

in-visible architecture

Traveling in Piedmont's architectures told through the language of contemporary installation art.

a project by:

Luca Villa
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sponsorship by:



introduction to the project / guidelines

The project

The installation project “In-visible architectures” aims at valorizing architectural goods through the language of contemporary multi-media art.

The installation includes one or more works representing an adult and a child holding hands, located in front of the building that is being vaporized. On the glass surface, a QR code is carved, through which it is possible to access special contents.

The choice of these narrative contents, the soul of the project, is based on the history of the architectural artifact and on the relationship with the urban fabric in which it appears.

The artistic representation and dialogue between child and adult in the glassworks, associated to narrative contents, allows the audience to enter a symbolic and documentaristic tale made of dynamic images, sounds, faces, and testimony where the adult embodies the path that has been carried out and the child represents the future.

‘In-visible architectures’ is the extension of the original project “Vita- 200 stories through the glass”, made by the installation artist Raoul Gilioli on intergenerational dialogue.

Whereas in the initial project the glass portraits narrate, through the QR code, stories of children and adults holding hands in the delicate encounter between testimonies and life expectations, “In-visible architectures portrays through an innovative language the same dialogue declined on the relationship building-territory-population.

The project was originated after a reflection of the architect Luca Villa, successively shared with a team of professionals, on the urge to extend also to the field of contemporary art the valorization and representation of the architectural heritage.

The choice to use the inspirational work Vita as an expressive means for the new project has generated a cross-disciplinary language starting from the use of glass material that constitutes the artworks. according to the art glass,

used in all his projects, represents the care that needs to be given to the human relationships in which transparency becomes the virtuous “pact”. According to the architect, glass is also the construction material related to light, energy and aesthetic.

The reflection originated by the virtuous encounter between art and architecture becomes a project of valorization since it aims at bringing citizens’ attention to several constructions.

The multimedia glass work is transparent because it can be crossed by the spectator’s gaze, however, being an aesthetic symbolic and interactive artwork, it becomes an ambassador of culture while inviting the bystander to use the multimedia contents that it contains.

The goal of the multidisciplinary team which developed the project is to innovate the fruition of architecture and landscape culture thanks to the interaction with specific interventions on the architectures of territories through the glass installations.

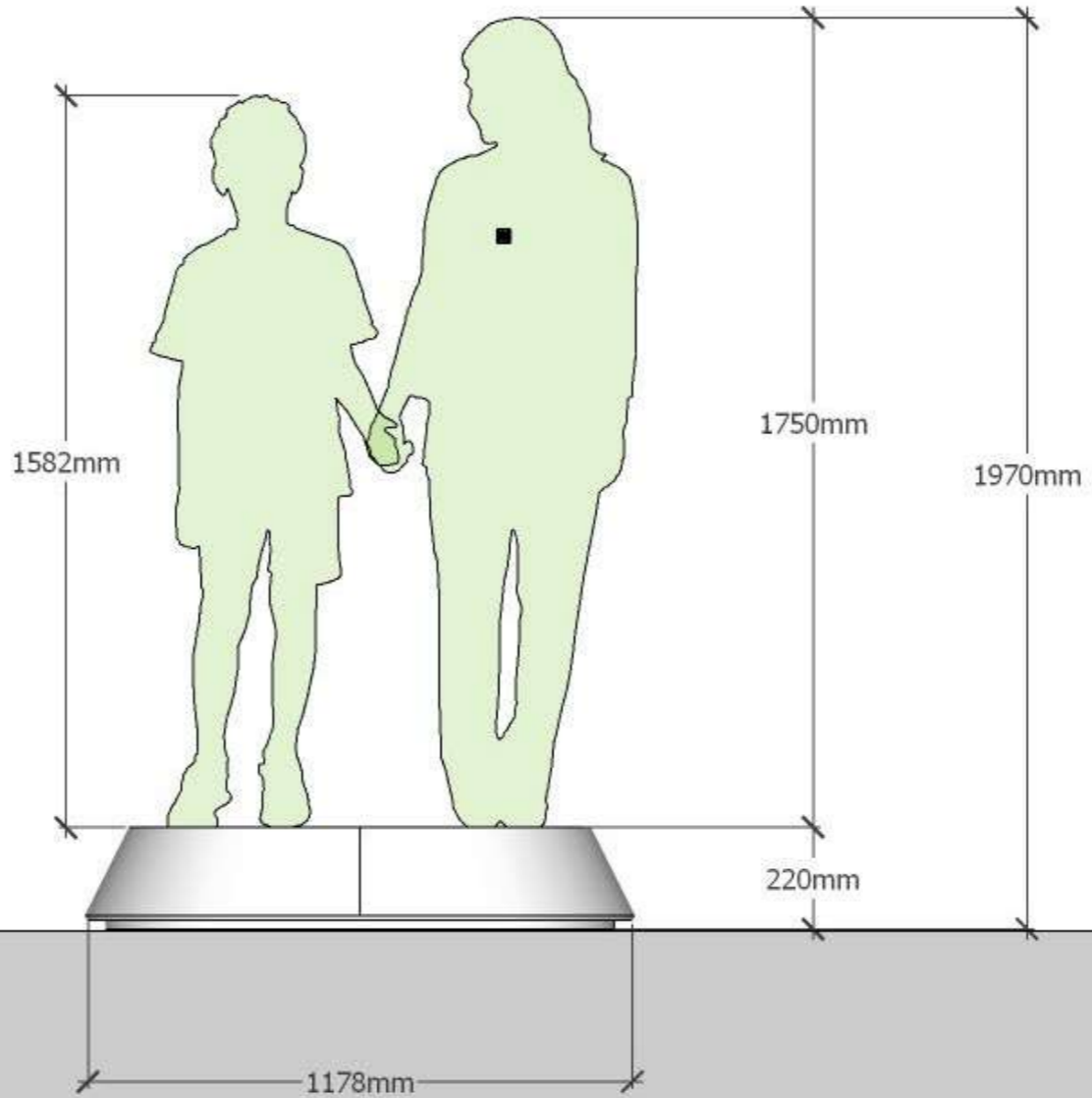
In order to achieve these objectives, there is an ongoing selection of the architecture works that are to be valorized and the institutional discussion with professional orders, foundations, institutions, projectors, and entrepreneurs that wish to participate and support this innovation.

The spread of the installations is conceived as a “format” that can create a dialogue with different realities on a global scale originating engagement and reflections through specific stagings for public space and the involvement of citizens and institutions.

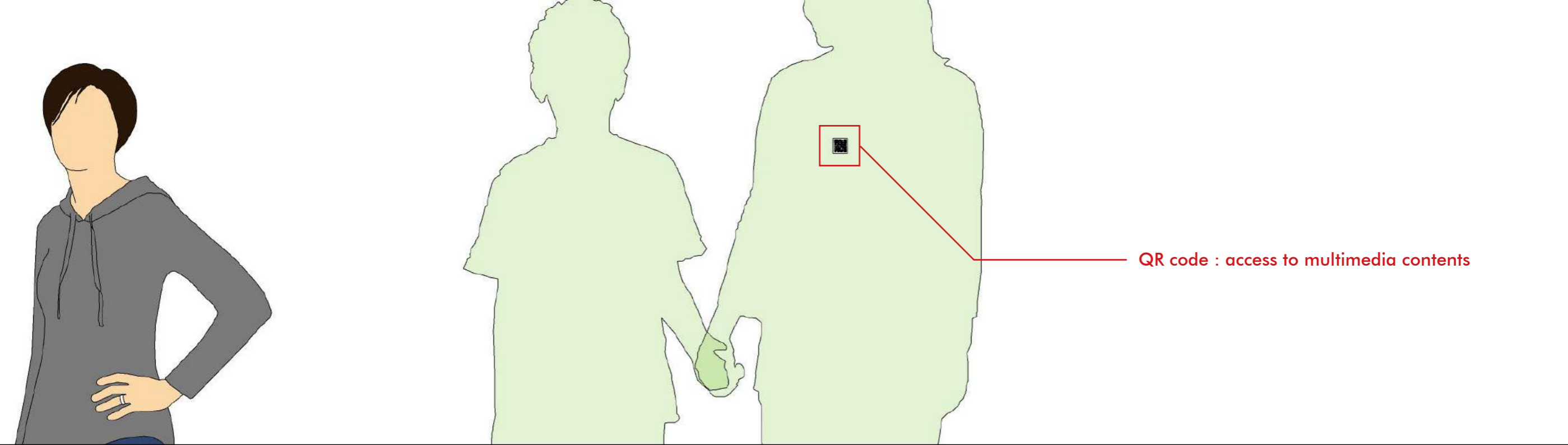
The installation project Vita has been conceived by the artist Raoul Gilioli as an aesthetic tool and multimedia narrative which can be declined on many thematics that include a socio-cultural topic. Raoul Gilioli believes that art nowadays needs to function as a bridge to involve and bring the public closer on themes of collective interest.

Conclusions:

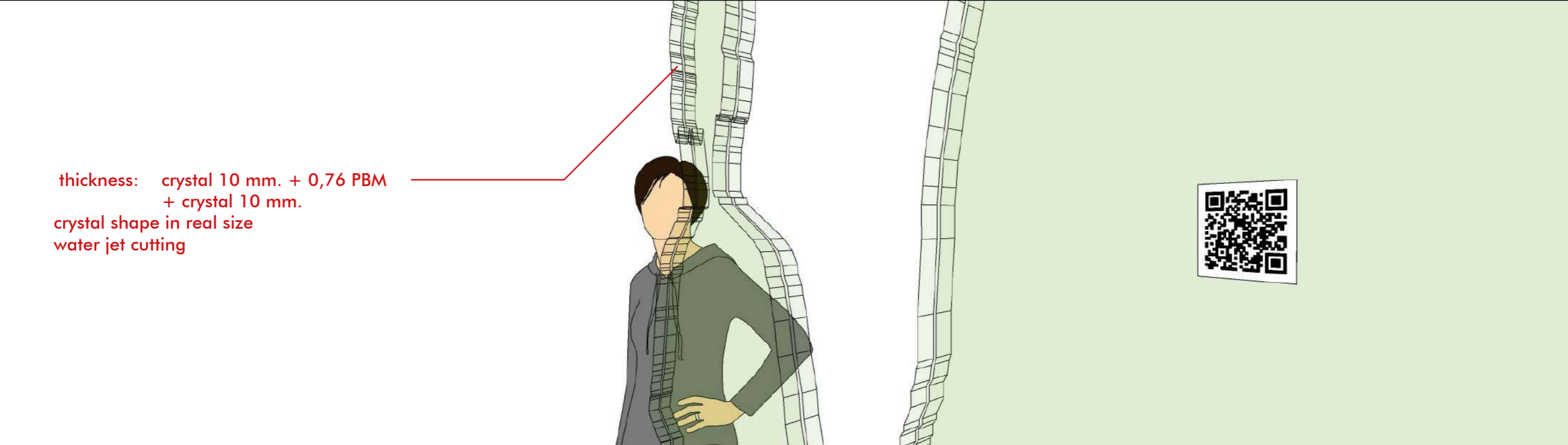
Through an articulate and participative project In-visible Architectures aims to provide new cultural tools in order to involve the public to the contemporary architectural and artistic offer. The interactivity of the works allows the spectator to feel active part of this path and become part of cultural processes with new tools and passion.





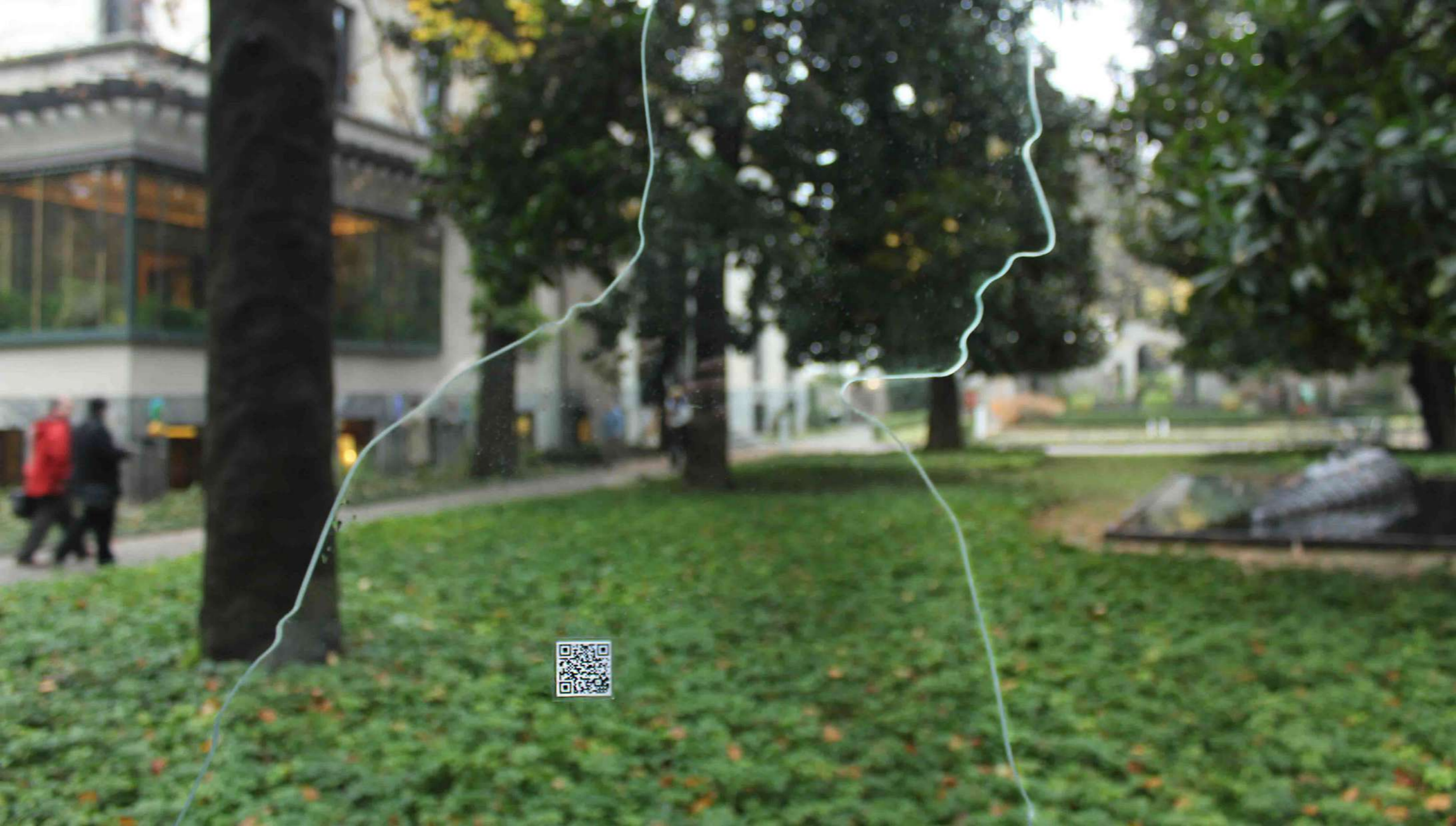


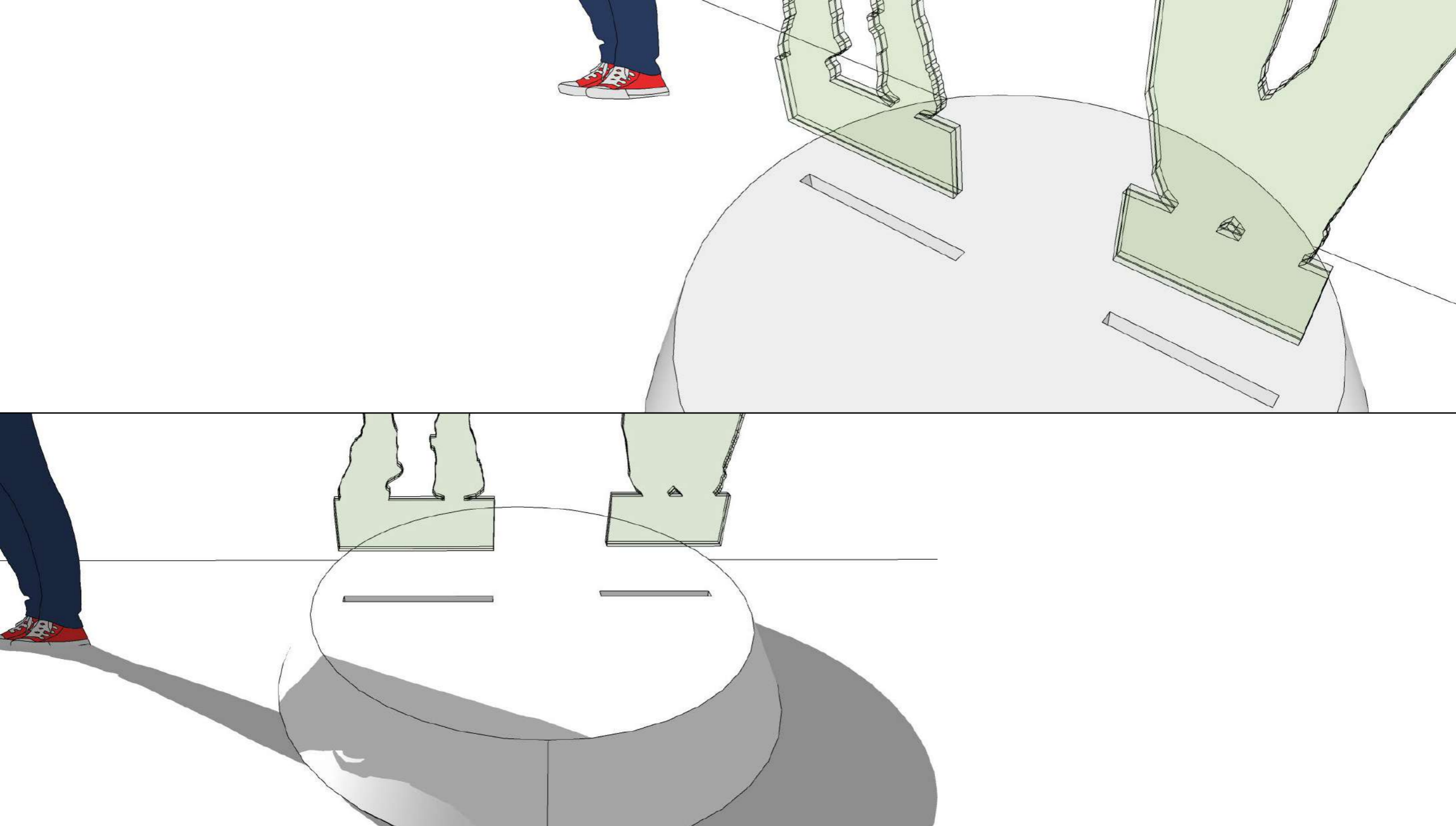
QR code : access to multimedia contents



thickness: crystal 10 mm. + 0,76 PBM
+ crystal 10 mm.
crystal shape in real size
water jet cutting















modello in scala dell'installazione



