

Inside the Geometry - double language (January 2015-ongoing) VR site-specific artworks by Chiara Passa.

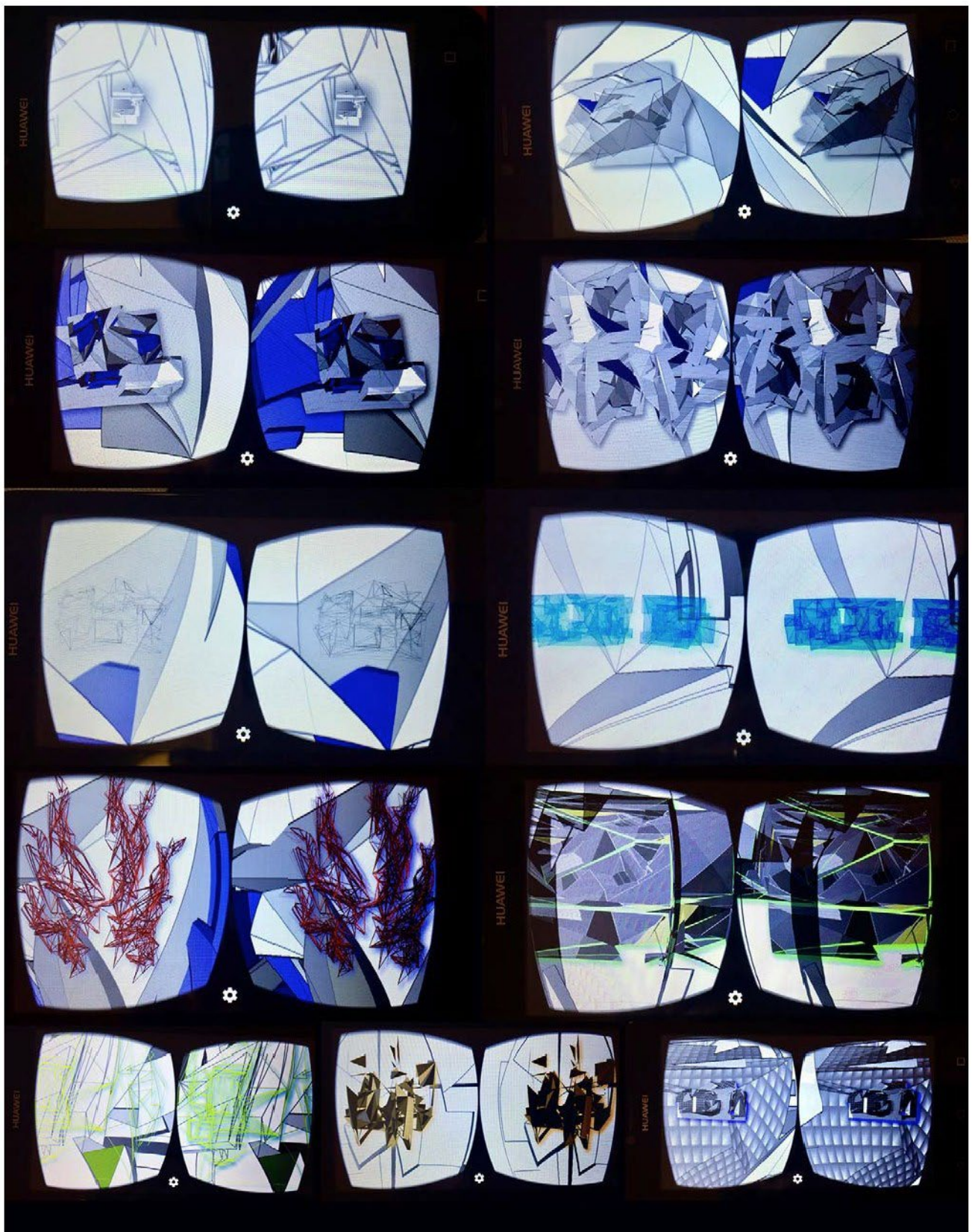
Inside the Geometry - double language, is a virtual reality project, which takes the form of various site-specific immersive art-installations watchable from more than 20/30 persons at the same time thanks to the use of multiple Google Cardboards (the 3D viewers for practice with mobile devices to experience virtual reality), plus diverse smartphones playing all different VR animations. For Inside the Geometry - double language, the Google Cardboards are arranged in the exhibition space to orchestrate on the walls, or from the ceiling a series of geometric designs conceived for all occasions (examples of the images and video links below). By peeking through the 3D viewers, the audience can take a journey beyond the wall, beyond physical space, diving into the liquid dimension of wired geometries. I use the 3D viewers as an artistic medium to interrogate outer spaces beyond walls and architecture. Inside the Geometry - double language challenges architecture to render it vibrant and participatory. It is through audience experience that Inside the Geometry - double language addresses people to the paradox of the modern space-time condition, even more diluted between physical and liquid space.

In my works, where VR simulates a purely intuitive space, the onlookers become blind and hyper-seeing at the same time. Blind, because we lose all the Cartesian reference points of reality, and hyper-seeing space because we finally find ourselves completely immersed and involved in the artwork, no longer limiting ourselves to mere observation. In fact, through VR the onlookers can hyper-enjoy the artwork by passing through it and penetrating its most intimate place of origin.

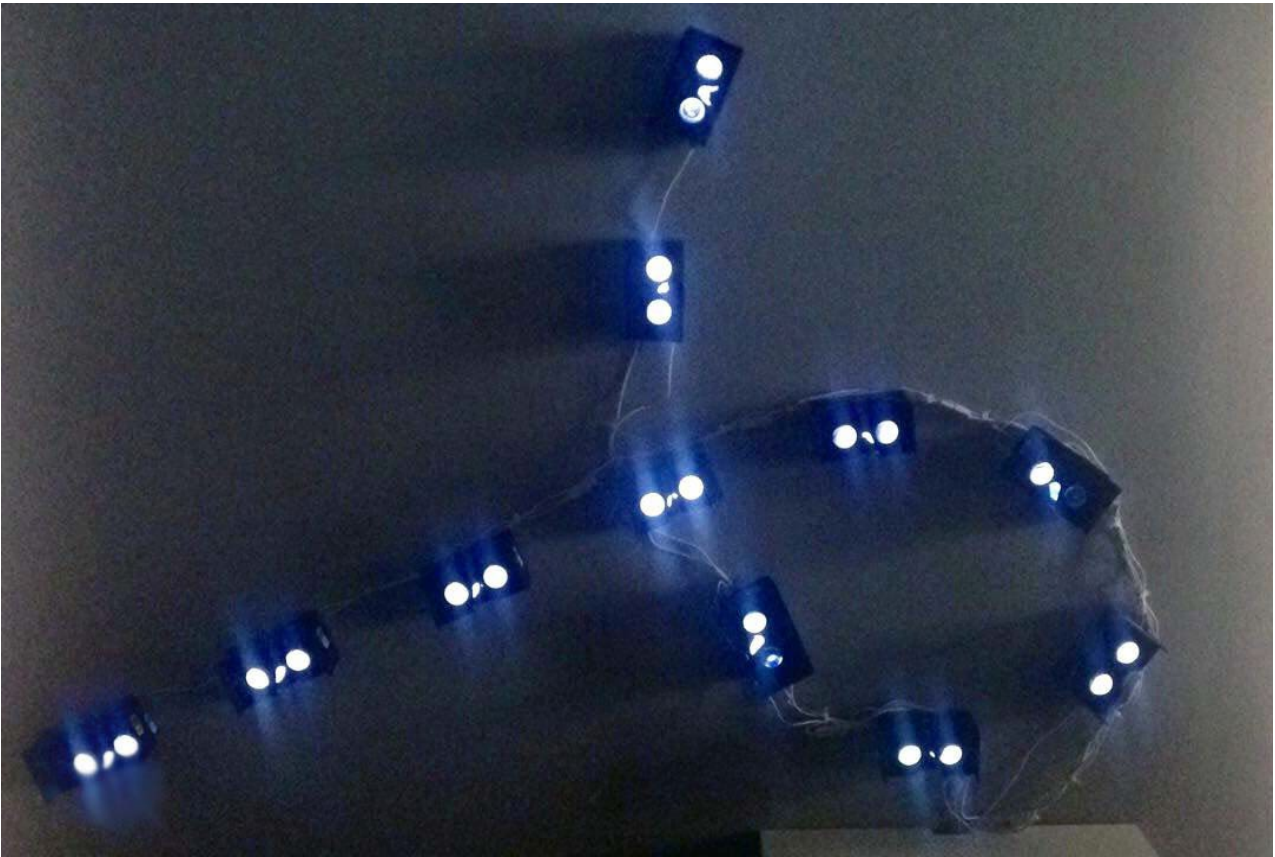
Typically, the 3D viewers are installed all over the real space, designing geometric shapes in liminal areas where onlookers can peek through the 3D viewers, over the wall, to immerse themselves into a re-constructed/resized VR space made of wired geometric angles and futuristic views.

The whole Virtual Reality series (more than 35 VR figures created since 2015 till now) is part of a research project which I began in 2015 (the year when the 3D viewers became commercially and arrived to us) and which slots into my artistic journey since 1997, the fruit of a deep interest in space and how it is transformed and shaped through the language of informatics. In software and electronic devices, I find potential vehicles for the investigation and visualization of my artistic research and theories. My immersive works behave as if they were “alive”, moving “beyond their own functionality”. These are “super places”, as I defined already in 1999, dynamic places which project the spectators into digital and mediated realities.

"Area between curves", eleven VR animations, 2015.



"Area between curves" some frames from the immersive animations.



"Area between curves" at maxxi museum during the media art festival, April 2017 Roma

Video: <https://www.youtube.com/watch?v=3cjVuK6xLs&t=9s>



"90° angle," rendering 3D



"90° angle", Installation view



"90° angle", installation views 2015.



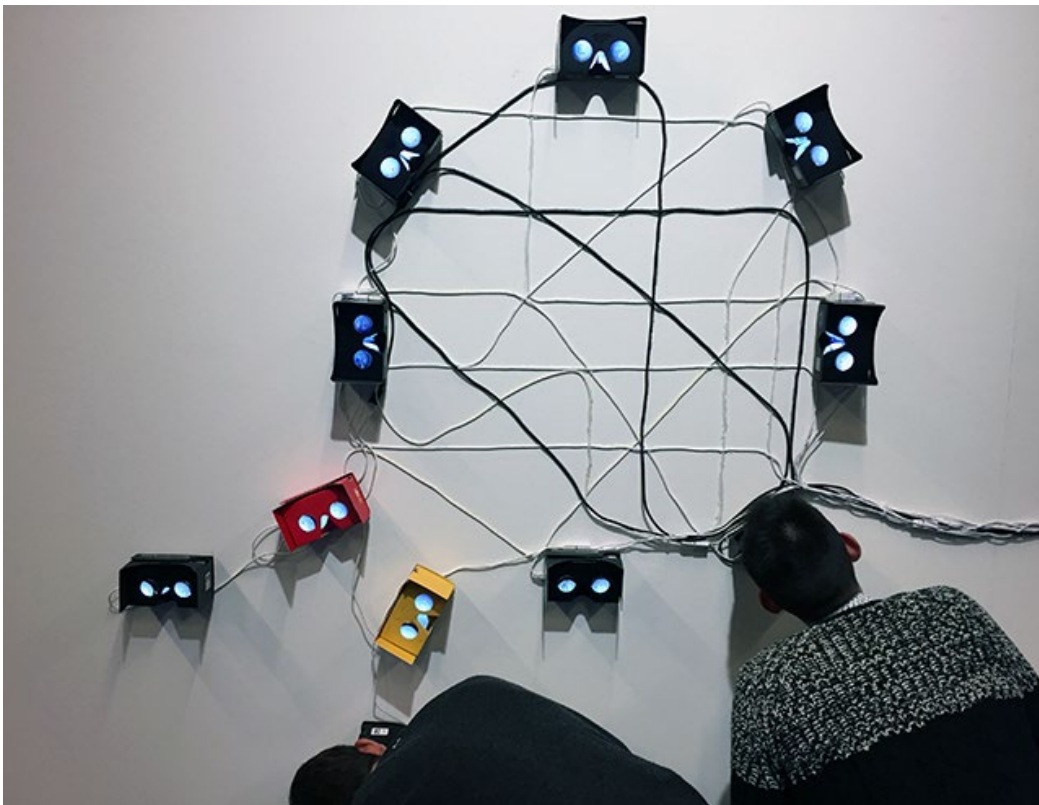
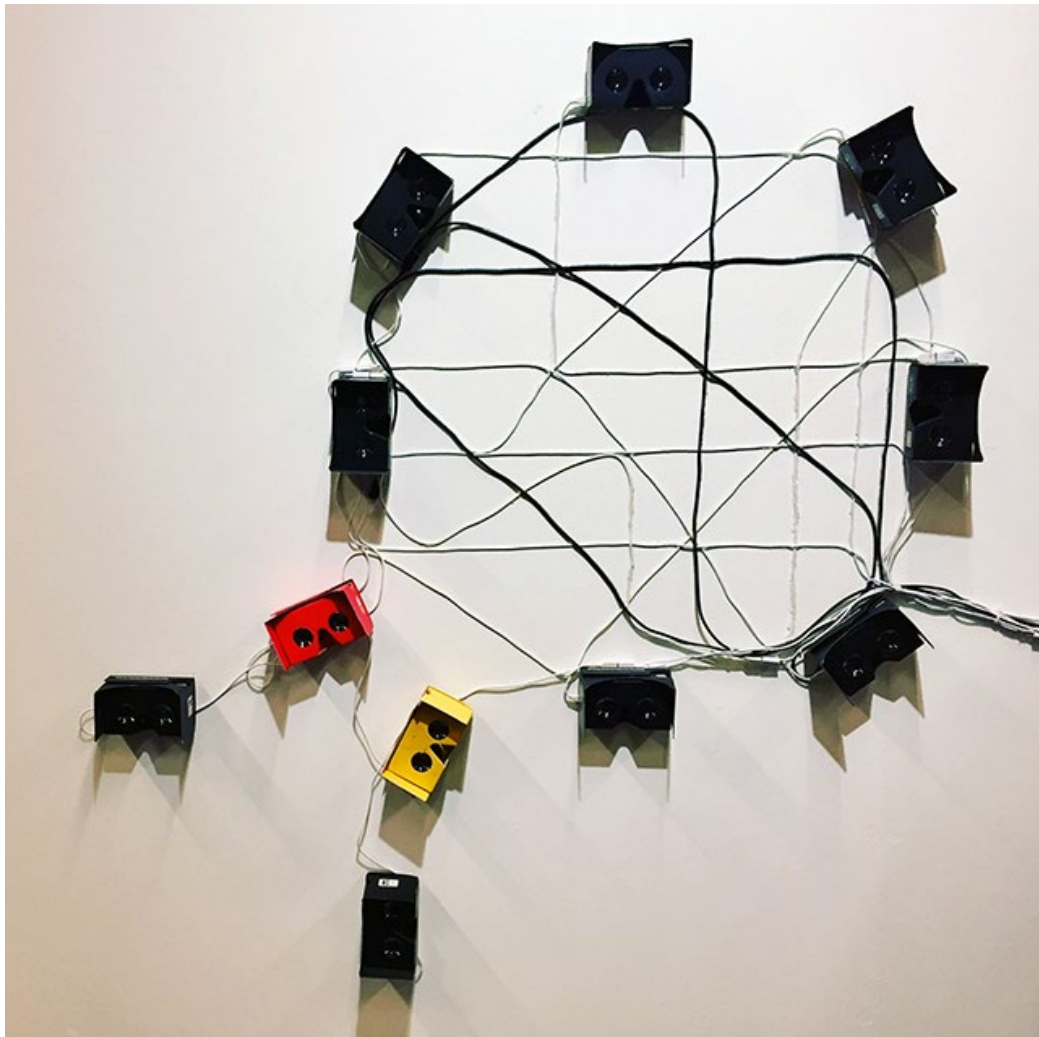
"Parallel lines – The infinity point", real installation views 2015



“Area between lines” rendering 3D and real installation view



“Area between lines” installation view



"Space filling curve" at InSonic immersive group show. ZKM museum, Karlsruhe December 2017.



*"Space filling curve" at InSonic immersive group show. ZKM museum, Karlsruhe
December 2017.*



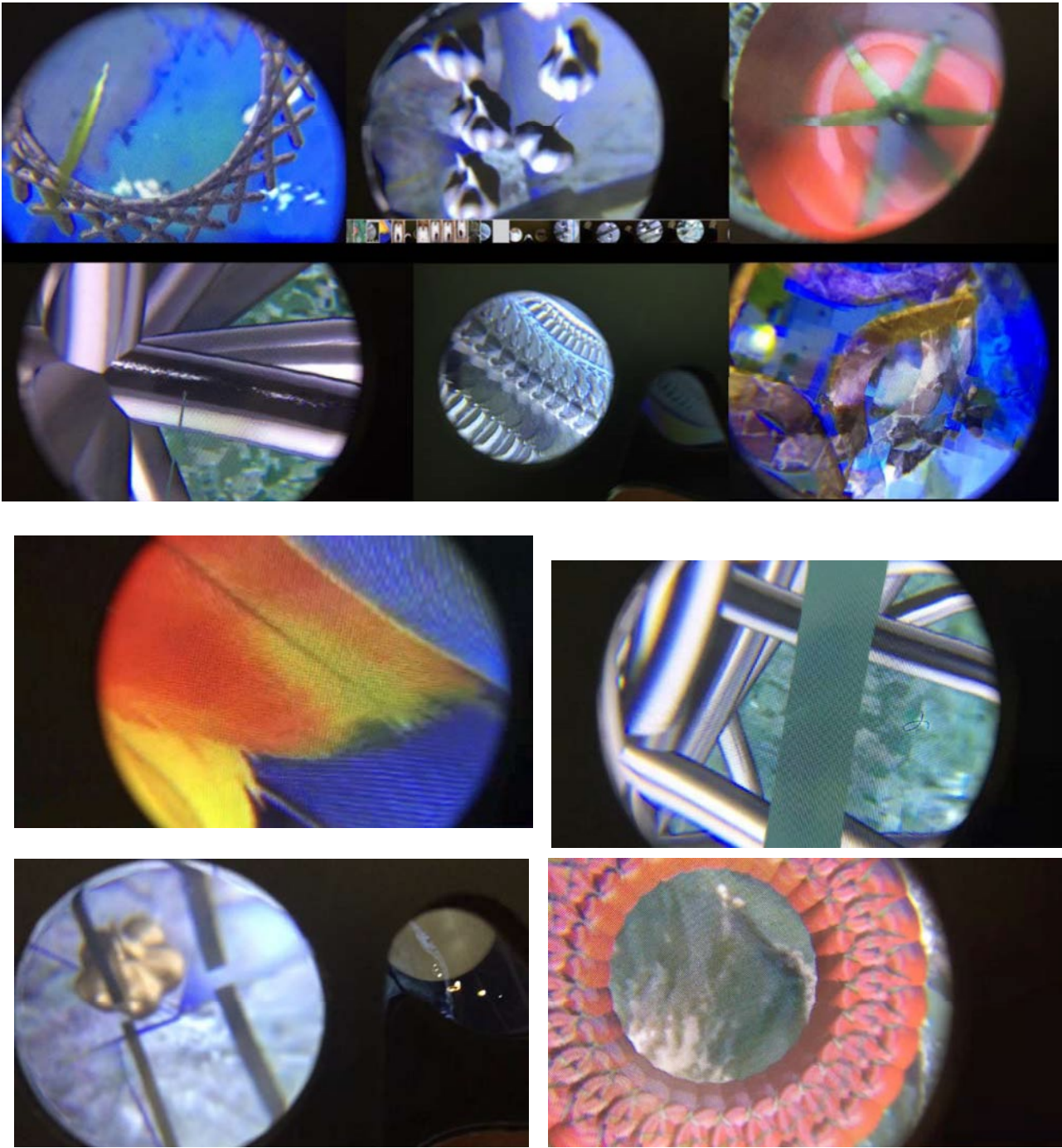
"Space filling curve" at InSonic immersive group show. ZKM museum, Karlsruhe December 2017.

Video ZKM museum: <https://www.youtube.com/watch?v=1cPzjhStFrc>



"Earth spiral" during the Roccia Morgia land-art festival, July 2016

Video: <https://www.youtube.com/watch?v=xFe6v1IpsyM>

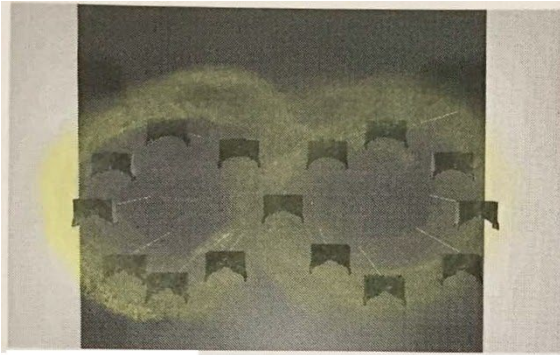


"Earth spiral" some frames from the 20 immersive animations

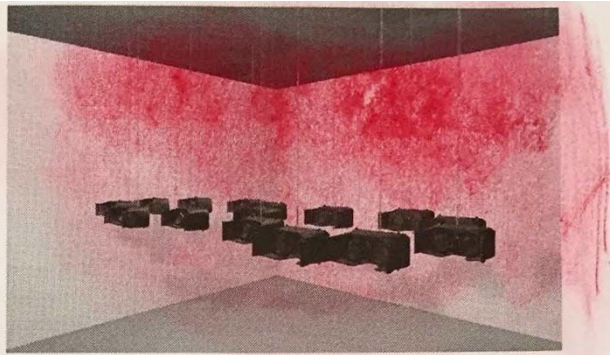


"Earth spiral" at Rocciamorgia land-art festival, 20 July 2016.

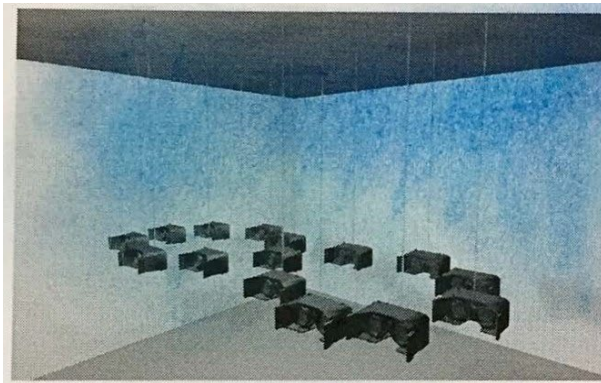
from ceiling



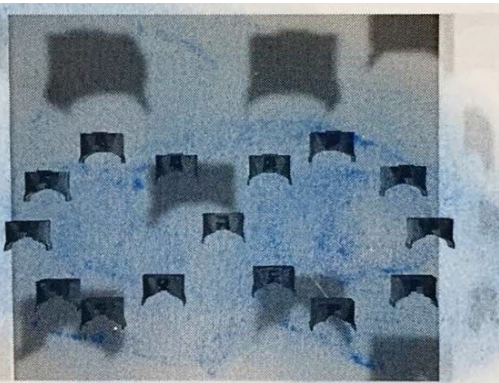
from down view



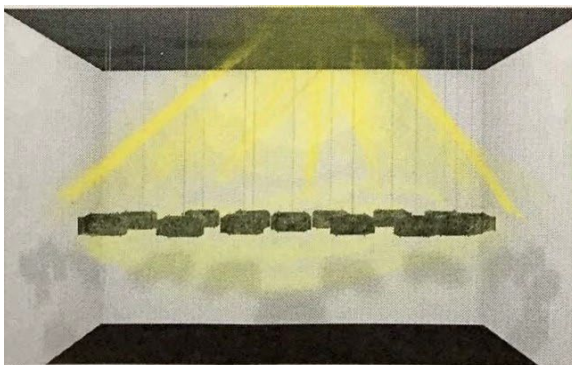
right view



up-right view



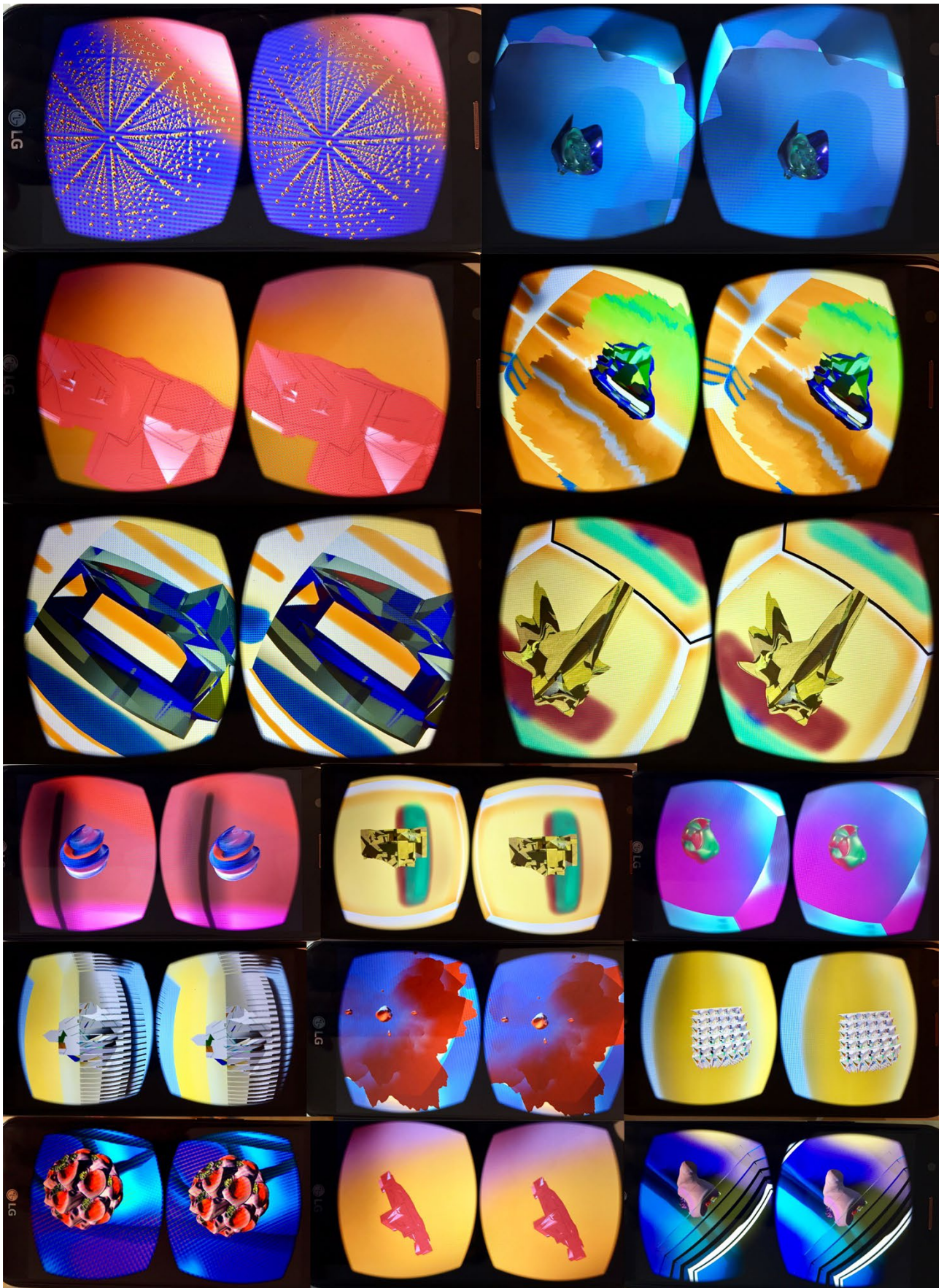
top view



front view



detail rendering.



"Two times four", Frames from the 12 immersive animations, 2015.





“Two times four“ VR video Installation at Spectra Festival Aberdeen, 2018



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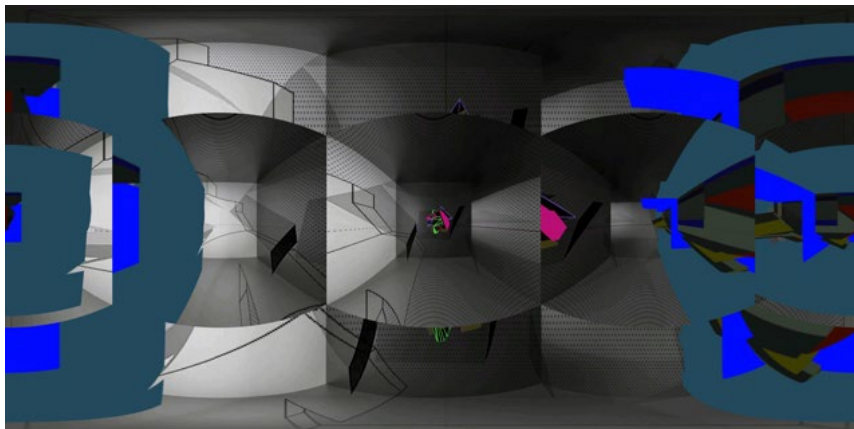
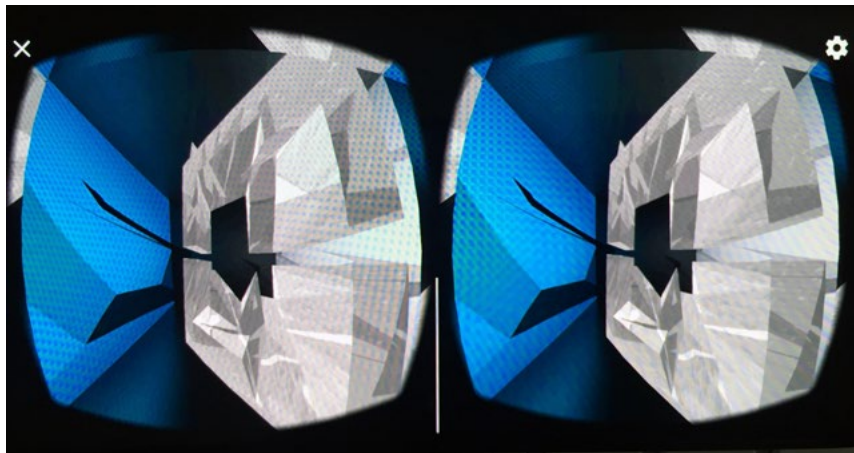
"Two times four" VR video Installation at Spectra Festival Aberdeen, 2018

Video <https://www.youtube.com/watch?v=r7yora7hcfI>

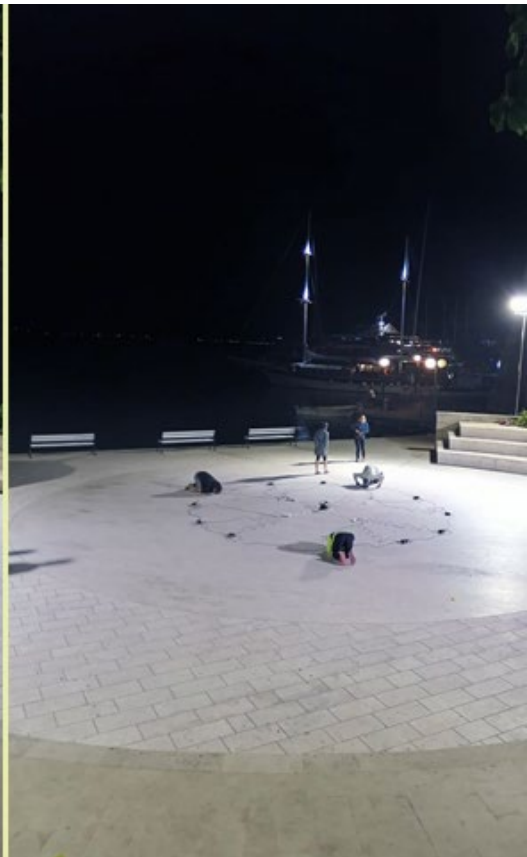
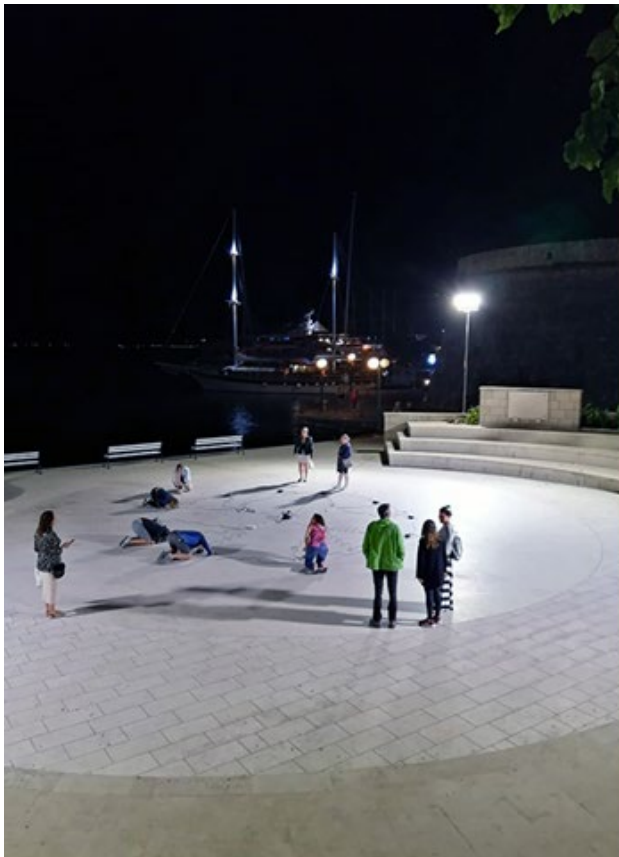


Earth Spiral at "Oslo Night Festival" September 2018. HEK Museum, Basel.

Images: <http://www.chiarapassa.it/photosatmyopenings.html>



*Black Square, VR installation at MLAC museum Rome May 2019 and 2 VR stills.
Video <https://www.youtube.com/watch?v=o4lhEptaeO0>*





Circle in Circle, VR installation at Memorijal complex (Spomenik) Korcula, September 2019.

Video: <https://vimeo.com/368837822?ref=em-share>

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.

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>