

Press Release

Muratcentoventidue Artecontemporanea

Casting Reality: Returns Undefined

Chiara Passa

Muratcentoventidue Artecontemporanea is pleased to present ***Casting Reality: Returns Undefined*** a solo exhibition featuring works by Chiara Passa.

The technological and media innovations of the last decades have been the basis of the incessant redefinition of the imaginary, as well as the perpetual transformation of the concept of art. The advent and massive diffusion of new devices, first electronic, then digital, in the last decades have upset the universe of art, forcing it to deeply rethink methods, categories and practices. Some artists have preferred to "immerse" themselves in the new horizon, to make the new medium a creative, original, expressive tool, capable of asking questions and experimenting on a wide scale. Chiara Passa, since the 90s, belongs entirely to this category.

Chiara Passa, visual artist (Rome, 1973) has been working in the field of media art since 1997. She graduated (M.F.A.) from the Academy of Fine Arts in Rome, and obtained a Master in audiovisual media from the Faculty of Modern Letters. She currently lives and works in Rome where she teaches at the Academy of Fine Arts *Digital Video*.

Among the pioneers in Italy in the use of digital as a tool for artistic creation, Chiara designs her works using multiple media: animation, interactive video installations and virtual reality, exploring the boundary between real and imaginary, using essential geometric shapes that result in a dynamic and three-dimensional vision of space. The installations involve the viewer first-hand, pushing him/her to confront another spatiality, a digital elsewhere. An idea of performance is at the basis of her works, where the place is autonomous and moves beyond its functionality.

Her artistic research - part of the revival regarding immersion in art that began in the mid-nineties - addresses the theme of software, from the creation of apps in augmented reality to immersive and interactive works in virtual reality. From the mid-nineties to today, she has built an artistic language through immersive technologies that currently constitute the main tools of her artistic expression.

The artist proposes "***Null Void 0***" AR-AI , conceptual and minimalist wall-drawings exploring the theme of emptiness and the potential for creation with it. It is an augmented reality and artificial intelligence artwork based on an interactive mural that explores the possibilities of computer vision and object recognition. This work challenges traditional perception by generating unexpected meanings through digital manipulation. The artwork invites the audience to cross the boundary between art and play, exploring the oscillations between tangible and virtual place. The audience, by touching the screen, generates the solids that make up the mural, each piece can be scaled, translated and rotated while issuing an AI sentence (randomly generated) that speculates on the practice of computer vision and the AI model of object recognition. In fact, most of the time, the AI will not recognize the part of the mural, causing unexpected and strange changes on its shape.

The artist presents "***Responsive Banner sculpture n 2***" , "***Void Function: Studies in Negative Space***" and "***Abstract Class: The Space Between***", they emerge from Fourth Dimension Banner, a project initiated in 2012 as an internet-native artwork. This work extends the "Live Architectures" series, which explores architecture through digital, tangible, and interactive installations.

The video sculptures exhibited at Muratcentoventidue act as pulsating objects, navigating between microscopic and macroscopic realms, to craft abstract fields that challenge our perception of scale. Through algorithmic choreography, the animations generate harmonious, curved forms that reveal infinite recursive spaces - each element simultaneously containing and expanding dimensions. The animations play with inner and outer spatial depths, continuously constructing new dimensional territories through their generative evolution. The work investigates the liminal spaces between digital and physical architecture, where programmatic randomness creates unexpected forms.

Venue

Muratcentoventidue-Artecontemporanea

Via G. Murat 122/b – Bari

Opening

Saturday March 22, 2025 7.30 pm

Period

March 22– April 30 2025

Opening hours

Monday, Tuesday, Saturday only by appointment

Wednesday, Thursday, Friday from 6 pm to 8 pm

Info

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<http://www.muratcentoventidue.com>

<http://www.facebook.com/MuratcentoventidueArtecontemporanea>

https://www.instagram.com/muratcentoventidue_bari

CV

Chiara Passa, visual artist (Rome, 1973) working in media art AR, VR since 1997. Graduated (M.F.A.) from the Fine Arts Academy of Rome, Master in audio-visual media from the Faculty of Modern Literature. She investigates space in all its extensions and forms by combining different techniques and technologies to create mainly installations in the form of interactive wall-drawings, augmented and virtual reality projects conceived as creative tools and observation points from which to analyze space beyond the physical dimension.

Her work has been internationally exhibited from festivals, conferences, and institutions, including: «Museo Nazionale dell'Arte Digitale» Milano (2024); «Object (RE) Oriented Reality» Solo show at Panke gallery Berlin (2023); «Still Life» Solo show at Zabłudowicz 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); “The Ways of something”. Whitney Museum of American Art, New York (2016-2017); “The Ways of something”. Whitney Museum of American Art, New York (2016-2017); «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). Selected shows