

RMB CITY, OPEN NOW

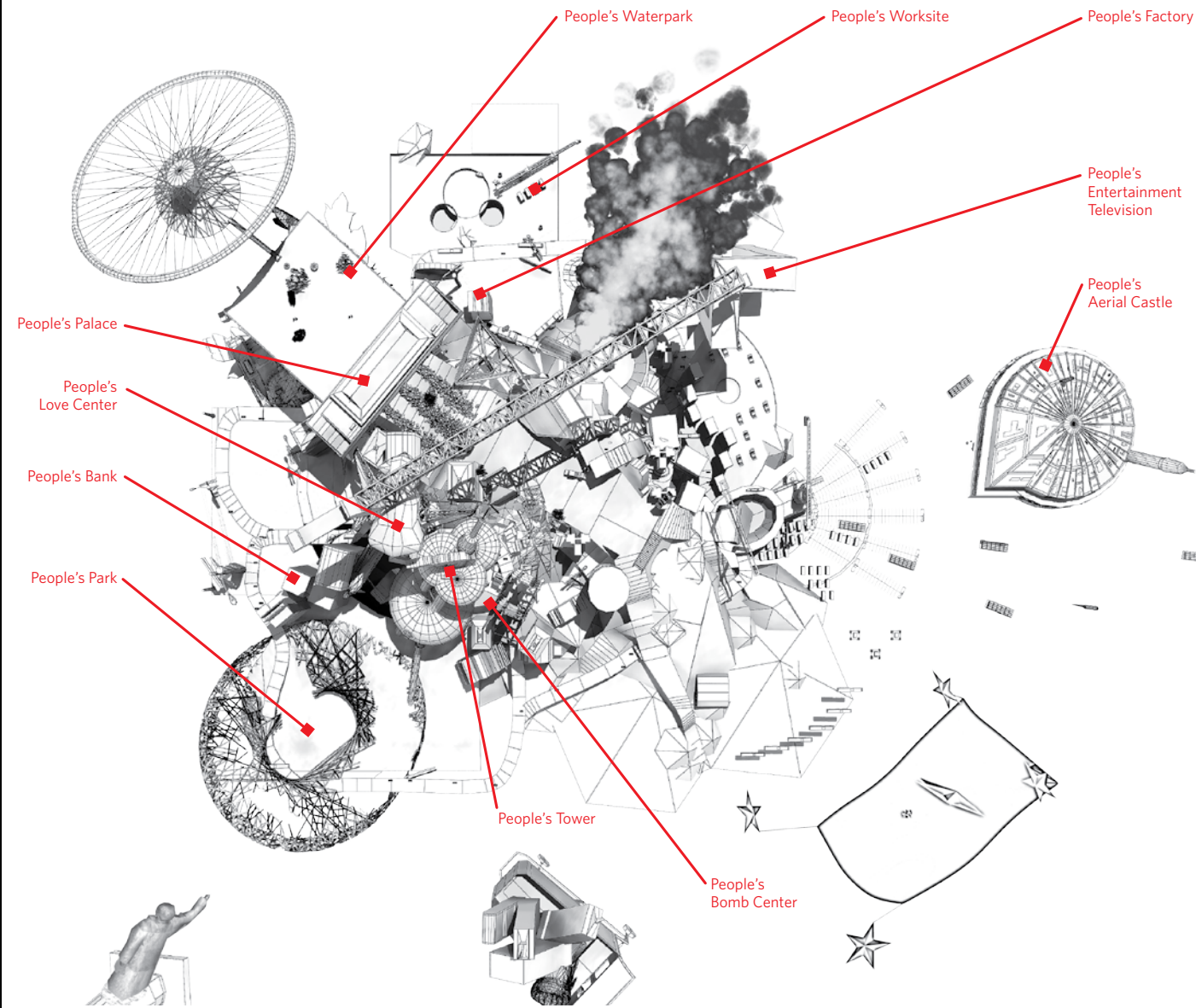
FALL 2008—WINTER 2010

WELCOME FUTURE CITIZENS OF RMB CITY Landmark in Second Life: RMB City 1 (130, 123, 140) <http://www.rmbcity.com>

After much anticipation, RMB City is finally opening its gates to the public in November 2008. RMB City is a virtual art community in Second Life, initiated by Beijing artist Cao Fei (SL: China Tracy) as a public platform for creativity. It will continue to grow and change over its two-year run with the participation and support of leading international art institutions and networks.

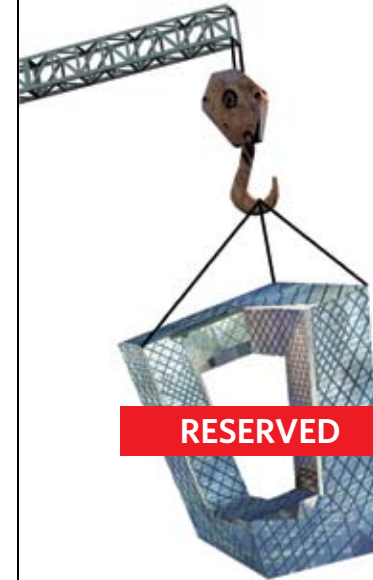
RMB City invites all prospective citizens to visit, explore, and consider investing in the future of this expanding metropolis. Many properties have already been reserved, but select units are still available. Please contact the RMB City sales office.

RMB City isn't restrained by gravity, let alone borders. Relocating to your new home in Utopia has never been easier.



NEW ORLEANS BIENNALE	DSM, HOLLAND	YOUR PROJECT HERE
The People's Beach will be transformed into a small, stark slice of New Orleans in RMB City, featuring the high and low tides of a flood that causes no permanent damage.	Even avatars need their vitamins, so to make healthier, happier residents of RMB City, DSM will be sponsoring vitamin-water vending machines throughout the town. In Real Life, these same bottles will become magazines for people to read the story of RMB City as it unfolds.	RMB City welcomes proposals for all possible collaboration and events. The city is your ideal petri dish for experiments in art, design, architecture, social science, economics, philosophy, literature, music, cinema, fashion, politics, interpersonal relationships and the law. Contact info@rmbcity.com to learn more about how you can help shape the urban culture of your city.
DEVELOPER OF RMB CITY: CAO FEI (SL: CHINA TRACY) AND VITAMIN CREATIVE SPACE		
FACILITATOR: ULI SIGG		PUBLIC PRESENTER: SERPENTINE GALLERY (LONDON) SPECIAL PROJECT BY ARTASIAPACIFIC

HIGHLIGHTS: PROMINENT TENANTS OF RMB CITY WELCOME YOU TO THE NEIGHBORHOOD



PEOPLE'S ENTERTAINMENT TELEVISION — (estimated interior size: 53 x 67 meters) This instantly iconic building dangles from a crane above RMB City, so residents will literally be "on top of it all." It is conveniently accessible by city transportation, including the fighter planes whizzing by, and features stunning views in all directions through the geometric glass walls.



PEOPLE'S LOVE CENTER — (estimated interior size: 39 x 66 meters) Why invest in a mere building when you can own the symbol of a nation? The People's Love Center floats in the sky high above RMB City, with 360-degree ocean views and a never-ending supply of cuteness.

PEOPLE'S BANK — (estimated interior size: 43 x 51 meters) Though the global economy seems to be spinning out of control, all RMB Citizens can trust in the People's Bank. In the Second Life, you can design your own financial market and play it without any risk of a credit crisis, self-destructing investment firms or government bail-outs.



RMB CITY HALL — Sigg Castle (People's Palace) Collector Uli Sigg was one of the first settlers of RMB City and selected the People's Palace at the heart of town. All roads lead to what is now Sigg Castle, which will also function as the City Hall for important meetings, conferences and events.



PEOPLE'S AERIAL CASTLE — UCCA in Second Life Ullens Center for Contemporary Art (UCCA), Beijing, has chosen the People's Aerial Castle for their virtual institution. Says UCCA curator Jerome Sans, "It is a place with no restricted geography. A place without a passport from a precise land. A place to share and experiment without restrictions. A place in motion."



PEOPLE'S BOMB CENTER — (estimated interior size: 45 x 45 meters) The People's Bomb Center is in a constant state of renewal— demolition is triggered with the click of a button, and the rebuilding process launched just as quickly. Like all great capitals, RMB City knows sometimes the old must be destroyed to make room for the new. Here they are embodied in one building, and residents can have the best of both worlds.

