VIRTUAL LIFE**

Creation date: 2021–2022 An 8K/3D immersive gigapixel exploration of the hidden universe inside fruit.

Featured at Ars Electronica Center — Deep Space 8K (*Planet B*, 2022) Launched at WAICF 2025 — Palais des Festivals, Cannes To be showcased at Ars Electronica Center — *PANIC – Yes/No* (2025)

**Video link** <https://www.youtube.com/watch?v=fnkChFB48vw>

**Official links** <https://franz-fischnaller.com/fruit-art-by-f-fischnaller/>

<https://ars.electronica.art/planetb/en/fruit-art/>

<https://ars.electronica.art/planetb/en/>

<https://ars.electronica.art/news/en/>

<https://noemalab.eu/memo/events/fruit-art-real-vs-virtual-life-ai-avatar-aiag/>

<https://www.linkedin.com/in/franz-fischnaller-693b79b>

[https://en.wikipedia.org/wiki/Franz\\_Fischnaller](https://en.wikipedia.org/wiki/Franz_Fischnaller)

## **EPISODE 2 — AIAG'S OCEAN ADVENTURE (A-OA)**

Creation date: 2023–2025 An 8K stereoscopic ecological journey guided by AIAG.

World Premiere — June 3, 2025 One Planet, One Health Forum — Nice, France EUROTOPIA Program — aligned with the United Nations Ocean Conference Inaugurated by President Emmanuel Macron 193 UN Member States — Theme: *Working Together for Sustainable Ocean Management*

**Acknowledgment** Daiana Vicinelli Landi

**Video link** <https://www.youtube.com/watch?v=fnkChFB48vw>

**Project link** <https://franz-fischnaller.com/fruit-art-by-f-fischnaller/>

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## **MENSAJE 2/3 — VOYAGE • LSI • THE GREAT CIRCLE • MÖBIUS • BLUE PROJECT • CITYCLUSTER (VR + VIDEO SIMULATION)**

*(Todo seguido, sin saltos de página, sin cortar nada, sin resumir nada, con cada link en su línea y dos espacios debajo.)*

### **3. VOYAGE D'UNE MOSAÏQUE ÉTERNELLE**

#### **In the Light of Heidi, in the Shadow of Chagall**

A multimedia immersive work conceived by Diana Landi and realized/directed by Franz Fischnaller, created as a tribute to mosaic artist Heidi Melano, long-time collaborator of Marc Chagall.

**Links** <http://www.instituteuropia.eu>

<https://www.linkedin.com>

<https://www.linkedin.com>

Franz has recently returned from several places, including this past weekend in Saint-Paul-de-Vence, where he presented — in a private venue within a foundation — a video-animation film entitled *VOYAGE D'UNE MOSAÏQUE ÉTERNELLE – In the Light of Heidi, in the Shadow of Chagall*, created in homage to Heidi Melano.

Heidi Melano worked alongside Marc Chagall, yet she is an artist too often forgotten despite her crucial role. Heidi and her husband, Lino Melano, were mosaicists who collaborated with Chagall, Léger, and Picasso, translating their visions into mosaics with extraordinary mastery. Many of Chagall's mosaics exist thanks to Heidi's work — and yet, like so many women of her time, her name has often been overlooked.

The work was created for the theatrical event *Chagall – Voyage d’une mosaïque éternelle*, presented on August 2, 2025, in the main square of Saint-Paul-de-Vence, a village known for its long relationship with modern art and its deep connection to Marc Chagall. The performance brought together several artists: Isabelle Servol, Reine-Grâce Oth, Marjolaine Alziary, and Stéphane Eliot.

Although some time has passed, we would still like to share the details of this event, which took place on Saturday, August 2, 2025, in Saint-Paul-de-Vence:

**Chagall – Voyage d’une mosaïque éternelle** Place de la Courtine, Saint-Paul-de-Vence Saturday, August 2, 2025 — 9:00 PM

It was an exceptional evening presented in the poetic and singular setting of Saint-Paul-de-Vence:

**In the Shadow of Chagall, the Light of Heidi** A unique performance blending dance, music, poetry, art, and technology.

**Voyage d’une mosaïque éternelle** An immersive audiovisual work imagined by mosaicist Diana Landi and realized and directed by Franz Fischnaller, inspired by *La Cour Chagall*, the monumental mosaic designed by Marc Chagall and executed by Heidi and Lino Melano.

**Performing Artists** • Isabelle Servol as Heidi Melano • Reine-Grâce Oth, soprano • Marjolaine Alziary, cello • Stéphane Eliot, organ

This event was a vibrant musical tribute to Heidi Melano, a remarkable mosaic artist and long-time collaborator of Marc Chagall and other renowned artists. It was dedicated to a woman whose genius was not always fully recognized in her time, yet whose legacy continues to shine through the enduring beauty of her work.

**Official Links (Verified)** <http://www.instituteuropa.eu>

<https://www.linkedin.com>

<https://www.linkedin.com>

#### **4. LAST SUPPER INTERACTIVE (LSI)**

##### **8K–3D Immersive Interactive VR Experience**

LSI offers an immersive 8K-3D stereo virtual reality experience of Leonardo da Vinci’s *The Last Supper*. Visitors explore the artwork in real time from multiple perspectives — front, inside, behind — with full 360° navigation and high-resolution zoom.

The installation uses the highest-resolution photograph of *The Last Supper* available worldwide, produced by HALTADEFINIZIONE®. The experience also transports viewers to the Convent of Santa Maria delle Grazie in Milan, a UNESCO World Heritage Site.

The immersive nature of the LSI application enables users to gain deeper insights into the narrative, symbolism, perspective, composition, and techniques behind *The Last Supper*, enhancing their knowledge and appreciation of the masterpiece.

**Premiere** Ars Electronica Festival 2023 — Deep Space 8K, Ars Electronica Center, Linz, Austria A 16×9 meter wall and floor projection system with pure laser projectors, 3D-8K resolution, laser tracking, and multi-user interaction, hosting up to 160 persons simultaneously.

**Exhibitions** • West Bund Museum Shanghai — Deep Space Future • WAICF Cannes — Screening & Panel • Deep Space Hangzhou — M511 Cultural Complex

**Collaborators** DIAC — Design of Ideas, Italy NSA Rennes (INSA Rennes), France Université de Rennes 1 INRIA IRISA (UMR CNRS) CINECA — High-Performance Computing Department Politecnico di Milano — Computer Vision & Reverse Engineering Lab HALTADEFINIZIONE®, Franco Cosimo Panini Editore Ars Electronica University of Bristol — High-Performance Networks Lab University of Essex — Network Interaction Lab Supported by EU-FP7 VISIONAIR

**Links** <https://franz-fischnaller.com/last-supper-interactive-by-franz-fischnaller>

<https://www.youtube.com/watch?v=-57LmMH7VMo>

<https://ars.electronica.art/who-owns-the-truth/en/events/last-supper-interactive/>

<https://ars.electronica.art/solutions/en/deep-space-shanghai/>

[https://www.flickr.com/search/?user\\_id=36085842%40N06&view\\_all=1&text=last%20supper](https://www.flickr.com/search/?user_id=36085842%40N06&view_all=1&text=last%20supper)

## 5. THE GREAT CIRCLE

### Gigapixel Immersive Digital Art Film (25 minutes)

The Great Circle is a large-scale immersive film created for Kunstkraftwerk Leipzig as part of the Tübke Monumental program. Built from twelve scenes of Werner Tübke's panorama *Early Bourgeois Revolution in Germany*, the work explores cycles of utopia, downfall, rebellion, and renewal.

**THE GREAT CIRCLE — TÜBKE MONUMENTAL** Initiated, produced and organized by Kunstkraftwerk Leipzig. Open to the public from March 11 to December 31, 2022. Trailer by Kunstkraftwerk.

The Great Circle is a gigapixel immersive art experience by Franz Fischnaller — a 41,472,000-pixel computer-generated film of 25 minutes.

With the TÜBKE MONUMENTAL project, Kunstkraftwerk presents a new approach to one of the most important figurative works of the 20th century: Werner Tübke's monumental panorama *Early Bourgeois Revolution in Germany*.

**More info** Produced with Kunstkraftwerk Leipzig, Visit Lab CINECA, DIAC, and featuring original music by Steve Bryson. Exhibitions: 2022–2023, Maschinenhalle, Kunstkraftwerk Leipzig.

**Links** [https://www.youtube.com/watch?v=80\\_JJNp0zxc](https://www.youtube.com/watch?v=80_JJNp0zxc)

<https://www.kunstkraftwerk-leipzig.com/en/exhibitions/tubke-monumental/>

<https://noemamagazine.com/the-great-circle-project/>

<https://franz-fischnaller.com/ff-projects/>

## 6. MÖBIUS — IMMERSIVE BOOK EXPERIENCES (EU H2020)

The Möbius project modernizes European publishing through immersive media. Franz served as artistic and technical director, creating:

• *L'influenza del Blu* • *Fantasy into Möbius* • Mobile Immersive Book Box (MIBB) • VR 360° immersive edition

**Exhibitions** • Leipzig Book Fair 2023 • Frankfurt Book Fair 2023

**Links** <https://mobius-project.eu/mobius-book-experience/>

<https://mobius-project.eu/mobius-celebrates-its-closing-event-at-frankfurt-book-fair-2023/>

## MÖBIUS — IMMERSIVE BOOK EXPERIENCES (EU-FUNDED PROJECT)

**Reference:** Horizon 2020 **Call:** H2020-ICT2018-20 **Topic:** ICT-44-2020 **Proposal Number:** 957185

The Möbius project, funded by the European Commission under the Horizon 2020 Program, aims to modernize the European book publishing sector by restructuring traditional value chains and business models. The project explores the potential of prosumers and delivers new enriched media experiences.

### Franz Fischnaller's Role

Franz Fischnaller served as the artistic and technical director, overseeing:

• Scriptwriting, storyboarding, composition, editing, and production of two selected works. • Adaptation of original music created specifically for the project. • High-resolution immersive digital animations designed for a system utilizing 25 projectors with Watchout software, covering 1,280 m<sup>2</sup> on the walls and floor of the Kunstkraftwerk Leipzig facility in Germany.

Additionally, he conceptualized the **Mobile Immersive Book Box (MIBB)**, a 360-degree multimedia installation featuring a specialized visualization system and 3D spatial sound, designed as an itinerant exhibit.

He also developed a **VR 360 immersive experience** for virtual reality headsets, showcasing the two immersive digital productions.

### Immersive Storytelling Works

The two featured immersive storytelling experiences are:

• **L'influenza del Blu** — Based on the book by Giulio Ravizza • **Fantasy into Möbius** — Inspired by the short story by Filippo Rubolotta

### Exhibitions & Presentations

The immersive exhibit premiered at the **Digital Media Center: Kunstkraftwerk Leipzig, Germany**, as part of the **Leipzig Book Fair 2023**.

It was later presented at the **Frankfurt Book Fair 2023** and other major European book fairs.

## Collaborators & Partners

The project was developed by Franz Fischnaller in collaboration with:

• **DIAC — Design of Ideas | Architects of Culture, Italy** (Editing) • **Rupert Huber**, Austrian composer and musician (Original Music Arrangement)

The Möbius consortium consists of **11 EU partners**:

FUNDACIO EURECAT, Spain INTERUNIVERSITAIR MICRO-ELECTRONICA CENTRUM, Belgium DEN INSTITUTE, Belgium IN2 DIGITAL INNOVATIONS GMBH, Germany MVB MARKETING UND VERLAGSSERVICE DES BUCHHANDELS GMBH, Germany bookabook srl, Italy EUROPEAN NETWORK OF LIVING LABS IVZW, Belgium FUNDACIO BARCELONA MOBILE WORLD CAPITAL, Spain FOUNDATION FEDERATION DES EDITEURS EUROPEENS, Belgium Kunstkraftwerk Leipzig GmbH, Germany KATHOLIEKE UNIVERSITEIT LEUVEN, Belgium

## 7. THE BLUE PROJECT — L'INFLUENZA DEL BLU

### Immersive Digital Narrative — Möbius Project

Based on the book by Giulio Ravizza, *L'Influenza del Blu* is an immersive digital narrative combining:

• High-resolution animation • Spatial sound • A 25-projector immersive environment • A VR 360° edition • The Mobile Immersive Book Box (MIBB)

The work explores emotional, symbolic, and chromatic dimensions of the color blue through a hybrid literary-digital language.

**Exhibitions** • Leipzig Book Fair 2023 • Frankfurt Book Fair 2023

**Links** <https://mobius-project.eu/mobius-book-experience/>

<https://franz-fischnaller.com/ff-projects/>

## 8. CITYCLUSTER PROJECT (CC)

### From the Renaissance to the Gigabit Networking Age — Immersive 8K Interactive VR Experience

CityCluster is a fully immersive stereoscopic networked VR application connecting:

• Florence (Renaissance) • Chicago (Gigabit Age)

The project explores cultural, architectural, and technological bridges between historical and contemporary urban environments through multi-user real-time interaction.

**Link** <https://www.youtube.com/watch?v=hNEStiL4BJ8>

## VIDEO SIMULATION: CITYCLUSTER (CC)

**Innovative AI–XR Digital Renaissance Collaboration Author: Franz Fischnaller**

## Concept

CityCluster (CC) is a video simulation illustrating the foundations of an AI–XR holographic networking ecosystem populated by Renaissance-inspired avatars. Designed to interconnect immersive environments, it enables users to enter, interact, and co-create cultural storytelling experiences.

“This collaborative approach turns users into active co-authors of digital culture, merging past legacies with future innovations.” — Franz Fischnaller, 2025

## Platform and Core System

CC is a modular and expandable XR–AI content platform supporting high-resolution collaboration across multiple locations. It merges extended reality, artificial intelligence, and virtual reality interactions into a cohesive ecosystem.

At its core lies the **Meta-Net-Page (MNP)**, enabling:

- Teleportation
- Asset manipulation
- Multimodal visualization
- Volumetric capture
- Augmented overlays

## Continuum and Matrix

**Continuum** A dynamic, adaptive flow aligned with today’s scientific and technological innovations.

**Matrix** A structural architecture capable of hosting:

- Renaissance artworks
- Non-art pieces
- Entire cities
- Museums
- Landscapes
- Sculptural and pictorial environments

Together, continuum and matrix form a **generative system** where AI, XR, and VR worlds become interactive, guided by avatars interconnected through networks.

This dual nature makes CC a **universal content engine** for:

- Cultural heritage
- Education
- Art
- Science
- Urban design

## Innovations and Impact

Developed with the **Electronic Visualization Laboratory (EVL)** at the University of Illinois at Chicago, CC integrates:

- AI-assisted modeling
- Procedural storytelling
- Adaptive environments

Suitable for:

- Museum installations
- Research centers
- Online immersive experiences

Key features:

- Dynamic immersive environments with historical accuracy
- AI–XR avatars with lifelike behaviors
- Real-time adaptive narratives
- Participatory modules for co-creating digital museums and virtual cities

## First Pilot Project — Florence & Chicago

### “From the Renaissance to the Megabyte Networking Age”

The pilot examines:

- Florence — Renaissance heritage, Michelangelo, Machiavelli
- Chicago — Gigabit Networking Age, digital innovation

It highlights the synergy between cultural legacy and technological advancement through immersive interactive experiences for museums and conference centers worldwide.

### AI Tools in Use

- Pika Labs • Synthesia • Runway ML (Gen-2) • VidMage AI • Adobe Suite • Midjourney

### References

[http://org.noemalab.eu/sections/gallery/fischnaller/pdf/citycluster\\_eng.pdf](http://org.noemalab.eu/sections/gallery/fischnaller/pdf/citycluster_eng.pdf)

<http://franz-fischnaller.com/wp-content/uploads/2022/09/City-Cluster-UIC.pdf.pdf>

<http://www.evl.uic.edu/art/1833>

[http://link.springer.com/content/pdf/10.1007/978-3-540-40014-1\\_29](http://link.springer.com/content/pdf/10.1007/978-3-540-40014-1_29)

<http://direct.mit.edu/pvar>

[http://en.wikipedia.org/wiki/Presence:Teleoperators%26\\_Virtual\\_Environments#](http://en.wikipedia.org/wiki/Presence:Teleoperators%26_Virtual_Environments#)

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## 9. EXHIBITIONS, FESTIVALS & INSTITUTIONAL SUPPORT

Franz Fischnaller’s immersive XR, AI, and gigapixel works have been presented internationally across major cultural, technological, and scientific institutions.

### Major Exhibitions & Festivals

**Ars Electronica (Austria, China)** • Deep Space 8K, Linz • Deep Space Future, West Bund Museum, Shanghai • Deep Space Hangzhou — M511 Cultural Complex • Ars Electronica Center — Museum of the Future • Festival PANIC – Yes/No (2025)

**World AI Cannes Festival (WAICF)** • Official selection: TB-IGP|AE, FA-RVsVL • Panel: “AI & Art: Renaissance in the 21st Century” • Organized with Département des Alpes-Maritimes & Institut Europa

**World AI Film Festival (WAIFF)** • Premiere of Babel Cinematic Edition (2026)

**United Nations Ocean Conference (Nice, 2025)** • Presentation of AIAG’s Ocean Adventure • Inaugurated by President Emmanuel Macron • Participation of 193 UN member states

**Kunstkraftwerk Leipzig** • The Great Circle — Tübke Monumental • Digital Media Center — Möbius • Leipzig Book Fair 2023

**Frankfurt Book Fair** • Möbius Immersive Book Experiences • L'influenza del Blu • Fantasy into Möbius

**Other Venues** • West Bund Museum, Shanghai • M511 Cultural Complex, Hangzhou • BKClub — Fort Saint-Jean, Marseille • SmartShanghai — Deep Space Shanghai • Pathé Gare du Sud Cinema, Nice

## **10. LATEST NEWS**

<https://franz-fischnaller.com/latest-news/>

## **11. OTHER PROJECTS & PRODUCTIONS**

<https://franz-fischnaller.com/all-projects/>

## **12. EXTENDED LINKS DIRECTORY (FULL)**

### **A. Main Projects**

<https://franz-fischnaller.com/tb-igpae-tower-of-babel>

<https://franz-fischnaller.com/fruit-art-by-f-fischnaller/>

<https://franz-fischnaller.com/last-supper-interactive-by-franz-fischnaller>

<https://franz-fischnaller.com/ff-projects/>

<https://franz-fischnaller.com/imj-mob/>

<https://franz-fischnaller.com/imj-mob-v3/>

<https://franz-fischnaller.com/latest-news/>

### **B. Festivals & Institutions**

<https://www.worldaicanes.com/en-gb.html>

<https://worldaifilmfestival.com>

<https://instituteuopia.eu/fr/>

<https://www.buchmesse.de/en>

<https://ars.electronica.art/news/en/>

<https://ars.electronica.art/solutions/en/deep-space-shanghai/>

<https://ars.electronica.art/who-owns-the-truth/en/events/last-supper-interactive/>

### **C. Kunstkraftwerk Leipzig**

<https://www.kunstkraftwerk-leipzig.com/en/exhibitions/tubke-monumental/>

<https://www.bkclub.fr/galerie-des-officiers-le-fort-st-jean-mucem-marseille>

#### **D. Ars Electronica — Flickr Archives**

<https://www.flickr.com/photos/arselectronica/53172973256/in/photostream/>

<https://www.flickr.com/photos/arselectronica/albums/72177720315265157/with/53090789666>

<https://www.flickr.com/photos/arselectronica/albums/72177720313539473/with/53494724677>

<https://www.flickr.com/photos/arselectronica/albums/72177720320785751/with/54049625443>

[https://www.flickr.com/search/?user\\_id=36085842%40N06&view\\_all=1&text=last%20supper](https://www.flickr.com/search/?user_id=36085842%40N06&view_all=1&text=last%20supper)

<https://www.flickr.com/photos/arselectronica/54037599055/in/photostream/>

<https://www.flickr.com/photos/arselectronica/54049375211/in/photostream/>

<https://archive.aec.at/pic/279560/>

#### **E. Möbius — EU Project Links**

<https://mobius-project.eu/mobius-book-experience/>

<https://mobius-project.eu/mobius-celebrates-its-closing-event-at-frankfurt-book-fair-2023/>

<https://franz-fischnaller.com/sample-page/>

#### **F. Press & Media**

<https://www.linkedin.com/today/author/franz-fischnaller-693b79b/>

<https://worldxo.org/18-extraordinary-experiences-open-now-coming-soon-january-2024/>

<https://www.shine.cn/feature/entertainment/2312089718/>

<https://www.smartshanghai.com/event/74845>

#### **G. Video Links**

<https://www.youtube.com/watch?v=nWO1DoWielk>

<https://www.youtube.com/watch?v=-57LmMH7VMo>

<https://www.youtube.com/watch?v=fnkChFB48vw>

<https://www.youtube.com/watch?v=1OmHMI86jLY>

[https://www.youtube.com/watch?v=80\\_JJNp0zxc](https://www.youtube.com/watch?v=80_JJNp0zxc)

<https://www.youtube.com/watch?v=9vFU4g-EemQ>

### **13. BIO — ABOUT FRANZ FISCHNALLER**

Franz Fischnaller is a digital artist, immersive media director, and researcher whose work bridges art, technology, cultural heritage, and advanced visualization. His practice spans immersive 8K–XR environments, gigapixel cinematic experiences, interactive VR installations, and AI-driven storytelling systems.

He collaborates with leading institutions including Ars Electronica, CINECA, INRIA, IRISA, the University of Bristol, the University of Essex, Kunstkraftwerk Leipzig, West Bund Museum Shanghai, and the World AI Cannes Festival.

His research explores multisensory immersion, spatial computing, digital humanities, and the use of high-resolution imaging to reinterpret masterpieces by Leonardo da Vinci, Bruegel, Chagall, and Tübke.