



Oppenheim first worked with director Anne Mosseri-Marlio in 2013 where a close collaboration resulted in the design of the gallery in Basel with a close understanding of the quality of art space required for its artists, whose work varies in scale and medium. This was reflected in the ability of the original gallery to transform to the scale of the exhibitions through the manipulation of kinetic wall panels.

In 2021, Oppenheim was invited by the gallery director to develop an immersive virtual gallery space that could meet the demand and needs of a private art market that was increasingly conducting its business online.

The virtual gallery is comprised of two parts. The main gallery, generous in scale and especially in height is home to seasonal shows. Lighting – both natural and artificial – are subtle and consistent. The details and finishes have a grandness and

visual restraint that compliments the scale. A range of spaces is provided for art from open niches along the central hall to deep alcoves with dramatic height and lighting. Special attention is given to the relationship of the gallery to the exterior, where nature and the city are framed by architecture.

A second gallery, 'The Space' by Oppenheim Architecture, hosts a unique special artwork from the current exhibition in a Surprise pop-up space. Visitors to the gallery are teleported to this extraordinary custom environment from a special niche inside the main gallery.

Oppenheim is very proud to present this project as a new benchmark for 'off-site' gallery experiences. The real time VR online experience was made possible through close collaboration with digital visualization pioneers 'The Boundary'.

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