13 Views of Vega

“Why I’m not in my room? Why? Where am I? Did I travel? This is not a hotel room, this looks like...”
13 views of Vega is the story of a look… or maybe the story of multiple looks rather linked to a single imaginary.
The work stands as a narrative space in a particular way representative, the one dictated by the cliché of science fiction anthology.
“Look. There is a poetry, isn’t it?Don’t you think it was worth?”
The project will be shooted between April and June 2011 in Porto Marghera and edited on July 2011 in Berlin.

Video
hd, colour/ sound
approximately 10 minutes
Italy 2011

VEGA Parco Scientifico
Tecnologico di Venezia
Via della Libertà 12
Venezia – Marghera

Valentina Ciarapica and Claudia Rossini

Valentina Ciarapica and Claudia Rossini met at I.U.A.V. (Faculty of Design and Arts in Venice).
Valentina Ciarapica lives and works between Venice and Berlin. She links her video-making works with the sociological activity.
Claudia Rossini lives and works in Venice, her research focuses on landscape photography as a social medium, with a particular attention to its use on the web.

www.valentinaciarapica.com
www.claudiarossini.com

Mar gh’era

Porto Marghera was a very swampy area, were needed many initial drainage interventions, digging canals and building the platforms necessary to equip the area as a port.
The production activities had intensely interested the area, determining a change and an environmental degradation impact.
About a century later, nowadays, the area is once again involved in a land reclamation project, concerning the residues from industrial activities.
The project aims to investigate through the territory and institutions who work in the natural and artificial systems, to create a kind of “map” of the drainage cycle in Porto Marghera.
It aims to do this through systems of knowledge and use of remediation techniques and materials involved in the process, becoming living matter of the work.

Via Pacinotti, crossroad with via Ferraris/ via delle Industrie
Marghera – Venezia

Giulia Filippi

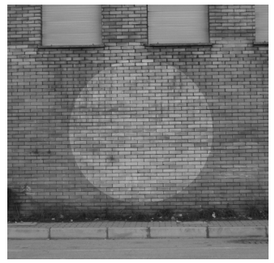
Giulia Filippi was born in 1982, in Vicenza. Graduated from the Academy of Fine Arts in Venice. Since 2007 she’s collaborating with the Peggy Guggenheim Collection in Venice in the project “A Scuola di Guggenheim”. She has worked for educational projects with Hangar Bicocca, and she’s working with the FMG in Bologna and Viaindustriae in Foligno.
In 2009/10 she made two experiences of artist residencies in Finland.

Cleaned Circle

A large circle is cleaned onto the wall of a dilapidated warehouse building, using a mask template and sandblasting.
The work is an action, an ephemeral intervention that engages directly with the environment.
The action of cleaning and the form of the circle are universal and embody the idea of renewal and regeneration (and of course, many other things too).
By way of this intervention the artist hopes that the work will prompt social exchange and renewed awareness of the surroundings. However, there is no fixed meaning and it is unimportant that the work is recognized as art by passers-by.

Via delle Industrie
Marghera – Venezia

Neill Kidgell (oxox)



Neill Kidgell studied Fine Art at Central Saint Martins and Chelsea College of Art and Design in London.
In addition to self-initiated work, during the last five years Neill’s practice has expanded to include designing printed material for club nights, record labels and bands. Drawing, ephemerality, repetition and collage in various forms all play a part in his work, which is often made from modest or found materials and images.
Neill currently lives and works in Venice Italy and he’s part of oxox collective.

www.neillkidgell.com
www.oxox.it

Kit

Videotrope proposes an event that deals with one of the key aspects of the Urban Landscape Perspectives project: the passage.
The work aims to focus attention on the sounds of commuters entering and leaving the city of Venice. A visual language is created by converting sound pulses into light pulses.
The site chosen for the intervention is a pedestrian overpass, apparently devoid of any function other than that of crossing the road, is in fact a privileged point of observation.
The installation will function automatically with the technology housed in a suitcase “kit”, making it potentially suitable to be installed in other locations.

Pedestrian overpass
in Via della Libertà
Marghera – Venezia

Videotrope (Matteo Stocco, Roberto Sartor)

Videotrope is a platform based primarily on the potential of the web as a shared space and as a resource to analyze and deconstruct contemporary media. Videotrope makes installations, video, objects and performance in order to create perceptual situations designed to facilitate the observation of new and different points of view as well as explore the dynamics and languages of contemporary society. As well as the starting point for each project, the work is informed by video art, web art, interactive art and pre-cinema. Videotrope is Roberto Sartor and Matt Stocco and exists as an open network bringing together like-minded people.

www.videotrope.tv

Urban Landscape Perspectives

45.47594’,
12.25048”

Curating and general coordination

TRI.P Group
Alessandro Bellinato, Alvise Giacomazzi, Carlo Tinti

Artists

Valentina Ciarapica,
Giulia Filippi,
Neill Kidgell (oxox),
Claudia Rossini,
Videotrope (Matteo Stocco,
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Venice – Casablanca
October 2010 > October 2011

The artistic project, promoted by the ‘Department of Youth Politics and Peace’ of the Municipality of Venice, was conceived with the intent to participate at the 15th edition of the Biennial Exhibition of young Artists from Europe and the Mediterranean, and was realized in collaboration with the City of Venice, Arci Association and the Casamemoire Association of Casablanca; the aim is to present a collective project motivated by a common experience between authors and curators.

Urban architecture is an activity strongly influenced by many aspects of ordinary life – such as politics, socio-economics, availability of open spaces – and their impact on man’s perception of the urban habitat; for this reason the project aims to promote and most likely test a method for urban requalification that shall be open, incremental, and strongly attractive.

The many stories, ideas and perceptions referred to the area of interest (Via della Libertà and surroundings) and collected by the work group provide necessary information for the following artistic and intellectual brainstorming. At this point, all single perceptions referred to the area become object of the distillation process carried out by a team of artists, architects and city planners that closely work together with the public in general. In this way, the consequent artistic product, which can be either tangible or virtual, will become a tool for the development of a proposal for the project of urban regeneration of the area. The regeneration of the urban space will take place throughout the installation of specific elements of street furniture purposely conceived on the base of a “low budget” guiding principle.

The targeting of the area of interest was purposely accomplished throughout “formal analogies”, with the intent to experience the value of this work method when applied to different urban settings. In this specific case, the choice to establish a similarity between two arterial streets located among city area and industrial districts – Via della Libertà and Boulevard des Almohades – was made with a forecast to export the results of the survey referred to a local setting (evidenced by this map), in the urban area of Casablanca city (Marocco).

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please visit
www.angolazioniurbane.net