

# Urban Heritage Hub Case Study; New Life of Street Art in Virtual Reality

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As most authentic graffiti and street art is done without permission their life span and status in the art world can be volatile. And yet, that is exactly the form of expression that needs to be understood and documented. So far good photography was most precious and most common way of preserving a memory of existence of these artworks, but with new technologies and their availability some new avenues of exploration have opened up. "Preserving" a wall in virtual reality (VR) might so far be the best substitute for the real wall and the context it is existing in. This way a viewer can still stroll by the wall and experience of what it means to come face to face with a piece.

Urban Heritage Hub is a project that aims at preserving and digitizing archives that hold photos and other relevant materials as well as existing graffiti and street art in Belgrade (Serbia). Project has three segments: digital archive, VR walls and VR exhibitions but the construction of each segment was heavily burdened with the issues of incompatibility of new technologies and the old systems of preservation. Moreover, possibilities of constructing the new exhibition spaces in VR raise many questions about the role and responsibilities of a curator. Therefore this presentation is going to talk about several crucial issues that occur when there is an attempt to have a heritage institution that exists only in the digital world and that regards graffiti and street art from the point of view of heritology.

[https://vrallart.com/vr-exhibitions/eg/take\\_3\\_street\\_art\\_belgrade/](https://vrallart.com/vr-exhibitions/eg/take_3_street_art_belgrade/)

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