

VirtualStreetArt.Global — Visual Proof of Concept

Virtual street art placed on real urban façades

Manual Virtual Street Art — Frankfurt am Main, Germany

All works shown on this page were manually created by professional street artists using photography, architectural context analysis, and professional photo-processing tools (notably Adobe Photoshop).

The artworks are virtually positioned on real existing façades to study scale, visibility, and urban impact prior to any physical intervention.



Manual Virtual Street Art — Timișoara, Romania

These works originate from the context of the FISART International Street Art Festival and demonstrate how virtual street art has been used as a practical tool for artistic exploration, curatorial selection, and communication with cities, institutions, and the public.



Future Development — AI-Assisted Variations

Conceptual Phase

Future development of VirtualStreetArt.Global will introduce optional AI-assisted processes as a complementary creative layer, supporting ideation and productivity while preserving established, artist-led workflows.



Contact

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