



la Biennale di Venezia

15. Mostra
Internazionale
di Architettura

Partecipazioni Nazionali

Roma, 11th February

Balance-Unbalance 2017_ It's a panel curated by Camilla Boemio developed by Fabrizio Orsini with video document of artists: Evan Roth and Federico Solmi.

Titled: A New Order_ Machine After Leonardo

“Keywords” : new order, conversations, video documents, Camilla Boemio, Evan Roth, Federico Solmi, media artists, creative technology, limitless possibilities, contemporary life, effects.



The panel wants discover the different points of 'Sense of Place' How can we appreciate a Sense of Place in the space between the local and the global? Do our GIS technologies enhance or suppress the psychology of distance that distinguishes between them and us in times of environmental crisis? Are we making sense of our remote sensors in our telematic umwelt? Virtual simulations create powerful immersive experiences, but are they just distracting us from the complexities of feeling the volatile environment? Do we have the mental dexterity and visual literacy to comprehend these networked ecologies? **Developing with specific video documents, conversations, and interviews realize and curated by Camilla Boemio with artists Federico Solmi and Ethan Bach.** Two different visions, and experiences of artists will show a map of possibilities, with a final evaluation of writer Camilla Boemio.

A research of the topic through creative technology, We envision a world where all people will have access to limitless creative possibilities.

Author(s) Biography(ies)

Camilla Boemio is a writer, curator and theorist whose practice deals with investigating the politics of participation in curatorial practices, and contemporary aesthetics. Boemio co-founded, and directed the thematic AAC platform in Roma, **she is member of AICA International Association of Arts Critics.**

She was **curator of 'Diminished Capacity' the first Nigerian Pavilion at 15th International Architecture Exhibition La Biennale of Venice.**

She was Deputy Curator of Maldives Pavilion at **55th International Art Exhibition La Biennale of Venezia**, and in summer 2014 she curated of Apprehension Global Society and Contemporary Art on the Twitter Generation Symposium, a Parallel Event at 6th Bucharest Biennial. She will curate an exhibition to " Zone of Turbulence "section at V Odessa Biennale.

Between her several lectures; she has developed "A Hybrid Archipelago" lecture, Post-society and Financial Exsanguination track panel session at 4th International Association for Visual Culture Biennial Conference THE SOCIAL, Boston University College of General Studies, and she taken part to The Renewable Futures Conference, in Eindhoven (NL), led by The Centre for New Media Culture RIXC (Latvia) and supported by the EU program Creative Europe.

Fabrizio Orsini (b. 1973, Roma, Italy) is a project manager based in Roma whose research archives economy culture and interaction through economy and art. He was project manager of the first Nigerian Pavilion at 15th International Architecture Exhibition La Biennale of Venice, in 2016.

Evan Roth (b. 1978, Michigan, USA) is an American artist based in Paris whose practice visualizes and archives culture through unintended uses of technologies. Comprising prints, sculptures, videos and websites, his work explores the relationship between misuse and empowerment and the effect that philosophies from hacker communities can have when applied to digital and non-digital systems.

His work is in the public collections of the Museum of Modern Art, New York, and the Israel Museum. Recent exhibitions include the 2016 Biennale of Sydney; Electronic Superhighway (2016-1966) at Whitechapel Gallery, London; and This Is for Everyone at the Museum of Modern Art, New York. Roth co-founded the arts organizations Graffiti Research Lab and the Free Art and Technology Lab and in 2016 was a recipient of Creative Capital funding.

Through satirical video installation, **Federico Solmi** (b. 1975, Bologna, Italy and he is based in New York City) portrays a dystopian vision of our present-day society. The animation combine traditional media such as drawing and painting, with innovative media such as 3D animation, video-game technologies, and kinetic technologies. He playfully and irreverently depicts the most loathed aspects of contemporary life and western society through absurd narratives. The universe that he likes to represent is the exaltation of a present that is crumbling apart. the protagonist of his videos are always catapulted into the middle of an undecipherable reality, Typically, they are lost characters; confused inhabitants of a world in which are desperately seeking their role and forced to live inside a mad hostile society without rules. This is a world that inexorably continues to regenerate anxiety is based to renew itself, while at the same time is falling in front of our eyes. In his work, he express a harsh critics toward the system that approves and trusts without questioning the fragile Foundation on which our culture and post-modernist society is based.

In progress basis of technologies will be given after the confirmation in the conference, with a methodical list of video documentations, video conversations, and lecture times.

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