

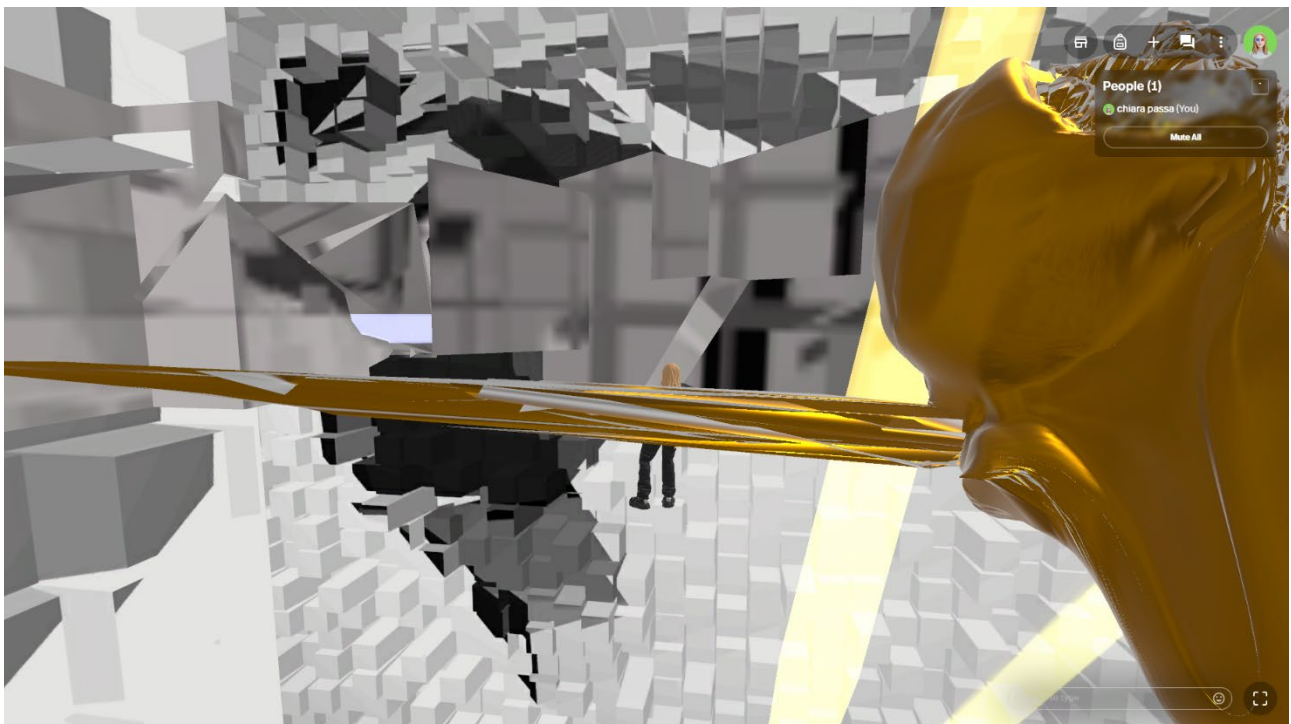
Object Oriented Space Paradigm. Virtual reality artwork, 2024.

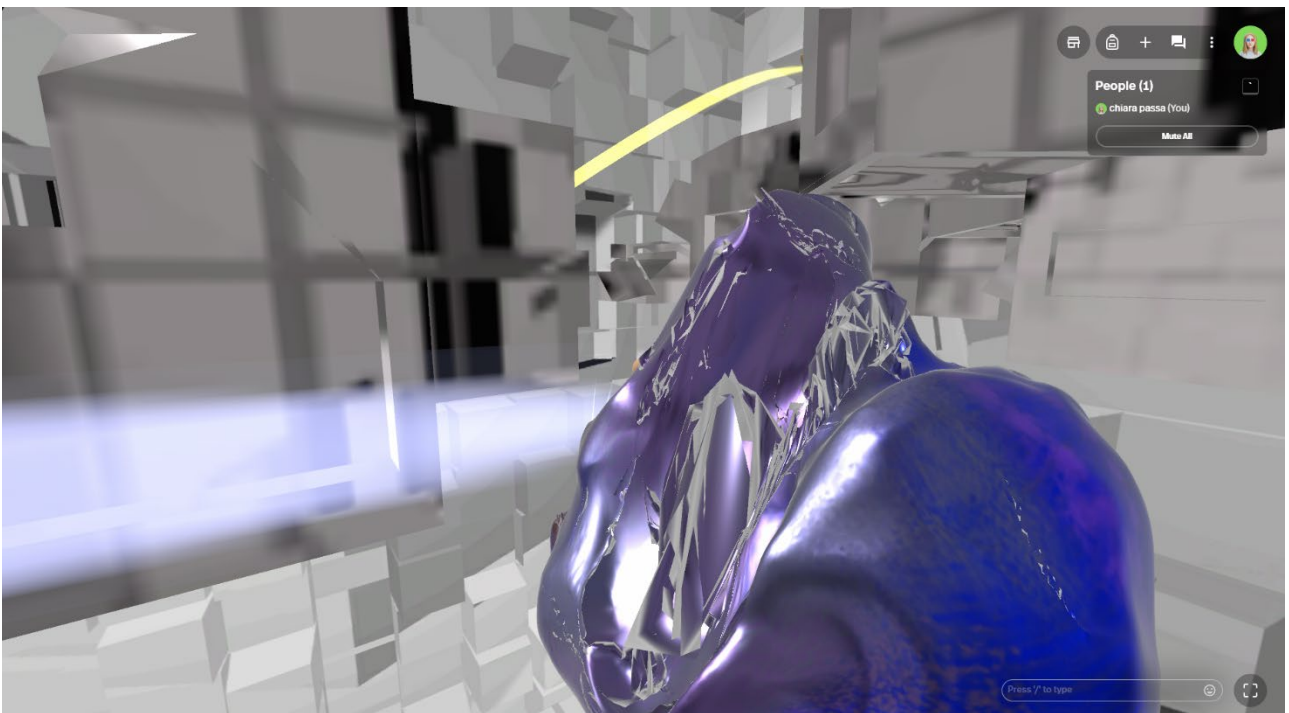
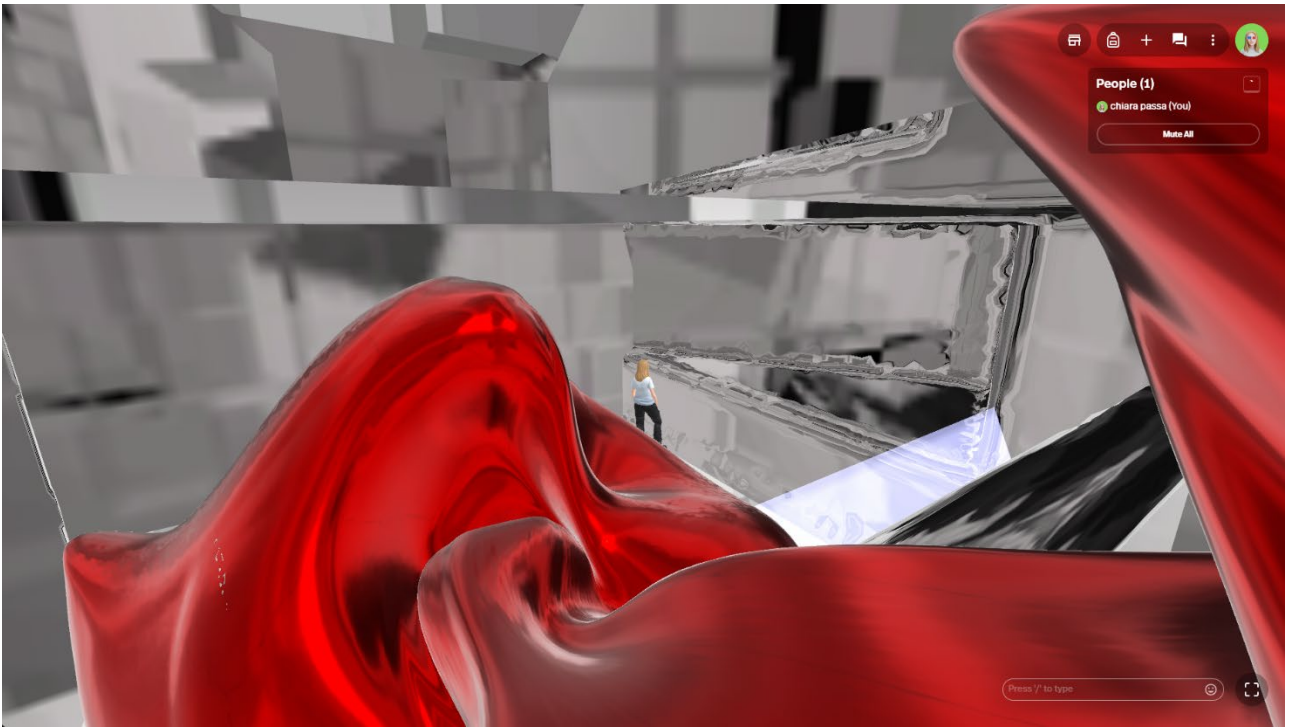
Object Oriented Space Paradigm is an immersive vertiginous scenario made of thirteen interactive, reflective and monochrome minimalist architectures as part of the multifaceted series *Live Architectures* I started creating at the beginning of 2000.

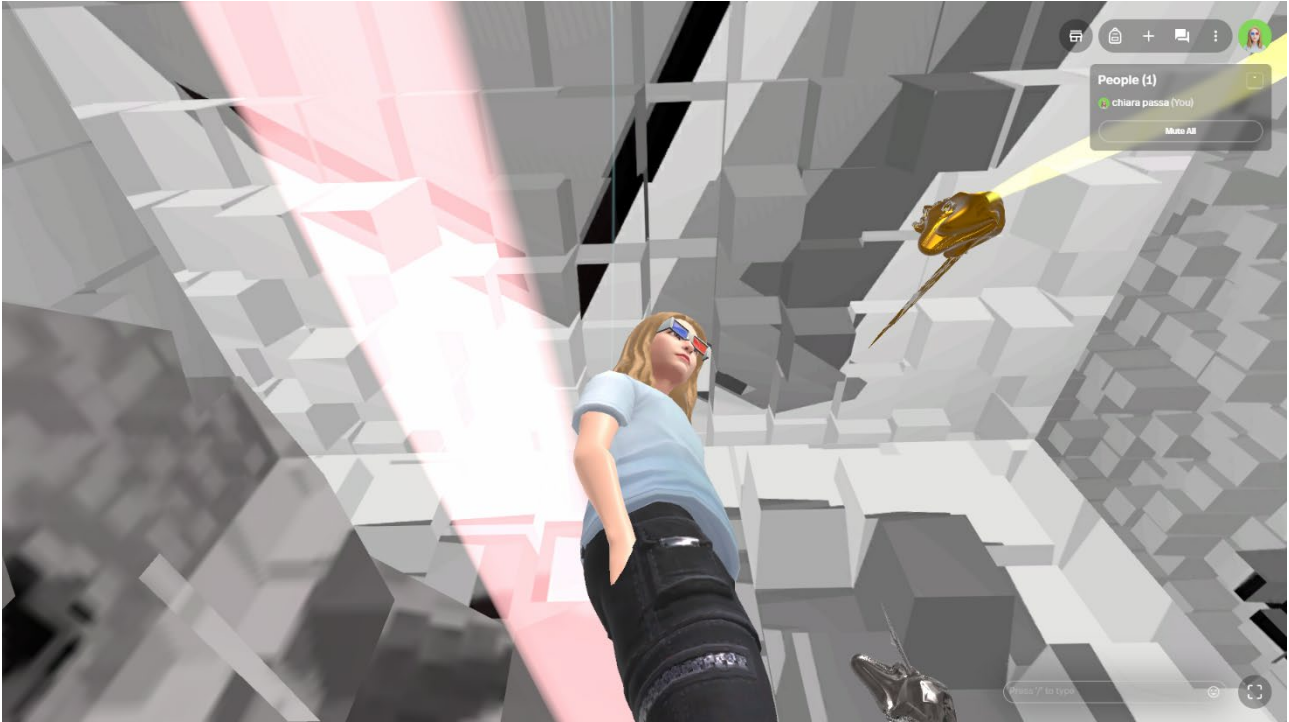
In *Object Oriented Space Paradigm*, onlookers are guided by four different colored trails emitted by four *Object-Oriented-Stones* that traverse upside-down the whole scenario indicating the multiple ways the users can take.

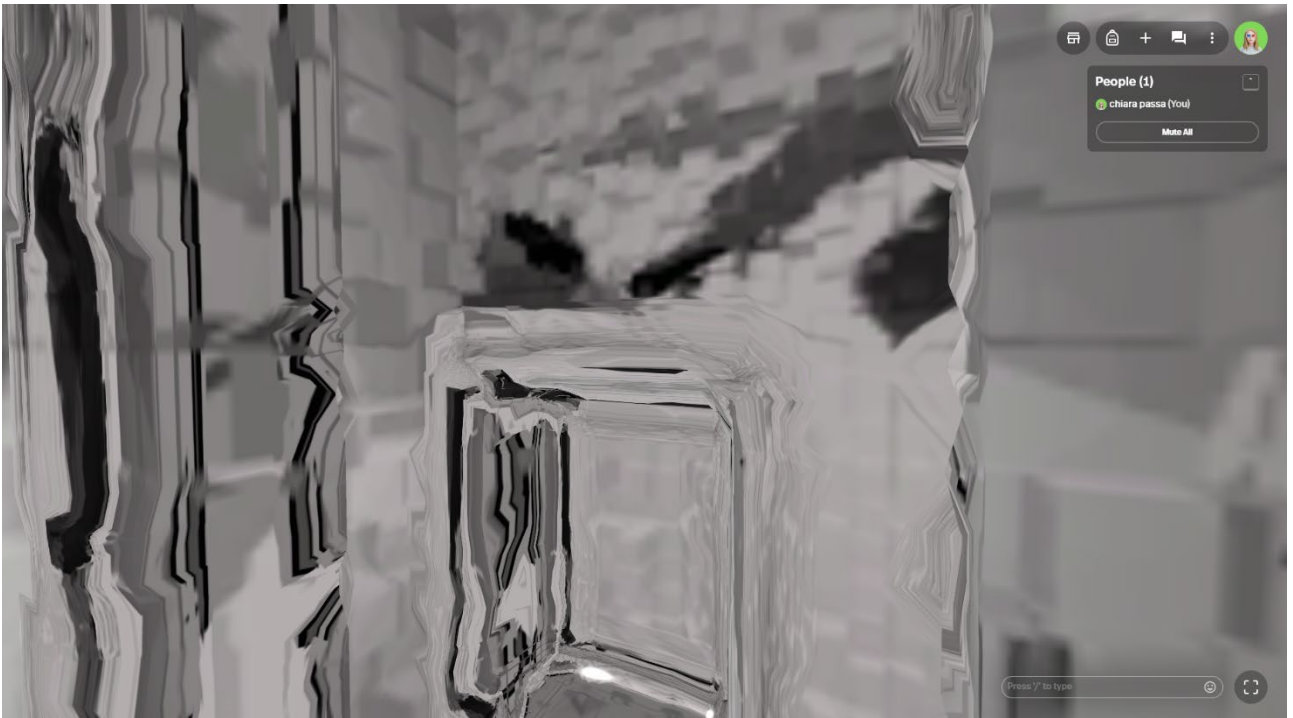
By touching the architectures, onlookers change the form by transforming them one by one into other essential shapes. Once transformed, the architectures become penetrable, so that the viewers can go inside and experience the thrilling sensation of traversing new dimensions made of chrome reverbs and liquid vibrant walls. The artwork invites the audience to navigate the border between art and architecture, by exploring the bizarre oscillations between tangible and virtual places.

Link artwork: <https://www.spatial.io/s/Object-Oriented-Space-Paradigm-65d7119e6dce4675c209f84d?share=6796961281650040697>



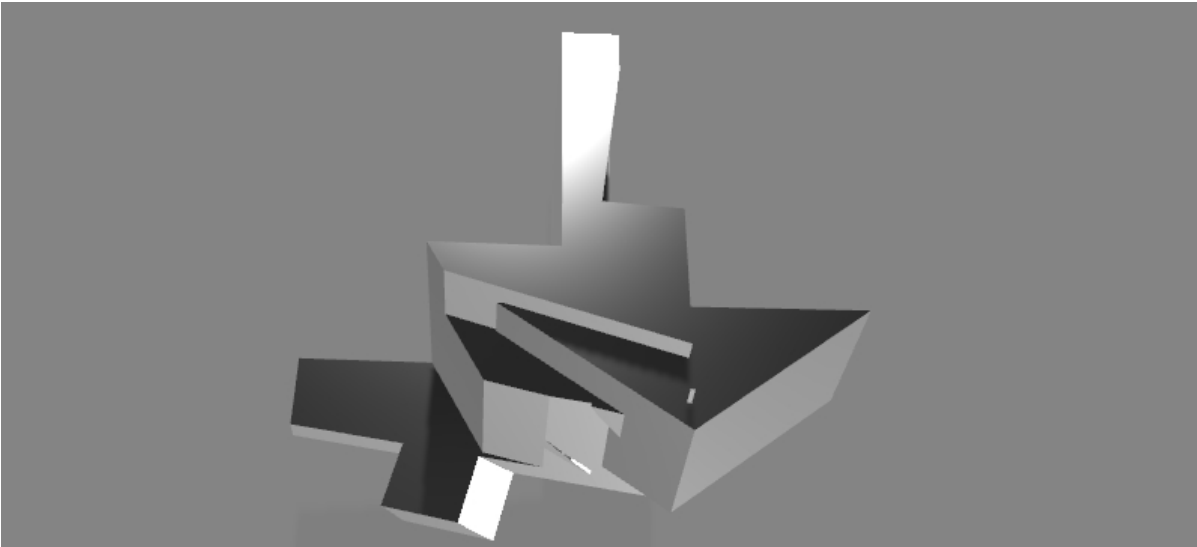
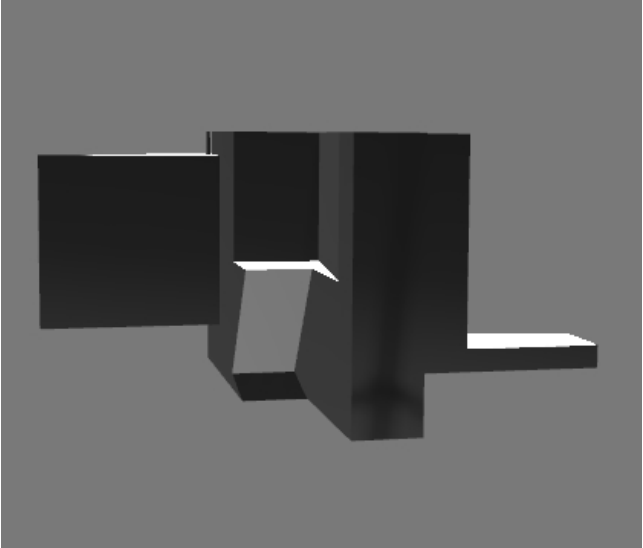
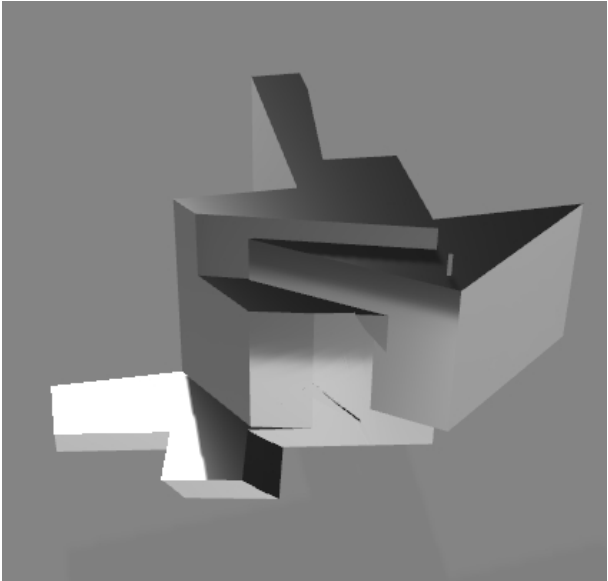
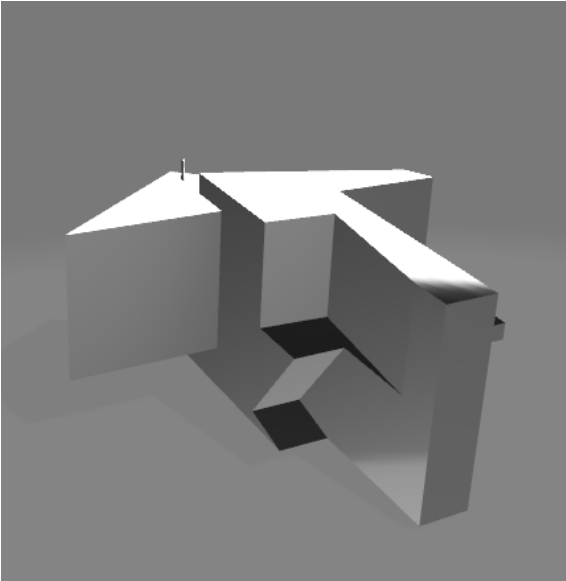






Screenshots from the artwork

Chrome Ceramics. Series of 15 sculptures. Rendering of the 1st sculpture.



Chiara Passa, visual artist (Rome, 1973) working in media art AR, VR, AI since 1997. Graduated (M.F.A.) from the Fine Arts Academy of Rome, Master in audio-visual media from the Faculty of Modern Literature. My artistic research - part of the revival concerning the immersivity in art that began around the mid-90's - analyses differences in virtual spaces through a variety of techniques, technologies, and devices, using virtual reality and augmented reality technologies as artistic media to explore architecture as a lively interface. I use VR and AR to comprise their intrinsic language and so on for shaking-up and challenging the static notion of architecture, by exploring the liminal duality between tangible and virtual place, achieving in art a strange oscillation between spaces. Yet, I work with 3D animations, net-artworks, interactive and site-specific AR and VR video-sculptures, sometimes made of Carrara marble, ceramic, fresco technique, plexiglass, or 3D printing parts. Moreover, I use VR medium to create site-specific video installations using a wide range of google cardboards. Typically, the 3D viewers are installed all over the real space, designing geometric shapes in liminal areas where onlookers can peek through the 3D viewers, over the wall, to immerse themselves into a re-constructed/resized VR space made of wired geometric angles and futuristic views, highlighting the paradox of the modern space-time condition, which nowadays is even more diluted in between physical and liquid space.

My work has been internationally exhibited from festivals, conferences, and institutions, including: «Object (RE) Oriented Reality» Solo show at Panke gallery Berlin (2023); «Still Life» Solo show at Zabludowicz Collection museum, London (2021-2022); «MADATAC XI» Bienal Virtual de Arte de los Nuevos Medios Digitales, Madrid (2020); «Object Oriented Space». Solo show at Museum MLAC Rome (2019); «Virtual Natives – Sculpture», Roehrs & Boetsch gallery, Zurich (2019); «Oslo Night show», HEK Museum Basel (2018); «InSonic» immersive art show, ZKM | Center for Art and Media Museum, Karlsruhe (2017); «From live architecture: Dimensioning», solo show at Furtherfield gallery, London (2016); «Off Biennale Cairo» (2015-2016); «ISEA Disruption», Conference and exhibition at Vancouver Art Gallery. (2015); «Morphos», Vortex Dome - immersion media, Los Angeles (2014); Media Art Histories IV - RENEW conference, Riga. (2013). FILE | Electronic Language International Festival, São Paulo. (2011); Electrofringe - festival of new media art, Newcastle, Australia. (2008); BizArtCenter, Shanghai (2005); MACRO – Museo d'Arte Contemporanea, Roma (2004), 11° Biennale of young artists of Europe and the Mediterranean countries: «Cosmos - a sea of art», Athens. (2003); 48a Biennale di Venezia (with Oreste group), Venezia (1999); Fondazione Bevilacqua La Masa, Venezia (1999).

Portfolio: <http://www.chiarapassa.it/Portfolio-Chiara-Passa.pdf>

Selected shows: <http://www.chiarapassa.it/SelectedExhibitions.html> Full CV

Statement <http://www.chiarapassa.it/Artisticprofile.html>