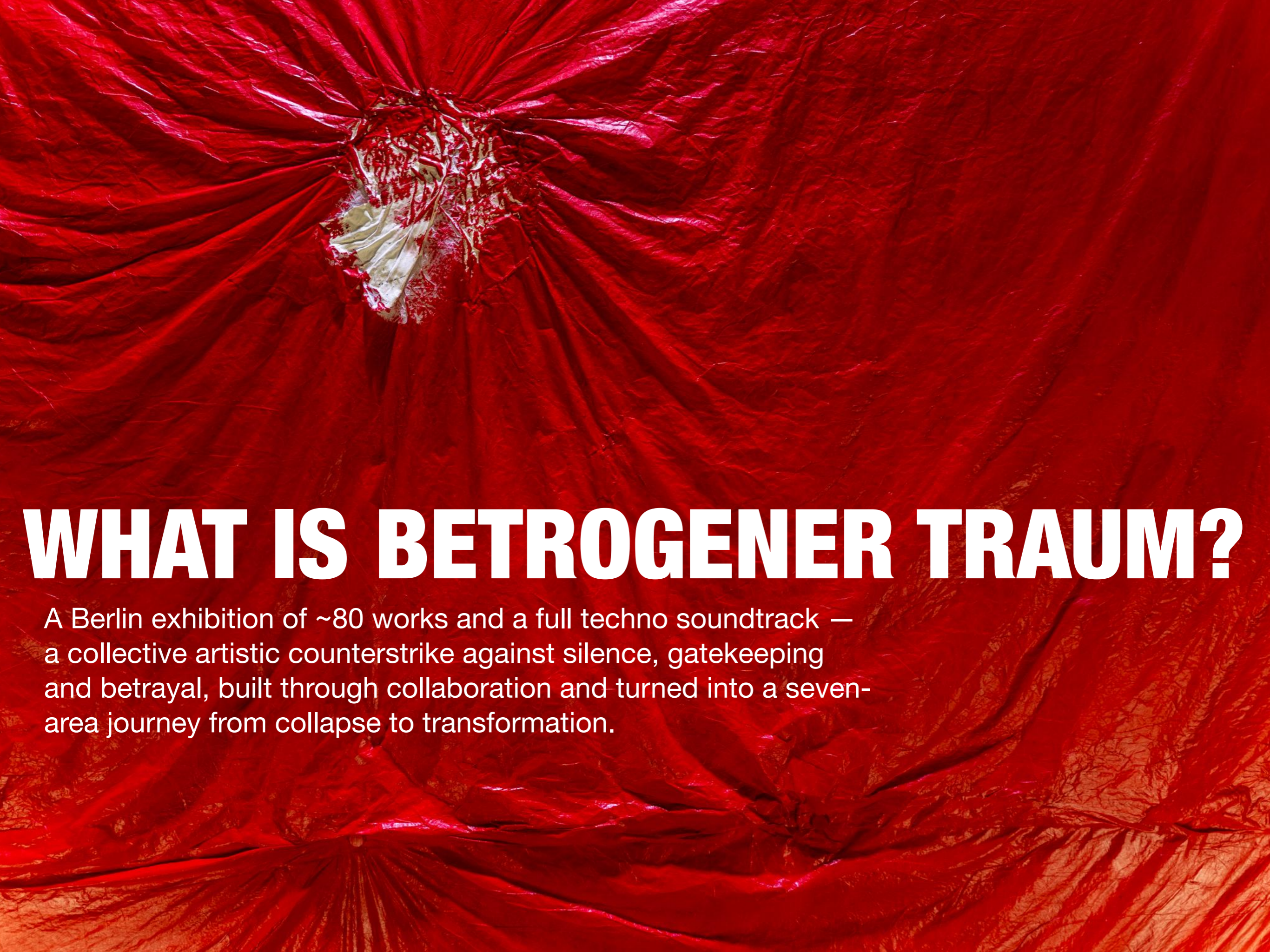




BECKER - BETROGENER TRAUM

Berlin Exhibition (80 works) + Techno Concept Album

Target City: Berlin | Partner Proposal | Target Date: 2026



WHAT IS BETROGENER TRAUM?

A Berlin exhibition of ~80 works and a full techno soundtrack — a collective artistic counterstrike against silence, gatekeeping and betrayal, built through collaboration and turned into a seven-area journey from collapse to transformation.

ORIGIN / WHY THIS EXISTS.

BETROGENER TRAUM is the story of a dream that was stolen — and of an artist who chooses to take the ruins and build an entirely new universe out of them.

Triggered by a real case of fraud and exploitation within the art world (Tokyo, 2024). What followed wasn't revenge — it was a full-scale artistic rebuild. That Decision moment:

„No one was coming to open the door — so I built my own space, wide enough for others to step into.“





THE
FORMAT
**EXHIBITION
AS A WORLD**

- **80 BECKER ARTWORKS**
(66 for sale/14 for documentation +
guest artist works; mixed media /
objects / paintings / installations)
- **7 AREAS**
(emotional zones / narrative levels)
- **ONE CONTINUOUS
SOUNDTRACK**
guiding the space
- **CLUB-COMPATIBLE**
architecture: raw, immersive, physical

THE HONEST MONO NO



THE HONEST SURFACE

Material truth. Raw structure. Visible tension.

BETROGENER TRAUM moves between both

Two modes of perception — one artistic language

SURFACE vs. TAMASHII



MONO NO TAMASHII

The soul of impermanence. Emotional residue. Afterimage.

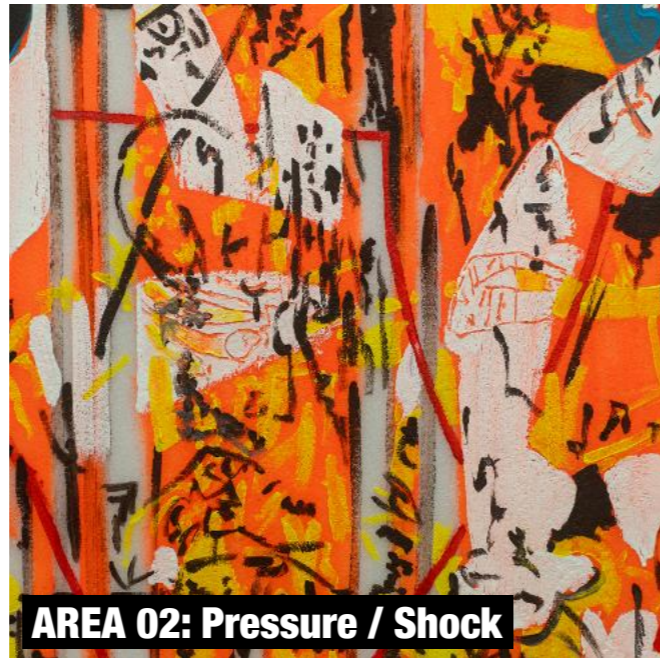
from surface to spirit, from object to aftermath.

THE 7 AREAS (OVERVIEW)

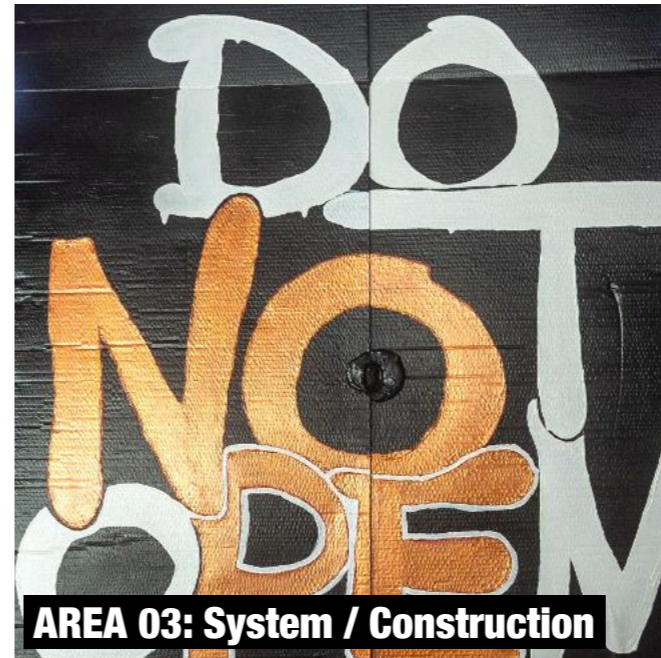
7 Areas. 1 journey. Each Area functions as its own frequency. A walkable process — from collapse to release.



AREA 01: Entry / Nostalgia



AREA 02: Pressure / Shock



AREA 03: System / Construction



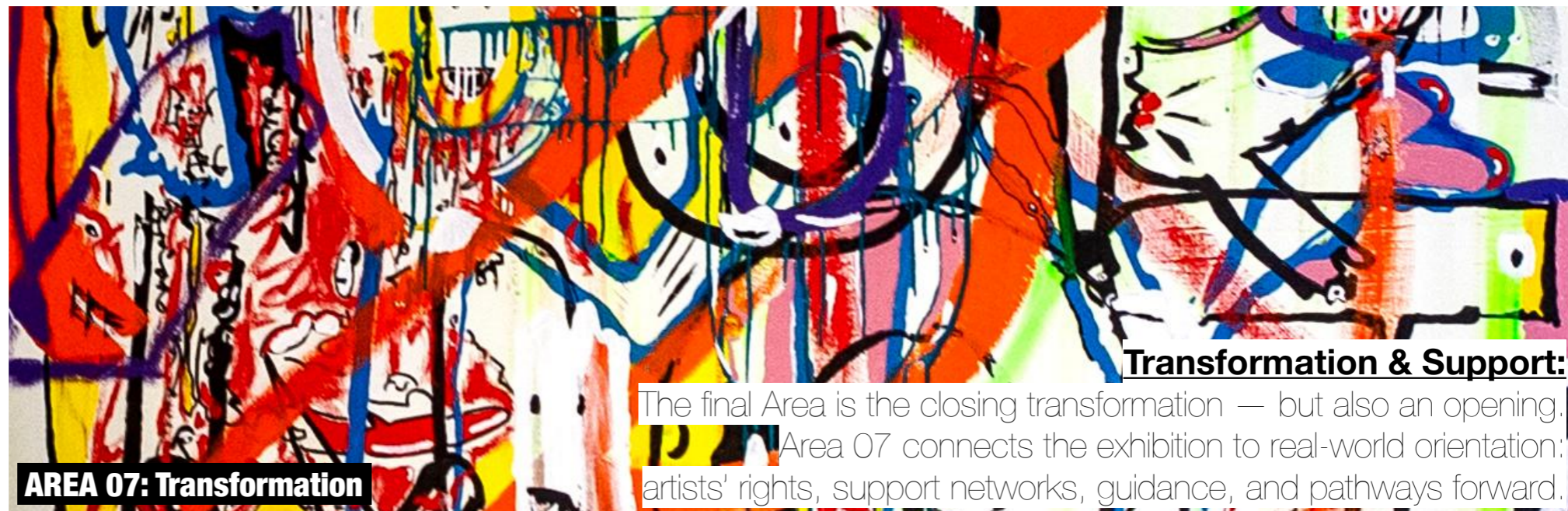
AREA 04: Fracture / Chaos

AREA 05: Distortion / Community

Collaboration Layer: Area 05 is curated as a platform space for other artists who have experienced exploitation, exclusion or broken promises within the creative industry. It expands BETROGENER TRAUM from one story into a shared field — a collective voice.



AREA 06: Integration / Clarity



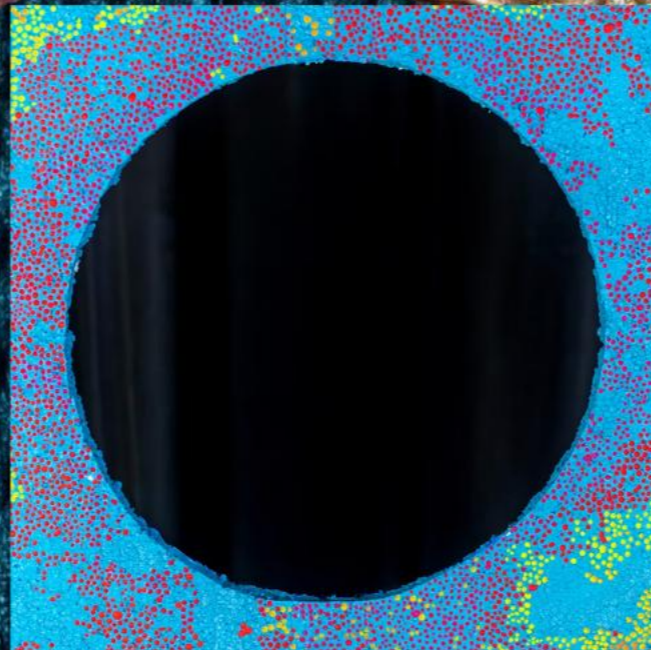
AREA 07: Transformation

Transformation & Support:

The final Area is the closing transformation — but also an opening. Area 07 connects the exhibition to real-world orientation: artists' rights, support networks, guidance, and pathways forward.

Click the area image to watch a video walkthrough.

KEY WORKS (selection)



BOXED
(D 65 / 198 x 166 cm)

WE ARE DOTS
(99,5 x 95 x 2 cm)

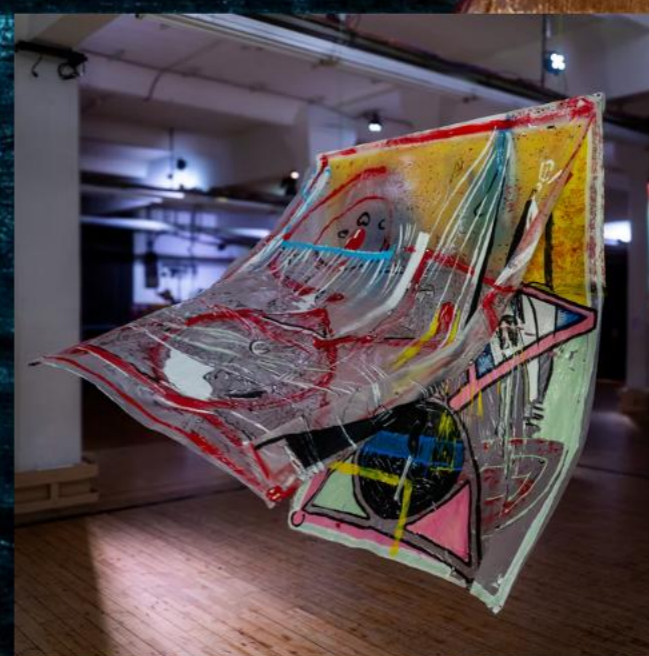
MASTER PEACE
(160 x 200 cm)



OK/KO
(40 x 268 cm)

BRIGHT FIXED FACE
(122 x 122 x 3,5 cm)

65.536 CHOICES LATER
(122 x 139 x 12 cm)



INFINITE UNBLINKING
(D: 112,5 cm)

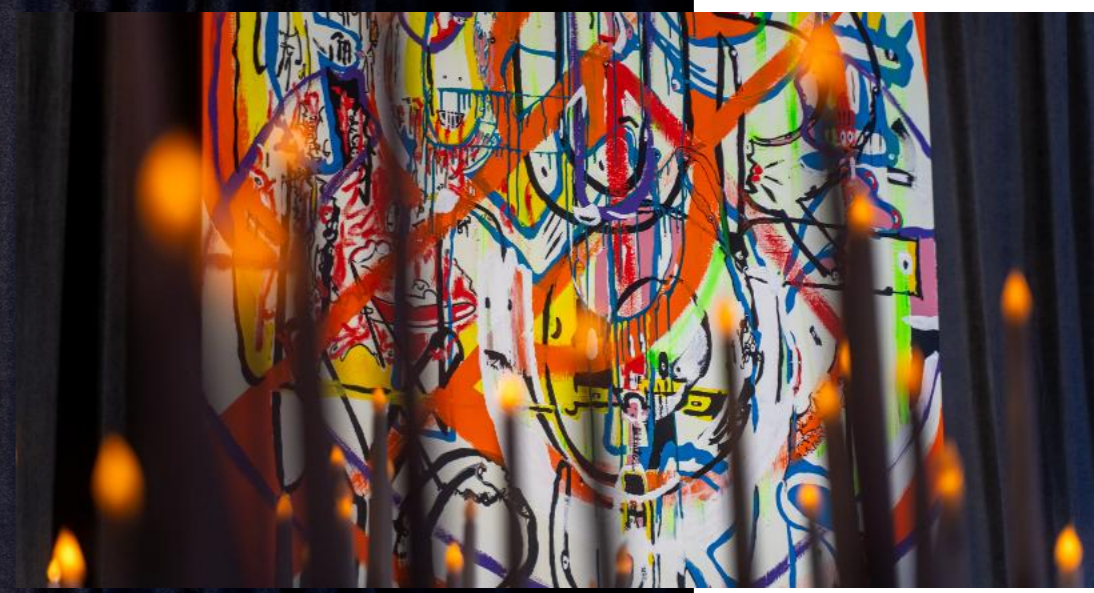
HOUSEN WAS RIGHT
(128 x 128 x 13 cm)

**TWINKLE, TWINKLE
KLEINER STAR**
(165 x 194 x 3 cm)

MASTER PEACE



The final work of the exhibition: classic canvas painting by day — phosphorescent transformation by night. A closing message that shifts perception across time: **ART IS NOT ONLY SEEN IN DAYLIGHT — IT LIVES IN THE DARK.**



CONCEPT ALBUM



The **BETROGENER TRAUM** soundtrack is produced by BECKER as a **DIRECT SONIC INTERPRETATION OF THE ARTWORKS**.

Techno acts as a mantle for anger, expression and release — under it, the images begin to speak.

This is not background music: it's a second experience layer — physical, emotional, in your face. 56 tracks, no two alike — from hardcore pressure to unexpected kawaii sweetness.

To fully understand the connection between the exhibition and its creator, the album is meant to be heard front to back.

Released on SoundCloud as BECKERs AI-Jockey pseudonym **AMANDO GRÜN**. The music doesn't "play" — it activates the space.

[Click here to listen to the full album.](#)

An abstract painting with a dark, textured background. The composition is dominated by bold, expressive brushstrokes in vibrant red, black, white, and pink. A prominent vertical red stroke runs down the right side, while horizontal red and pink strokes are scattered across the upper and lower portions. The overall effect is one of raw energy and industrial aesthetic.

IDEAL VENUE TYPE

BETROGENER TRAUM is designed for:

- clubs / industrial venues / raw architecture
- controlled darkness + lighting zones
- open floor flow + installations
- strong atmosphere (Berlin only)

WHY PARTNER WITH BETROGENER TRAUM?

This project is independent, club-compatible, and culturally very relevant:

a collective rebuild against silence, gatekeeping and betrayal.



WE'RE CURRENTLY SECURING PARTNERS FOR:

- Venue / Space
- Light + audio support
- Rigging / setup / breakdown
- Transport + logistics
- Print + signage
- Media + documentation

PARTNER BENEFITS

- high visibility at opening + exhibition period
- partner logo placement (on-site + online + press)
- behind-the-scenes content + co-branded moments
- strong cultural relevance through supporting independent Berlin art

THIS IS BUILT THROUGH COLLABORATION — AND MEANT TO BE REAL!

PARTNER UP

BETROGENER TRAUM is not only an exhibition — it's a movement. Some people come to experience it. Some come because they need it.

This is an outstretched hand — an invitation to real support.

If you would like to support **BETROGENER TRAUM**, please reach out. Every connection helps bring this exhibition to life.

Contact

Kay Becker

mail kay@himhimher.com

cell +49 (0) 178 – 356 44 26

web www.kaybecker.org

