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-Nineties - 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. So, at the end of the Nineties, I designed virtual reality and augmented reality video-installations and multimedia works with an 'immersive effect', using the media of the time that were mostly based on whole-wall Beamer projections, such as The CAVE (Cave Automatic Virtual Environment) and video-mapping. I had to wait until 2014 to wear a 3D viewer to finally immerse myself in VR.

Moved by the deep interest I have always had in space and how it is transformed in and by the language of informatics, I explore VR and AR to comprise the 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. I use augmented reality to stretch the space beyond its limit and virtual reality to penetrate it until its most recondite place of origin. In my artworks, the emerging spaces are interconnected: the imaginary space arranged by the virtual effects and the spatial arrangement of the place itself. Spectators are unsettled by this double relationship by having the sensation to remain suspended. Between inside and outside the space opens up to include several dimensions. The fourth dimension – that of time – is just one of the many that help people's vision. Spectators walk and move as if they were in the so-called 'reality', but the classical space is bended, expanded, and pierced: the place itself becomes an immersive reality/non-reality to be explored.

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).
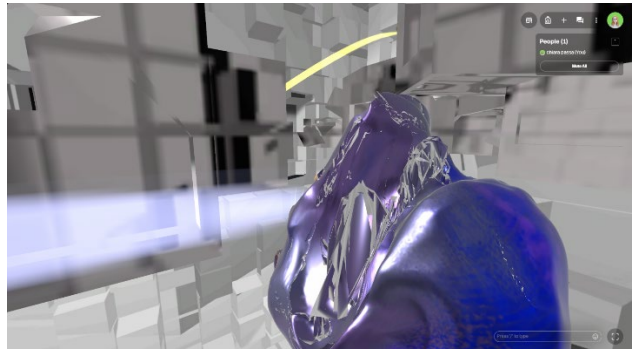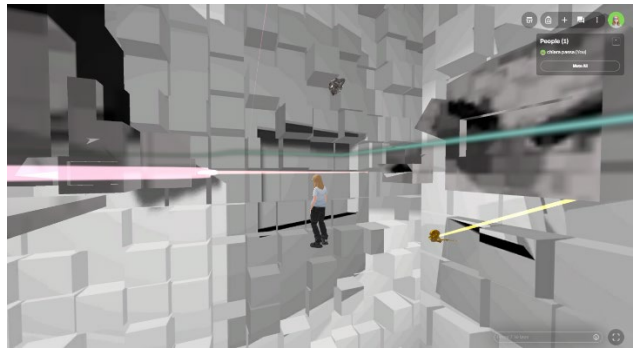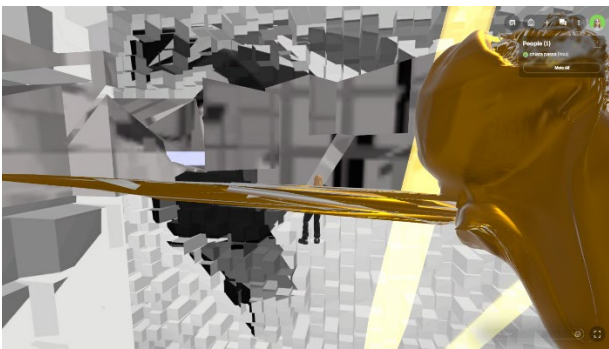
Selected shows: http://www.chiarapassa.it/SelectedExhibitions.html Full CV statement http://www.chiarapassa.it/Artisticprofile.html

PORTFOLIO

***Object Oriented Space Paradigm* 2024**, is an immersive <u>vertiginous</u> scenario made of thirteen interactive, reflective and monochrome minimalist architectures. Read the whole concept: http://www.chiarapa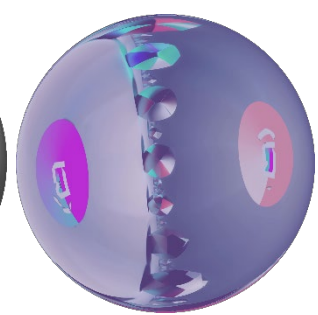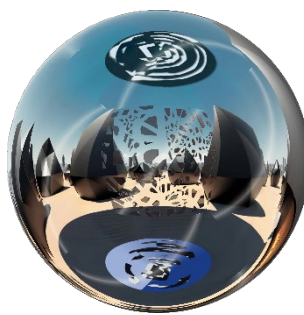ssa.it/ObjectOrientedSpaceParadigm.pdf Link artwork Link: https://www.spatial.io/s/Object-Oriented-Space-Paradigm-65d7119e6dce4675c209f84d?share=6796961281650040697

Screenshots from the VR artwork

***Once upon a time in the digital realm of Cyberspace.* Artificial intelligence quadriptych video installation composed of four spherical projections, 2023.** The protagonists of this artificial intelligence narration are four quirky geometric solids living and acting inside a virtual art studio called The Algorithmic Atelier located in an ever-changing cyberspace. Full concept http://www.chiarapassa.it/Onceuponatime-passa.pdf

Object Oriented Stones – The Virtual Reality Game, 2023. Link artwork: https://www.spatial.io/s/Object-Oriented-Stones-65117ca2812d6e6b44310e7d?share=0 Full concept: http://www.chiarapassa.it/ObjectOrientedStonesGame.pdf

Object Oriented Stones is a series of 3D sculptures viewable through augmented, virtual and mixed reality. The artwork shows an alternative and visionary side of the stones, which appear animated by a sort of bizarre nature, transformed beyond their own functionality into something coloured and unpredictable.
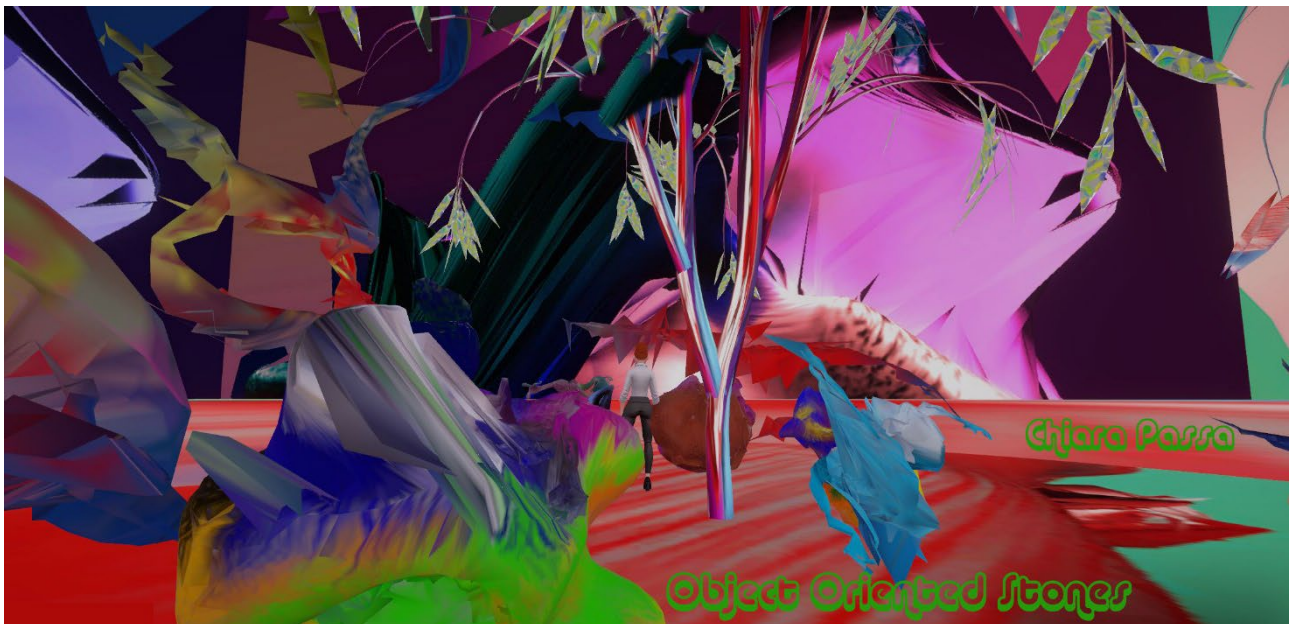
Screenshots from the VR artwork. Contemporary Art Museum PAN, Napoli 2023

Object (RE) Oriented Reality, solo show at Panke gallery, Berlin May/June 2023 Links: https://www.youtube.com/watch?v=jQ4eKzgXp1Q & https://www.panke.gallery/exhibition/object-re-oriented-reality/

Object (RE) Oriented Reality is an augmented reality solo show by Chiara Passa that challenges the gallery space by transforming it into a vibrant abstract place in constant transformation. The audience is invited to cross the border between art and game by interacting with various AR app-artworks to explore the liminal duality between tangible and virtual place through unpredictable synesthetic combinations.
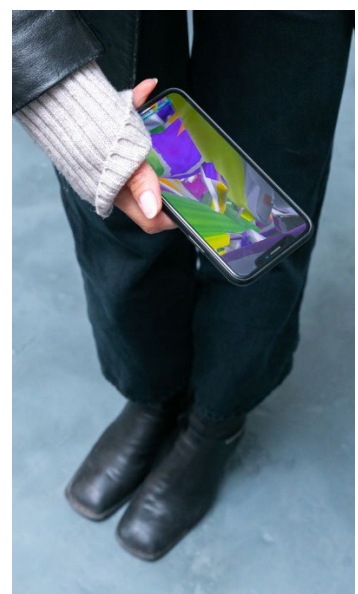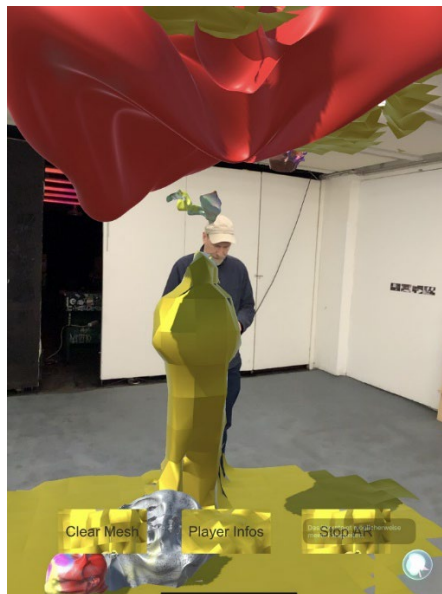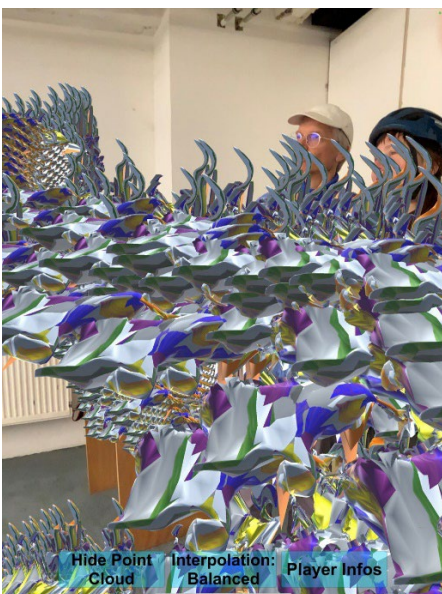
Null Void 0. AR-AI series of interactive wall-drawings 2017-ongoing. Video extract:
https://www.youtube.com/watch?v=HZ5bK_o3R_E
Null Void 0 is an interactive AR/AI mural which speculates on the computer vision practice and the object-recognition AI model. In fact, most of the time, the AI won't recognize the part of the wall-drawing, causing unexpected and weird shifts of meanings on its own shape. The artwork invites the audience to traverse the border between art and game, by exploring the oscillations between tangible and virtual place.
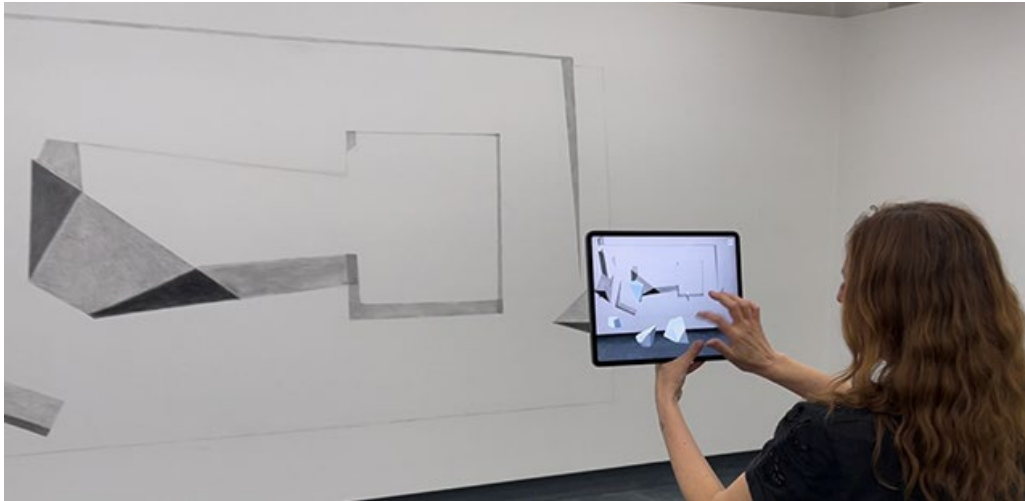
Tagging Oriented Reality, Augmented Reality artwork 2022:
http://www.chiarapassa.it/TaggingOrientedReality.pdf Video extract:
https://www.youtube.com/watch?v=DP2aYdZpx1c

"Tagging Oriented Reality" is an augmented reality and artificial intelligence artwork exploring the theme of tags and its creative potential for designing a constructivist space.

Screenshots from the AR artwork.

From the Abstract space: The Yellow Film 2001-2023. Artificial Intelligence artwork:
http://www.chiarapassa.it/Yellowfilm-Passa.pdf Video extract:
https://www.youtube.com/watch?v=t9SnNrtH8kU
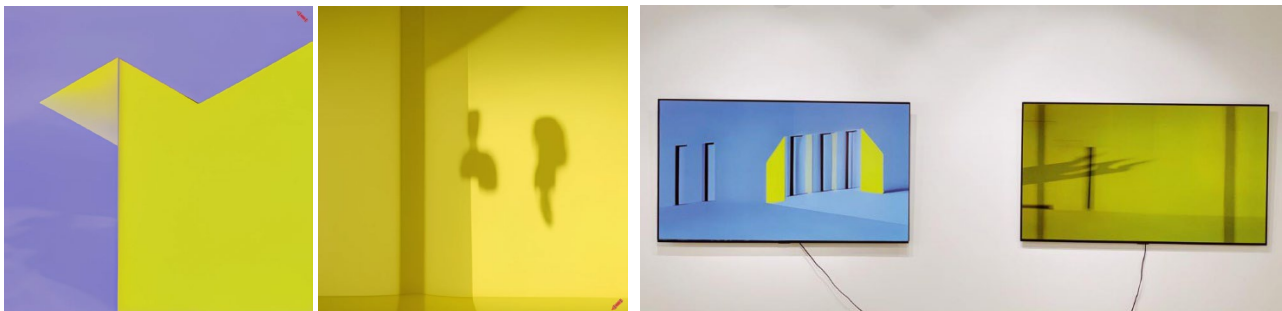
Screenshots from the AI artwork at Expanded.Art gallery, Berlin 2023

Abstract Space AI and AR immersive artwork 2023 http://www.chiarapassa.it/abstractspace.pdf
Video extract: https://www.youtube.com/watch?v=zzAaf7hxTYI

"Abstract space" overlaps an imaginary and minimalist environment (I created using GPT3 AI models and some GAN) over a real existing white big room that, once modified, appears to the viewer mysteriously, uncanny, or sometimes incomplete. The viewer across this new unsettled space, experiences a sense of absence or emptiness by watching at the new AI place constituted

by shadows of geometric volumes created extruding the silhouette of the primitives along the direction of the light source.
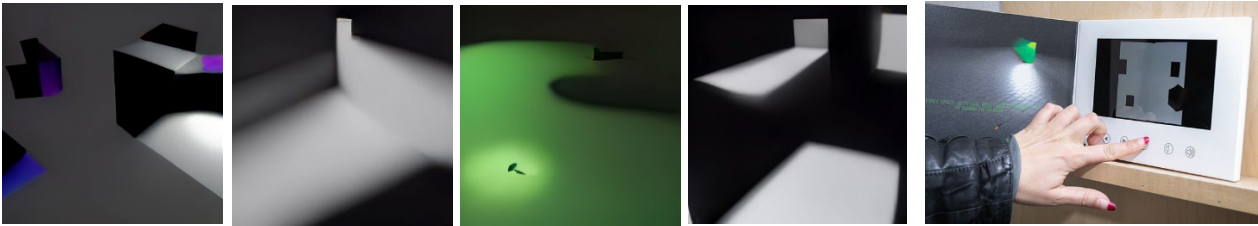
Preview in Berlin 2023

Monolith Variations with AI video installation 2023. Video extract: https://www.youtube.com/watch?v=U3fB3uITyls
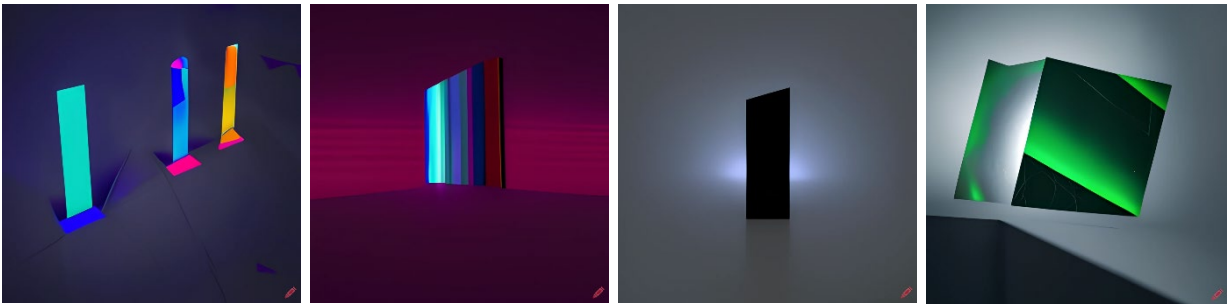
Screenshots from the AI artwork

Null Void 0. AR/AI sculptures 2017- ongoing http://www.chiarapassa.it/NullVoid0-ARAI.pdf
Video extract: https://www.youtube.com/watch?v=IeTIWmqiklY &
https://www.youtube.com/watch?v=nST6MBXkhRY

The AR-AI artwork is a sort of 'impossible puzzle' where the audience is called to play a game within the intent of reconstructing the real sculpture. Audience by tapping on the screen, generates the solids which compose the sculpture. Each piece can be scaled, translated and rotated while emitting an AI (random generated) phrase which speculates on the computer vision practice and the object-recognition AI model.
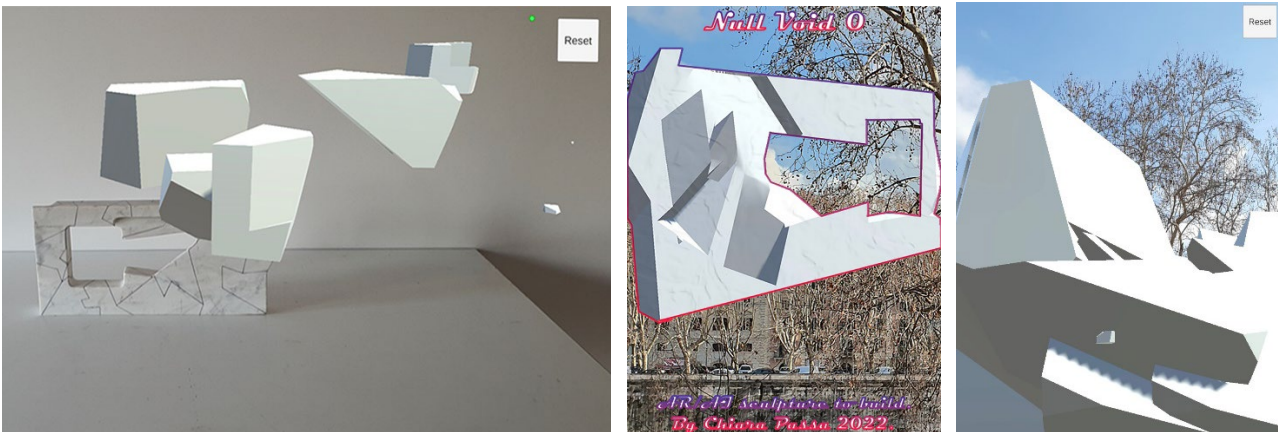
Screenshots from the sculpture AI-artwork

From the contextual awareness series: Gold Environment 2022. Augmented Reality App using AI to create site-specific meshes all over the real place. Video extract: https://www.youtube.com/watch?v=cThnyU3hEuw
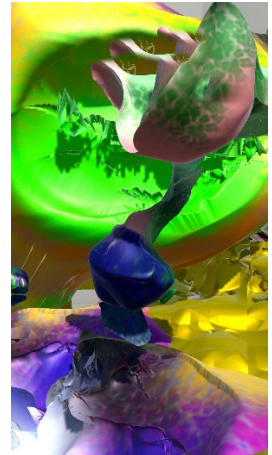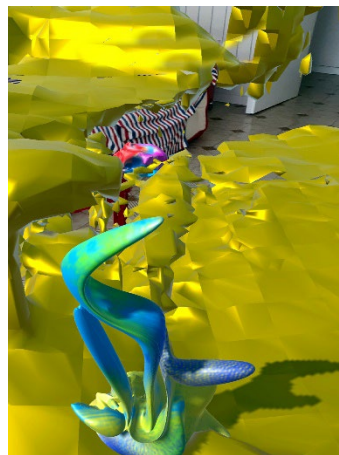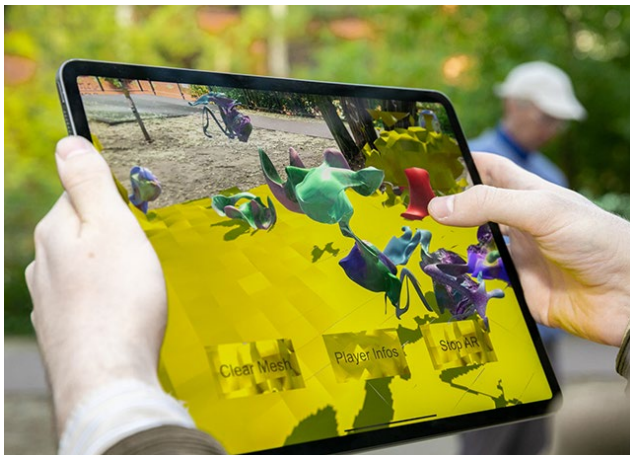
Screenshots from the AR artwork

From the contextual awareness series: Depth Data Space 2022. Augmented Reality App using AI to create site-specific points cloud all over the real place. Video extract: https://www.youtube.com/watch?v=X1Wm4_G1qmU
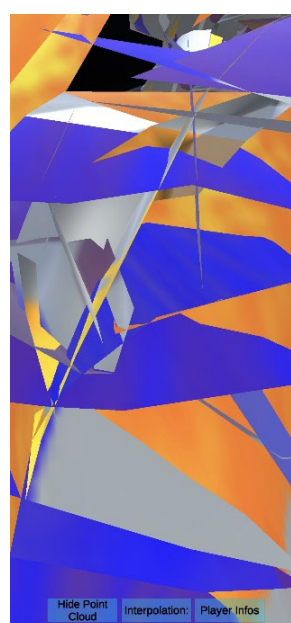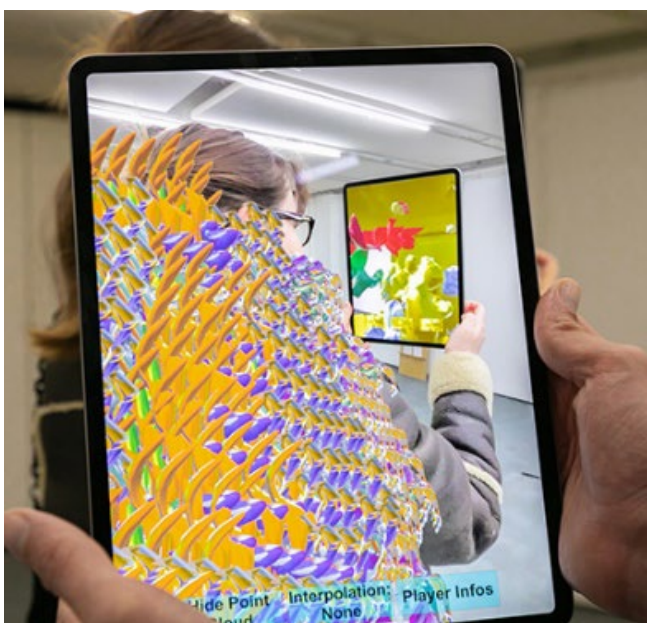
Screenshots from the AR artwork

Lively Sculptures, Virtual Reality artwork. Solo show at Virginia Bianchi Gallery, 2022. Video extract: https://www.youtube.com/watch?v=Bc2AN3FhZfI
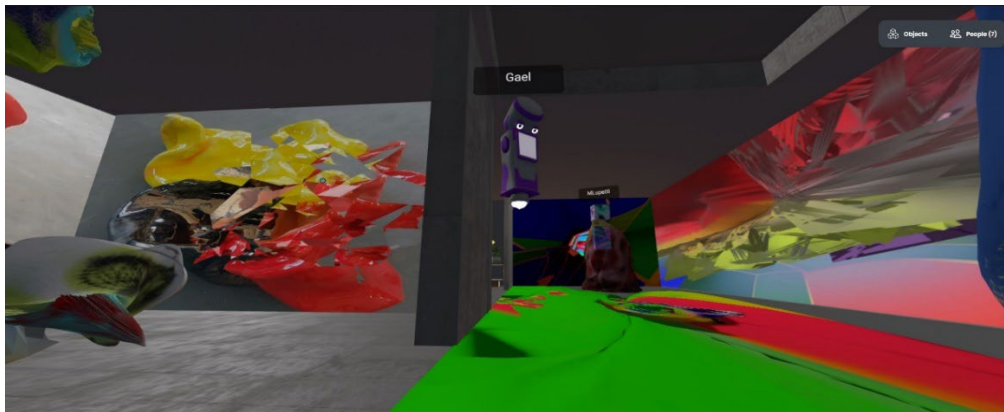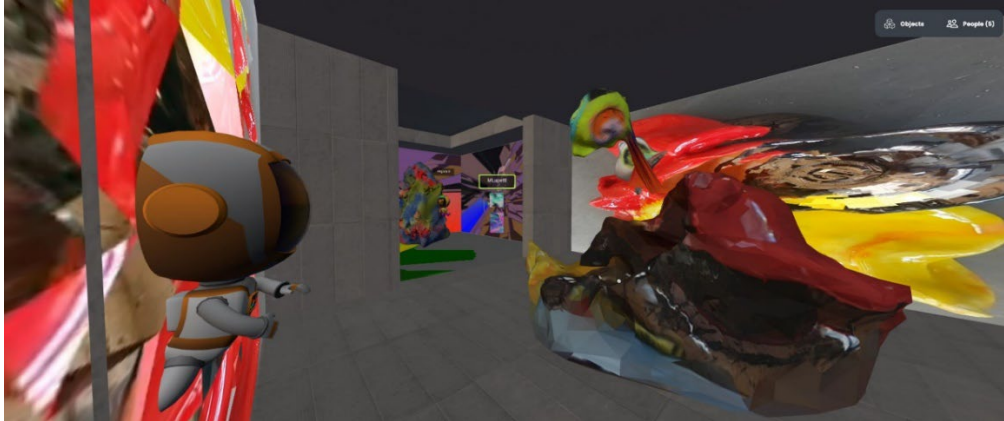
Screenshots from the VR artwork

Object Oriented Filter. Augmented Reality artwork for Artribune magazine, 2020.
Link interview: https://www.artribune.com/progettazione/new-media/2021/09/art-layers-filtri-instagram-artista-chiara-passa/

Screenshots from the AR artwork

VR sculptures for Bunch of Kunst in Quarantine - Paradox Paradise, 2020.
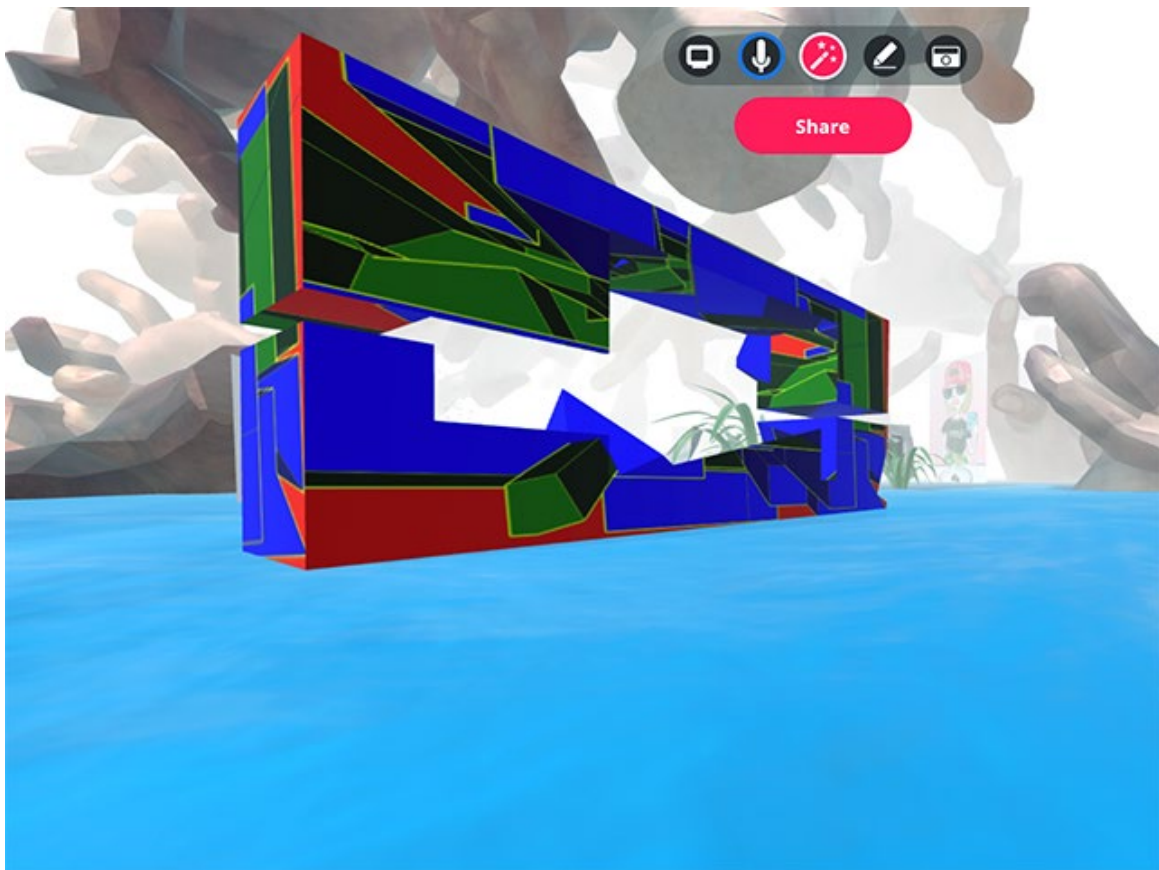
Screenshot from the VR artwork.

(Im)Material Matter, Virtual Reality sculpture for PeerToSpace, 2020/2021.

Screenshot from the VR artwork.

Time Bomb The Love '98 - The Virtual Reality revival 2021. Video extract:
https://www.youtube.com/watch?v=cu88GtpJmeE
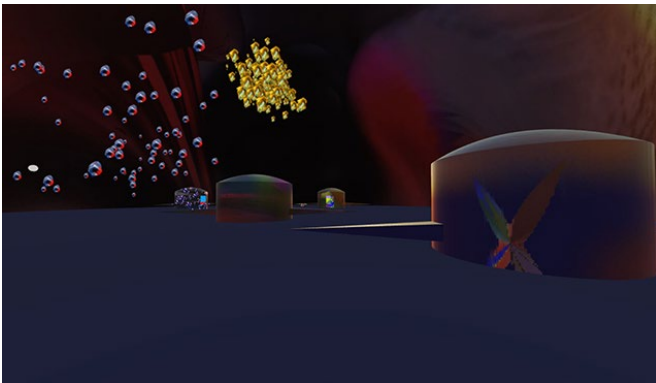
Screenshots from the VR artwork

Still Life. Augmented Reality artwork 2021. Video extract:
https://www.youtube.com/shorts/MfLVlOTM0AE & https://www.youtube.com/shorts/97U_zmovWio
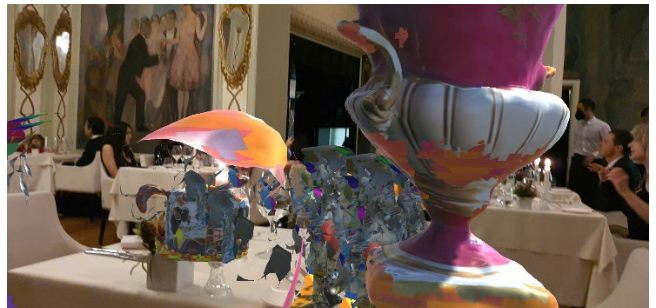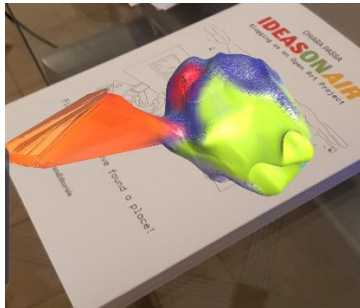
Still Life Augmented Reality Screenshots.

Augmented Reality ceramic sculpture from my VR artwork: Still Life 2019-
Video extract: https://www.youtube.com/watch?v=N8_khKP-tDY &
https://www.youtube.com/watch?v=vzbZKTHgsMc

Augmented Reality ceramic sculptures.

Still Life. Virtual Reality artwork 2019 http://www.chiarapassa.it/StillLife-ChiaraPassa.pdf https://www.zabludowiczcollection.com/exhibitions/view/360-chiara-passa-exhibition-at-zabludowicz-collection-london-art-gallery
https://www.zabludowiczcollection.com/news/view/vr-exhibition-immaterial-matter-opens-including-ar-ceramic-by-chiara-passa

A virtual reality painting, *Still Life* overlays image, object and landscape to generate a saturated panorama. Users explore Passa's unique topography, which is set across two distinct worlds, by traversing various types of terrain, moving through and around structures, and interacting with ornate objects.
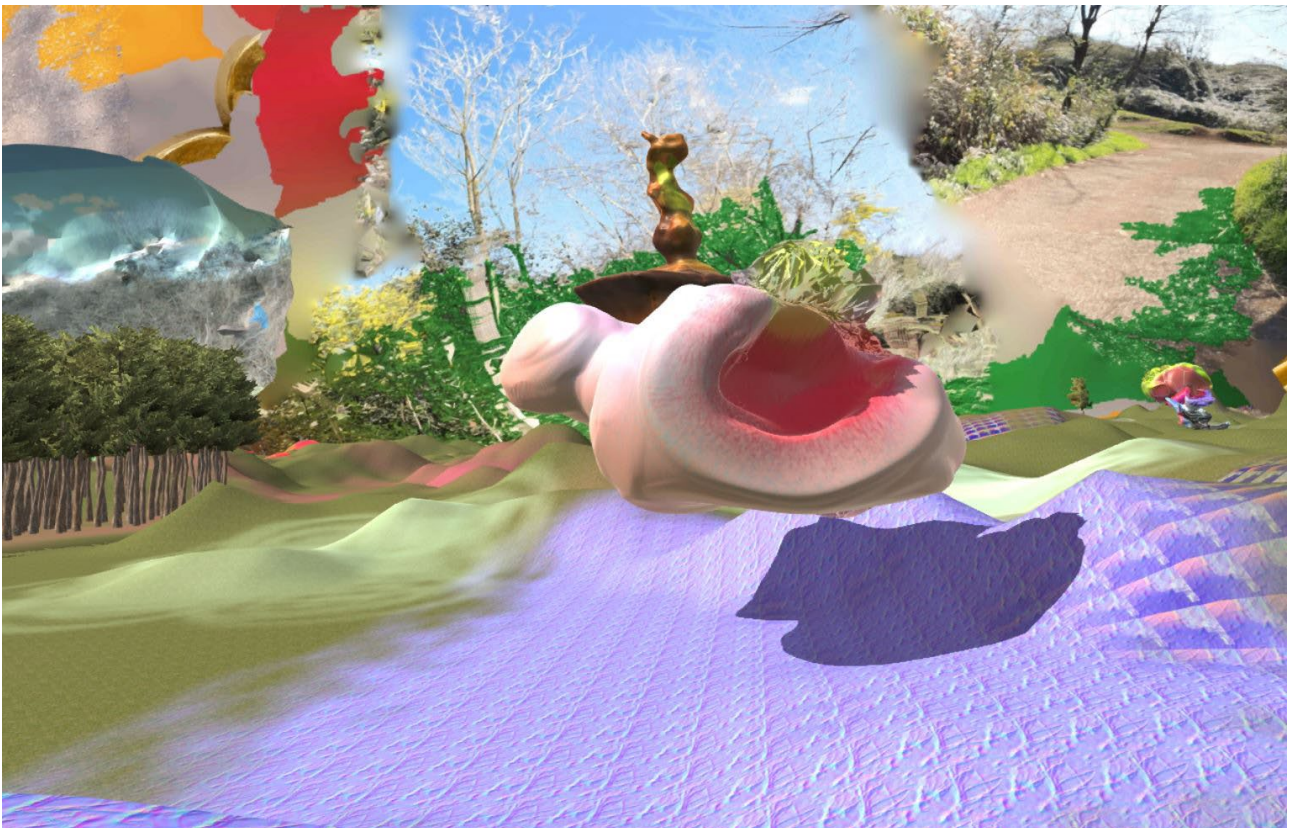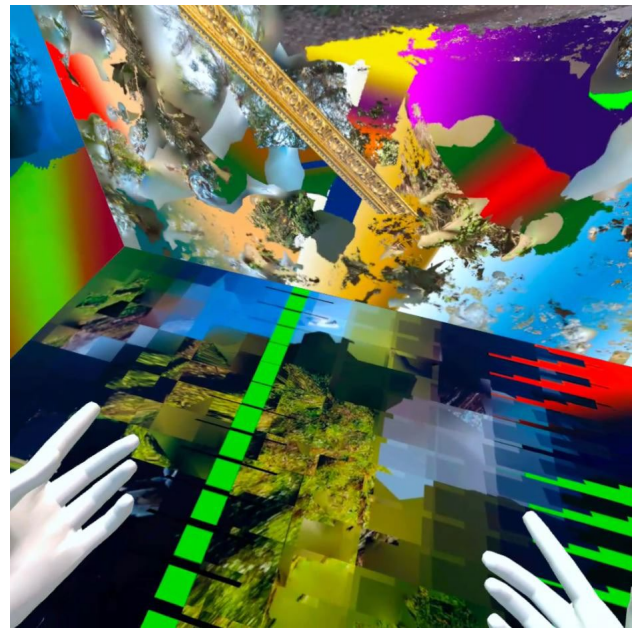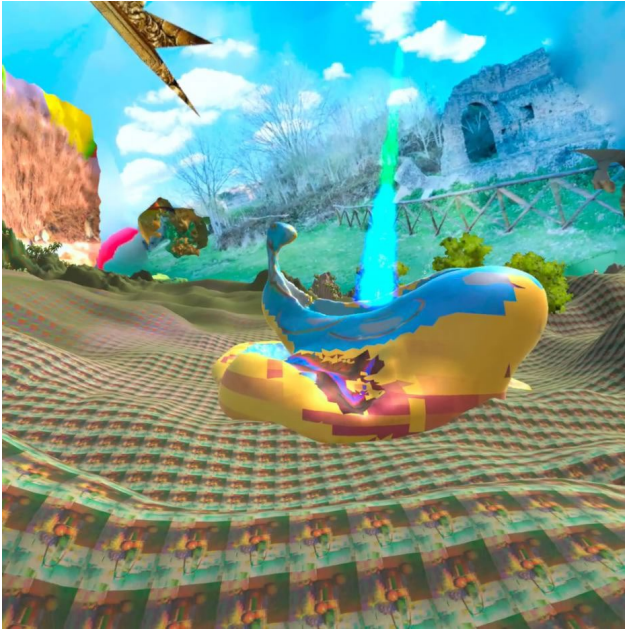
Still Life VR screenshots from my solo show at Zabludowicz Collection museum, London 2021-2022

Object Oriented Stones. Series of Augmented Reality 3D abstract liquid sculptures.
Available via NFT at: https://objkt.com/collection/KT1N9Kjdb15JqesFDqqvxSRHYXEjtzJoK2d8
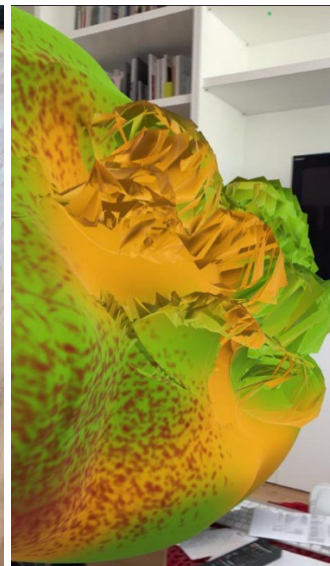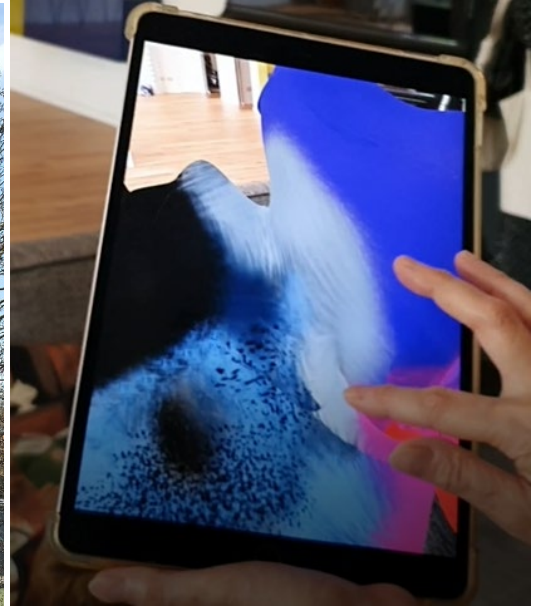
Augmenred Reality stones

Object Oriented Space. Solo show at MLAC museum, Roma May/June 2019.
Video extract: https://www.youtube.com/watch?v=o4IhEptaeO0

Passa's works, which is undoubtedly part of the revival of immersivity that began around the mid-nineties. It is no coincidence that the artist was immediately drawn to the concept of "liquid architecture" invented by the theorist and architect Marcos Novak. This is visible in the works on display in this exhibition. An exhibition that plays with and relates to the architecture of the Museum MLAC (Sapienza University). The two spaces that emerge are intertwined: the imaginary space arranged by the artist and the spatial arrangement of the Museum's architecture. Spectators are unsettled by this double relationship.

AR and VR artworks from my solo show at MLAC museum, Rome 2019

VR sculptures (marble, 3D printing, plexiglass, etc.) from my solo show at MLAC museum, Rome 2019.
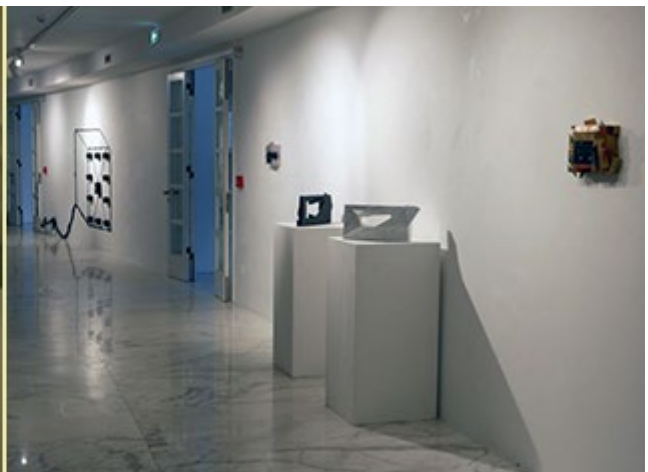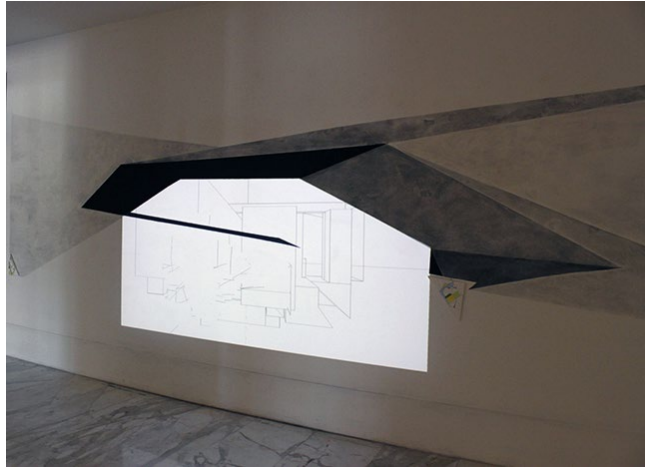
AR interactive wall-drawings at MLAC museum, Rome 2019. Link: https://www.youtube.com/watch?v=Gi3USmIDDtk

Crying at the Gypsotheque. Virtual Reality Artwork 2019 http://www.chiarapassa.it/crying-gypsotheque-passa.pdf Video extract: https://www.youtube.com/watch?v=KAU4_1jUXo0

Crying at Gypsotheque, through the creative combination of the pieces in VR, aims to overturn the statuary proportional Greek canon, proposing new rules of assemblage based on abstract and algorithmic aesthetics.
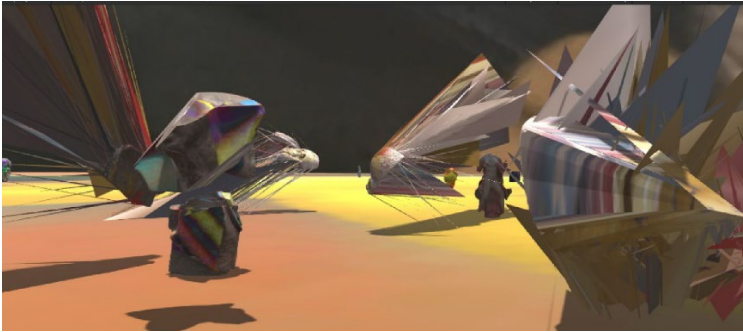
Object Oriented Stones, 2018- Series of augmented reality sculptures as concrete stones.
Video extract: https://www.youtube.com/watch?v=-5AywJs6eGM
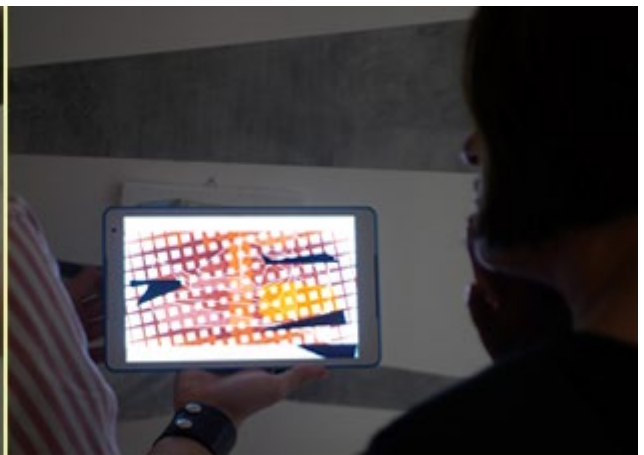
Black/White composition & Yellow composition, from the series "NULL (void *)0 VR sculptures 2018-

Roehrs & Boetsch gallery, Zurich.

Dimensioning - Live Architectures, AR/VR wall drawings. Furtherfield Gallery, London 2016
Video presentation: https://www.youtube.com/watch?v=t5yeVm3LokA

Passa's concept of «super places» and her search for new dimensions, or *"campo piu' in là"* (a "further field") underpins her work with architecture as an interface with which to better sense the possibilities opened up by the digital dimension. She uses augmented and virtual reality (AR & VR) to create interactive installations in which the technologies punch through and pull out a "lively vibrancy" of a new sense of place.
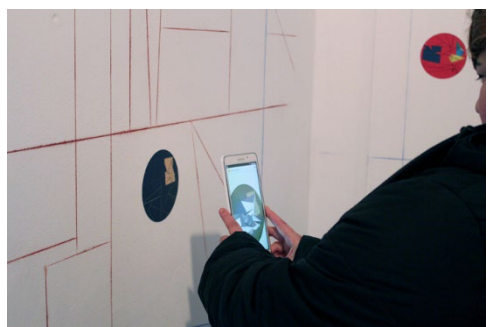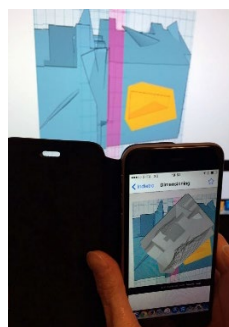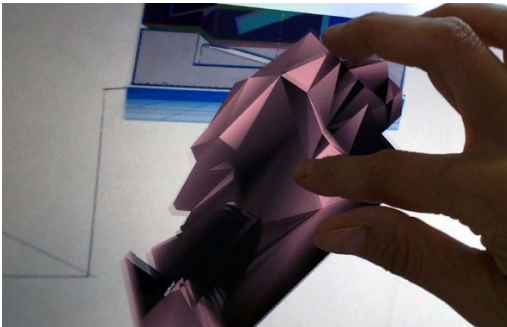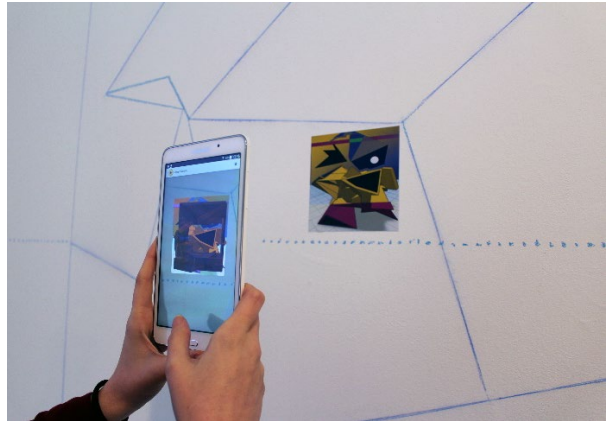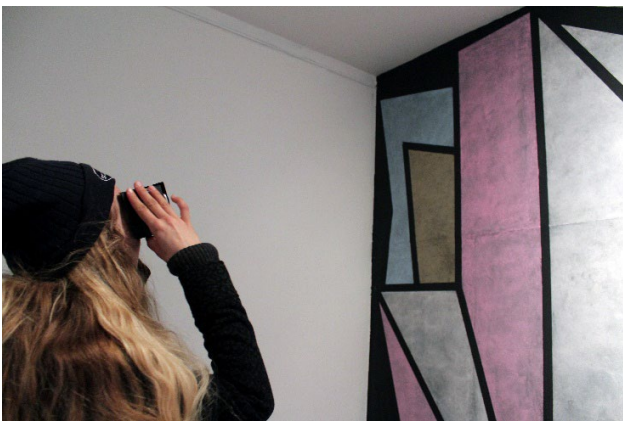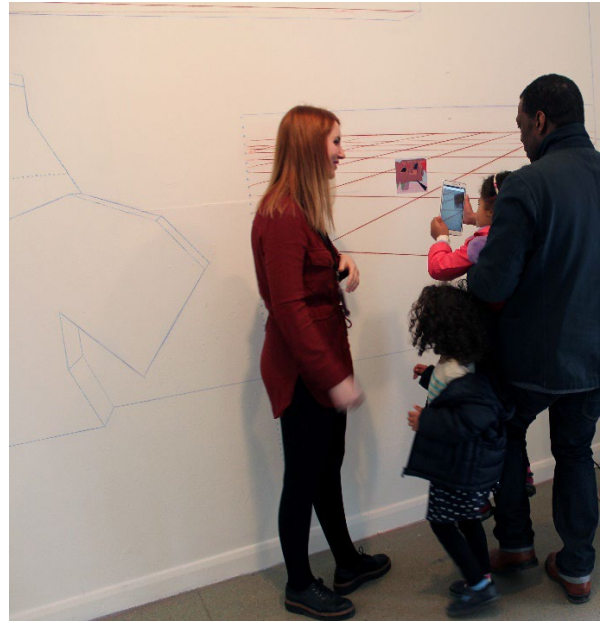
AR and VR interactive wall-drawings from my solo show at Furtherfield gallery, London 2016.

Inside Geometry Double Language, VR installations 2015-
PDF http://www.chiarapassa.it/chiara-passa-insidegeometry.pdf
Video extracts: https://www.youtube.com/watch?v=XyMYanNzw5I
https://www.youtube.com/watch?v=r7yora7hcfI https://www.youtube.com/watch?v=1cPzjhStFrc
https://www.youtube.com/watch?v=xFe6v1IpsyM https://www.youtube.com/watch?v=_3cjVuK6xLs

The project involves the use of diverse Google Cardboards, 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. 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.
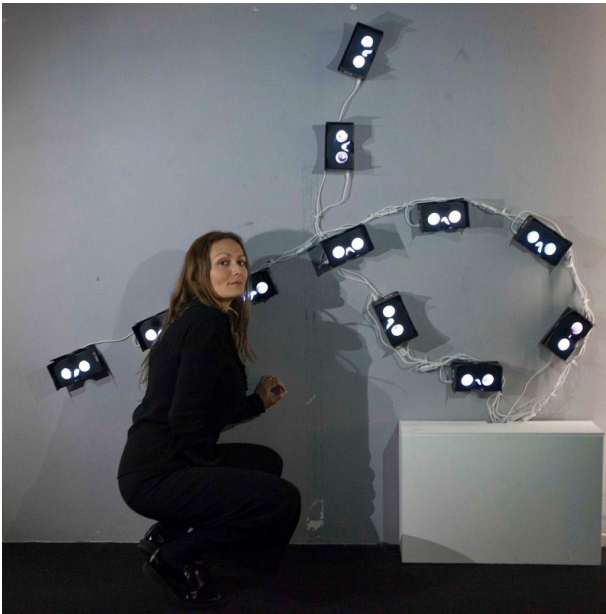
MAXXI museum, Rome 2017
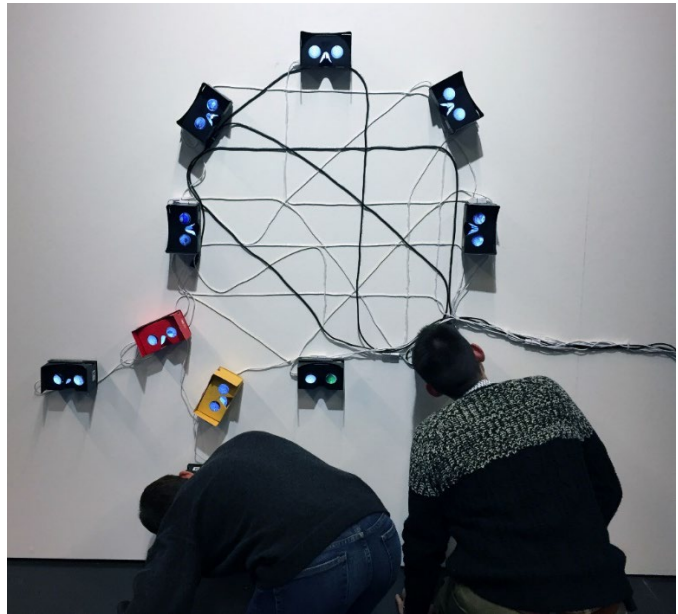
ZKM museum, Karlsruhe 2017
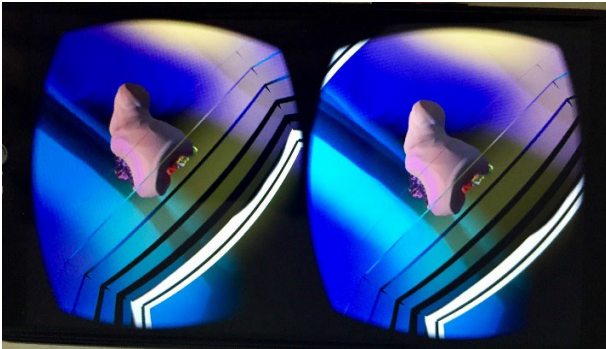
Inside the VR lens

Through the VR lens

Anatomy museum, Aberdeen 2018

Land-art festival, Rocciamorgia 2017

HEK - Haus der Elektronischen Künste Museum, Basel 2018

GreyArea, public art festival, Korcula, 2019   *Through the VR lens*
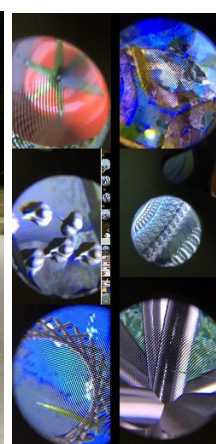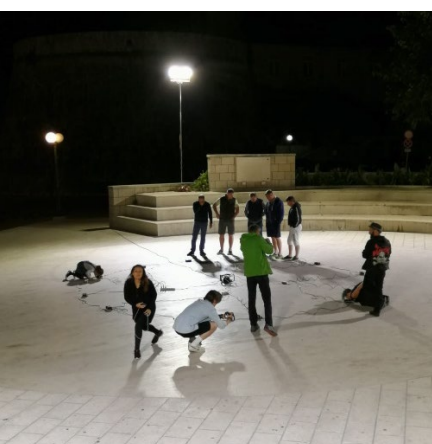
Extreme Surfaces and Terrains. Virtual Reality & plexiglass sculptures 2015-

Video sculptures where the VR the 3D viewers are incorporated into the plexiglass to project 360° onto the rough surface, which gives the three-dimensional spatial extension on geometric forms with an apparently icy and impersonal kind of minimalist abstraction.

Virtual Reality video sculpture: plexiglass, 3D viewers, smartphones.
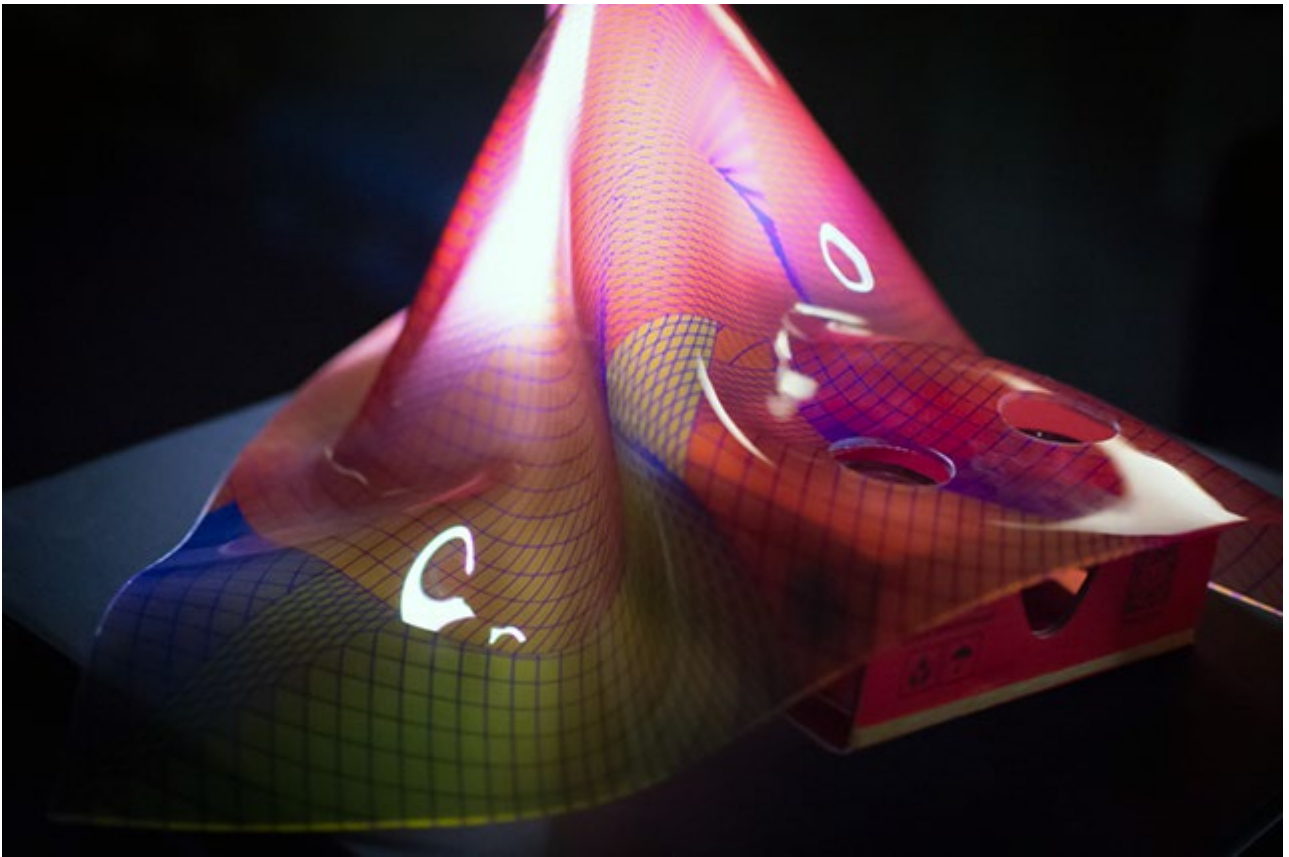
Screenshots from the Media Art Festival, MAXXI Museum Roma 2018
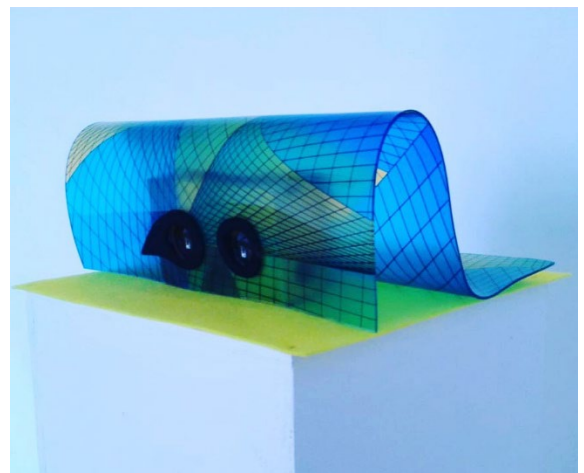
Screenshots from the GABA.MC museum, Macerata 2018
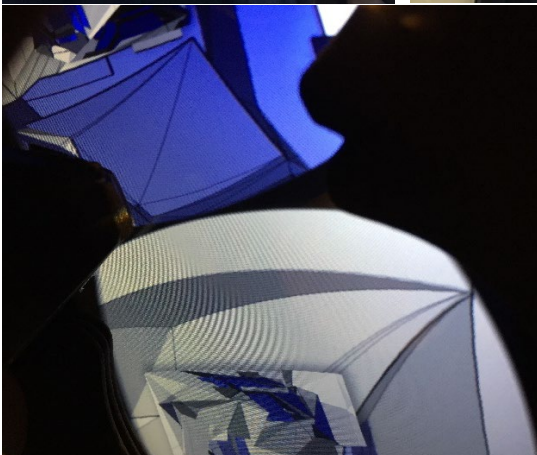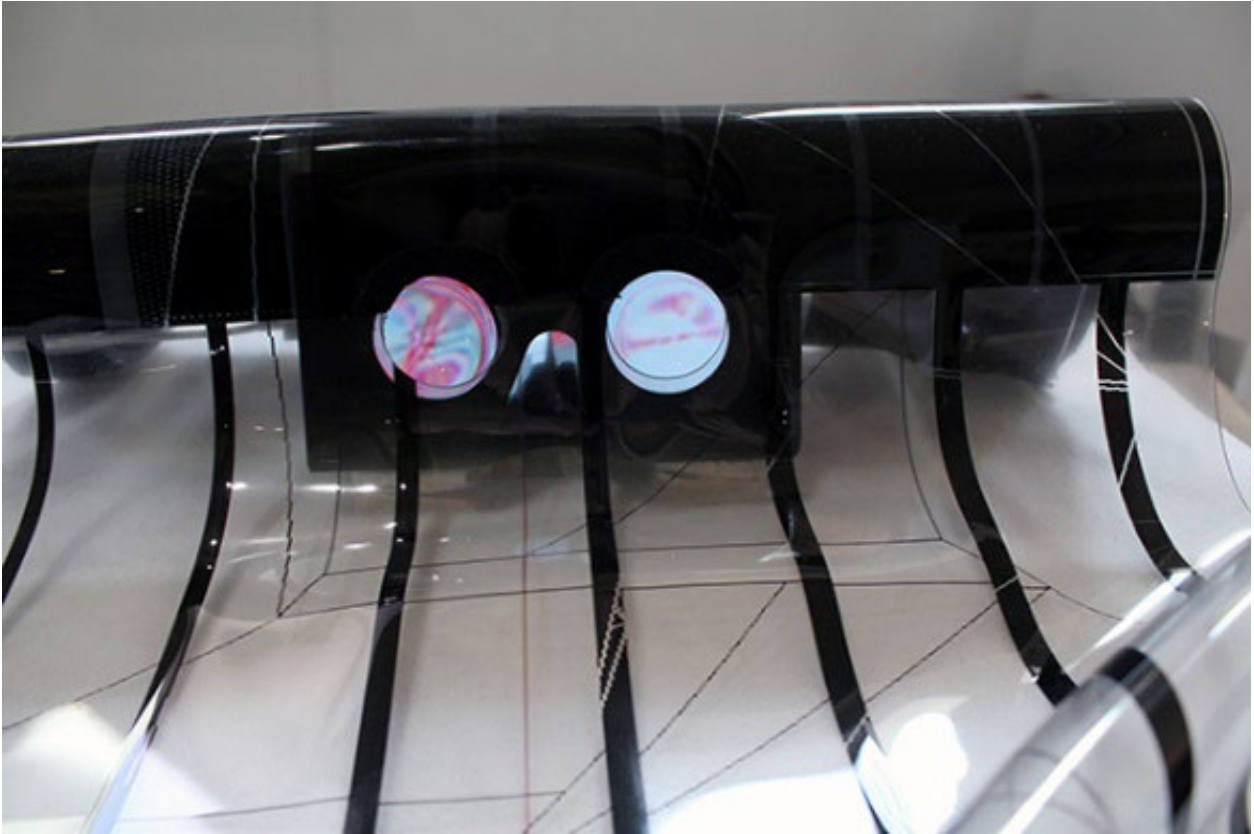
Screenshots from the Urvanity (ARCO) Art Fair, Madrid 2017.

Dimensioning – The anaglyph sculpture n2. 3D video sculpture, 2015
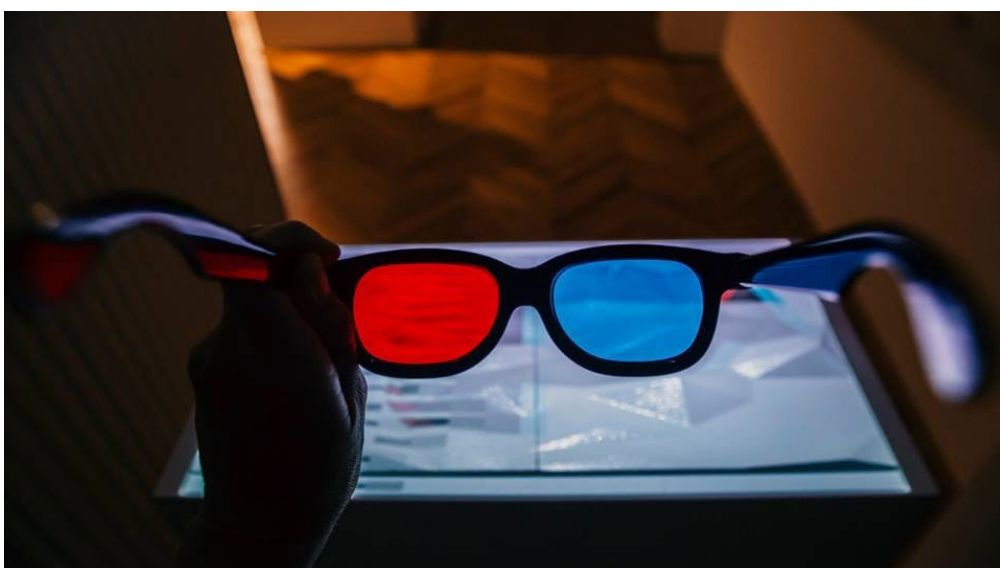
MGLC Museum Ljubljana, 2018

Live architectures – The Augmented Reality frescoes, 2015
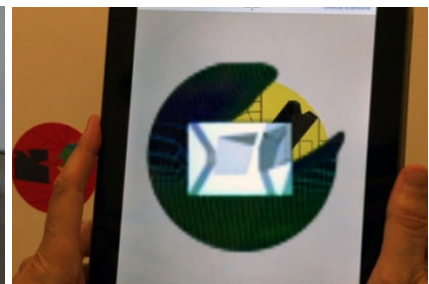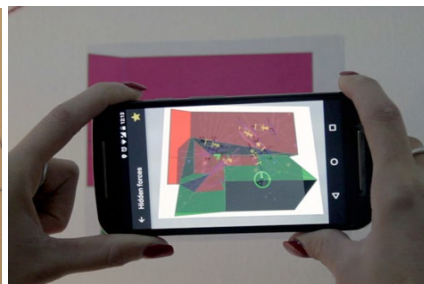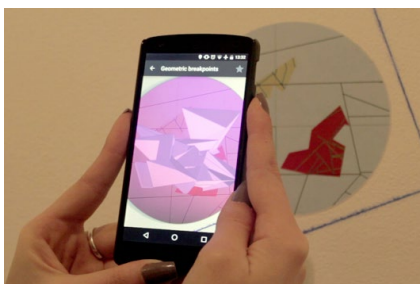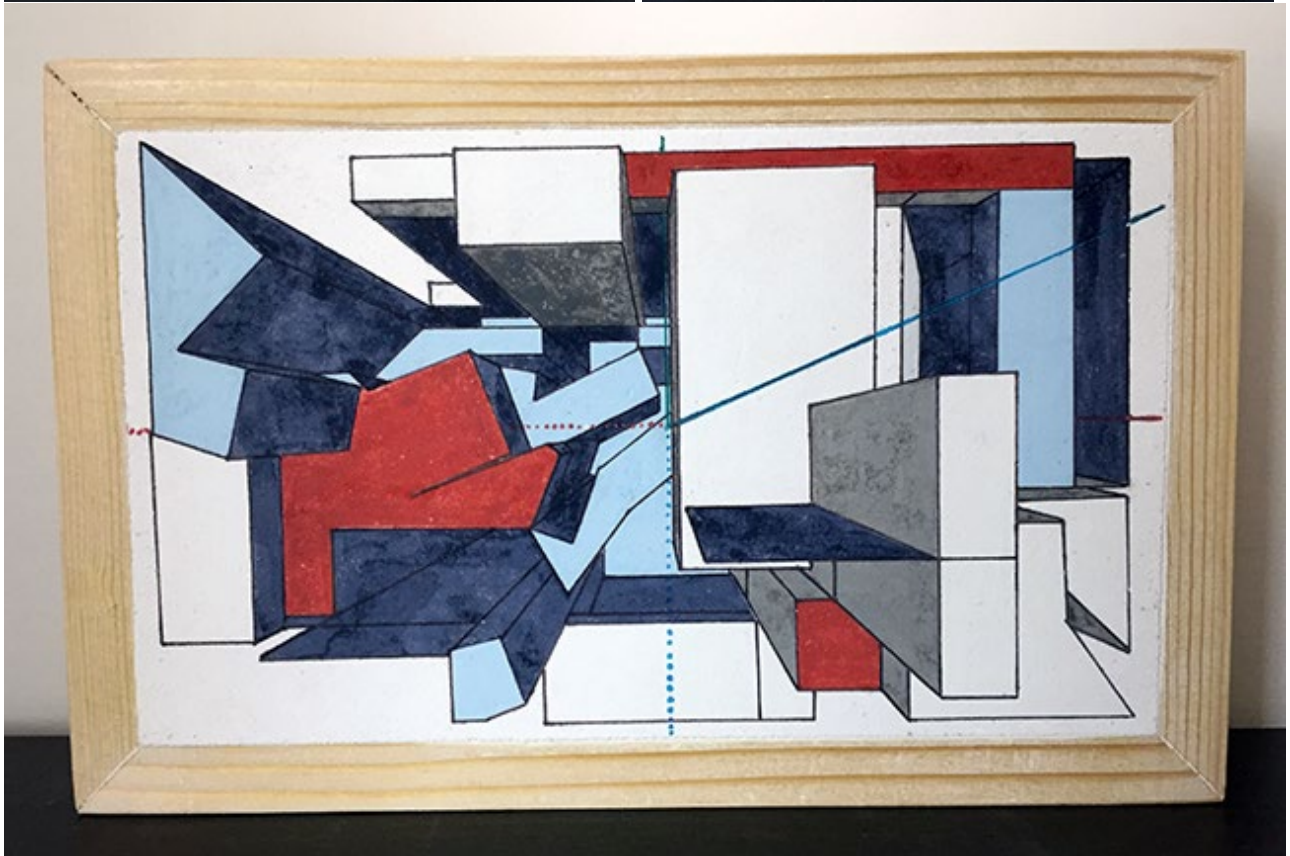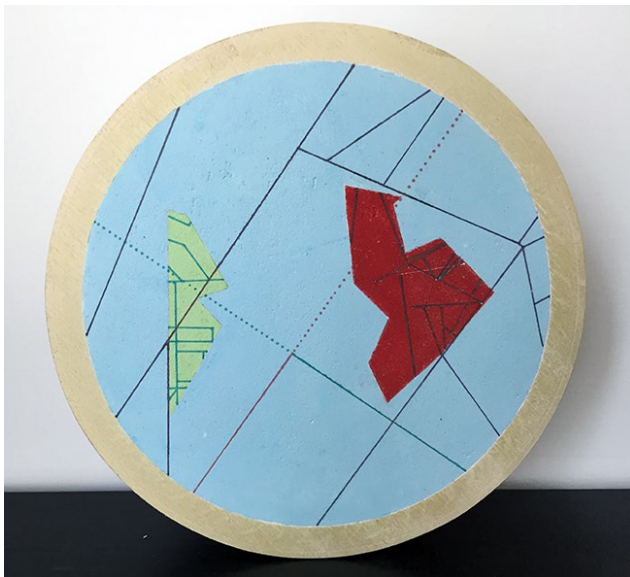
AR frescoes, London 2015.

From Live Architectures: Extemporary Land Art on Google Earth, 2013-2017. Ten Augmented Reality net-artworks on Google Earth browser.
PDF http://www.chiarapassa.it/ExtemporaryGoogleLandArt.pdf

Vancouver Art Gallery museum, 2015.

From the Live Architectures series: a selection of Virtual Reality immersive animations, 2014-2016
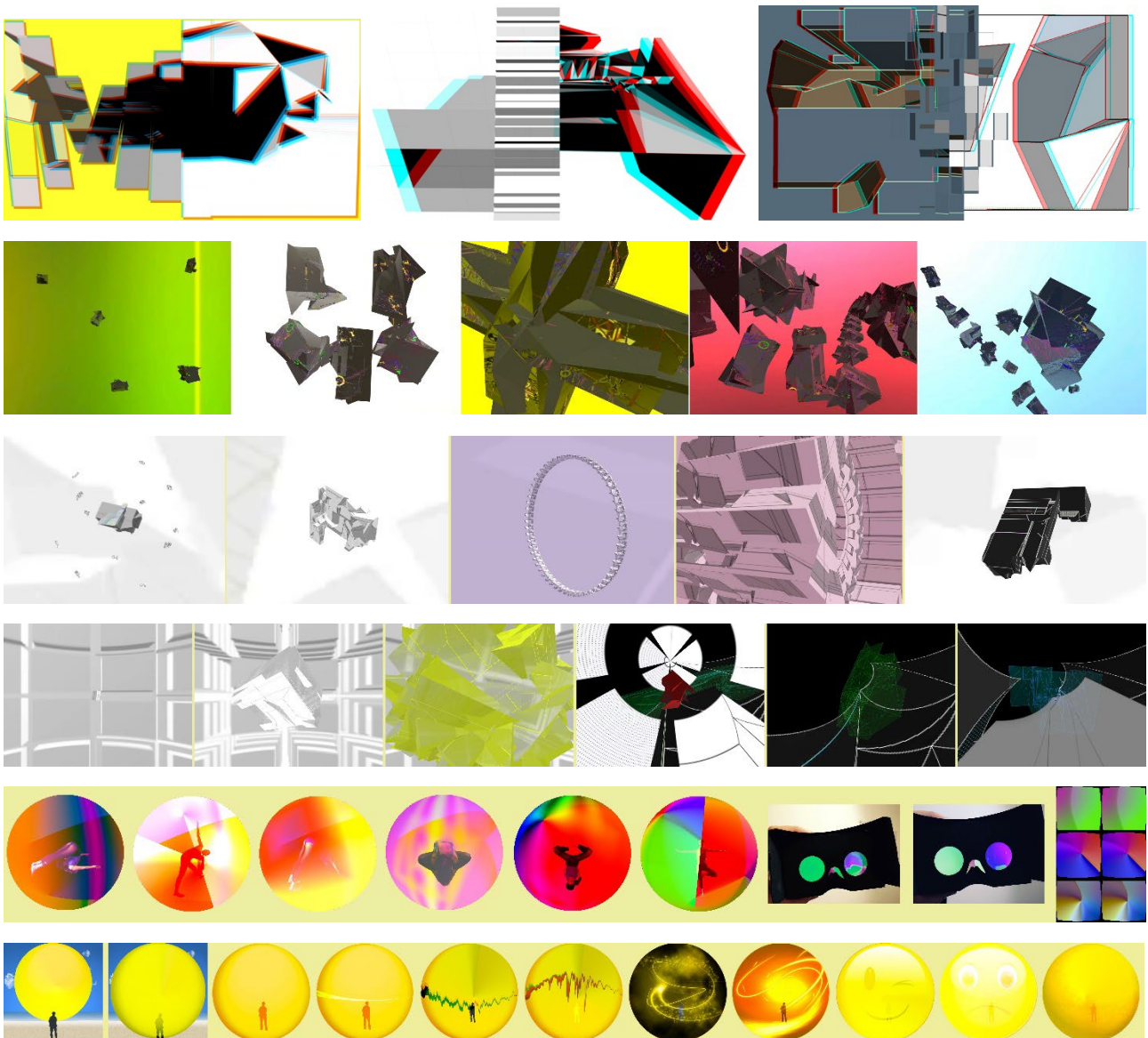
Selection of immersive artworks, 2014-2010
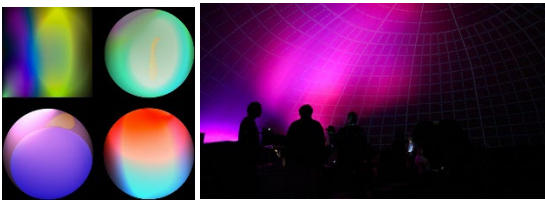
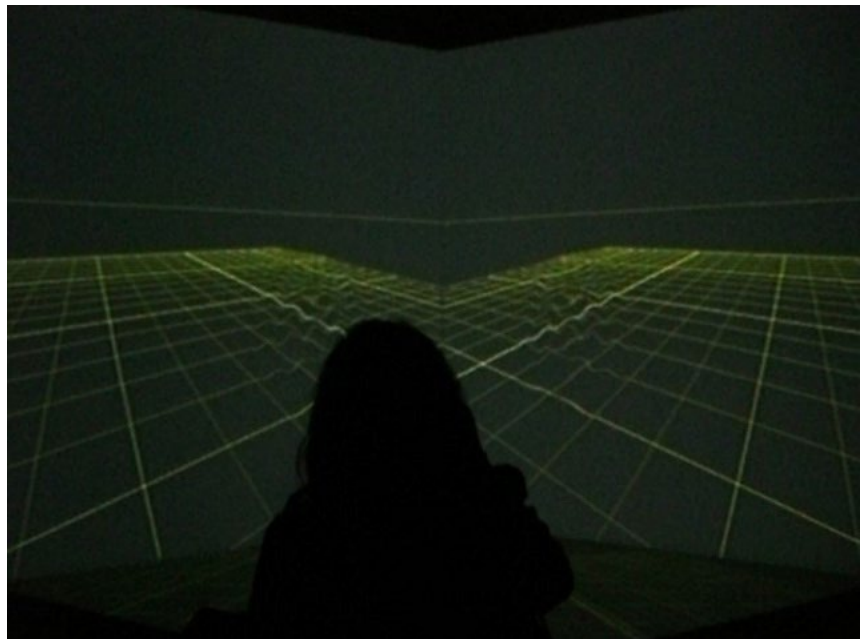*Vortex-Dome Festival, Los Angeles 2014*
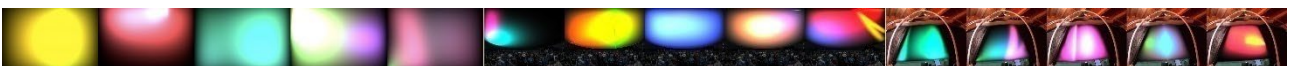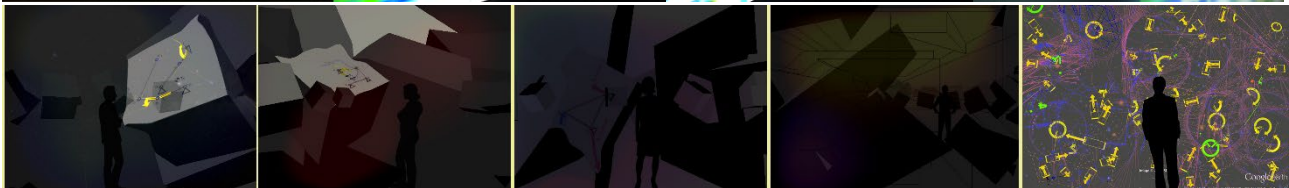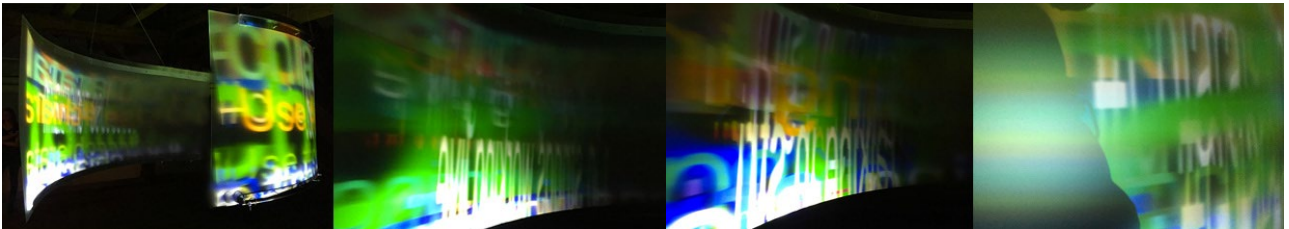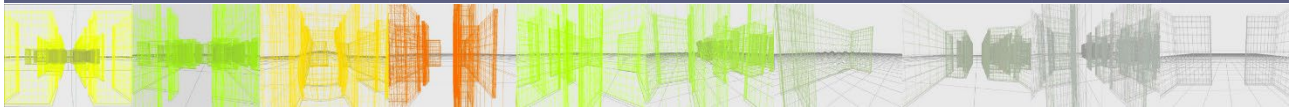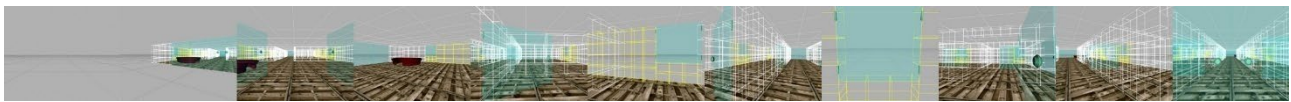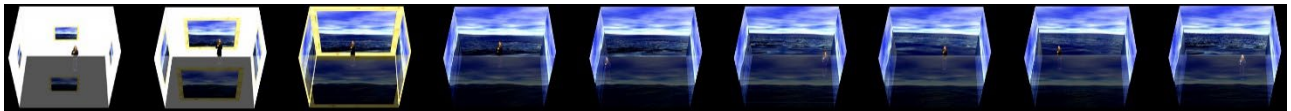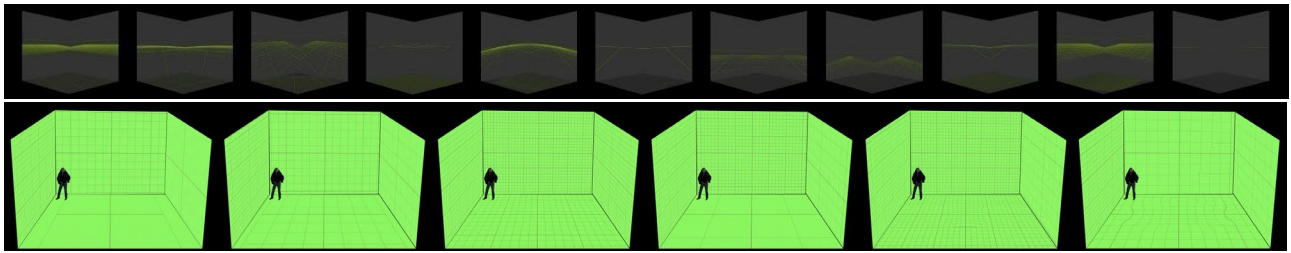

Selection of software-artworks, 2015-2010
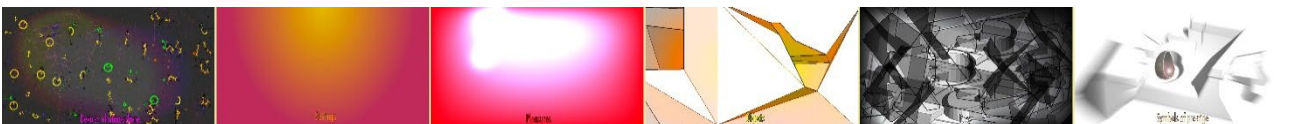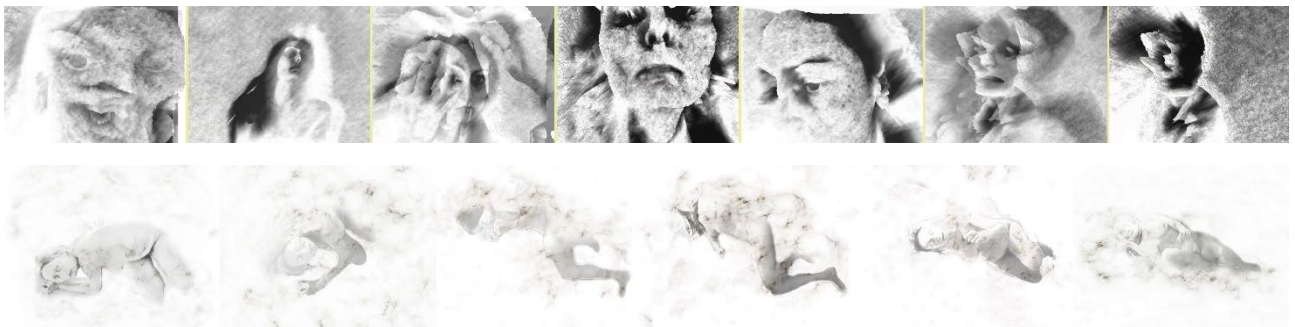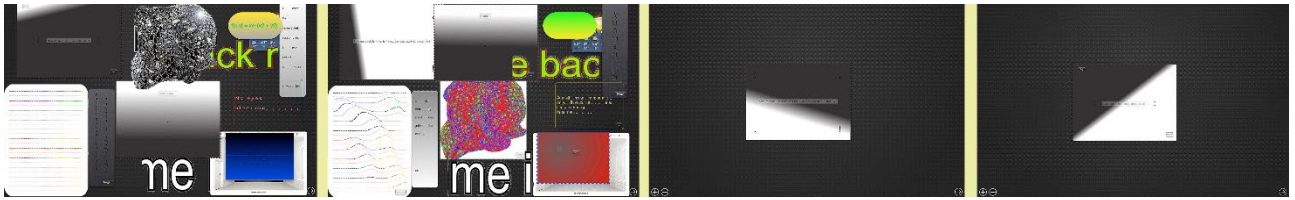
Selection of CAVE (Cave Automatic Virtual Environment) artworks, 2010-2000
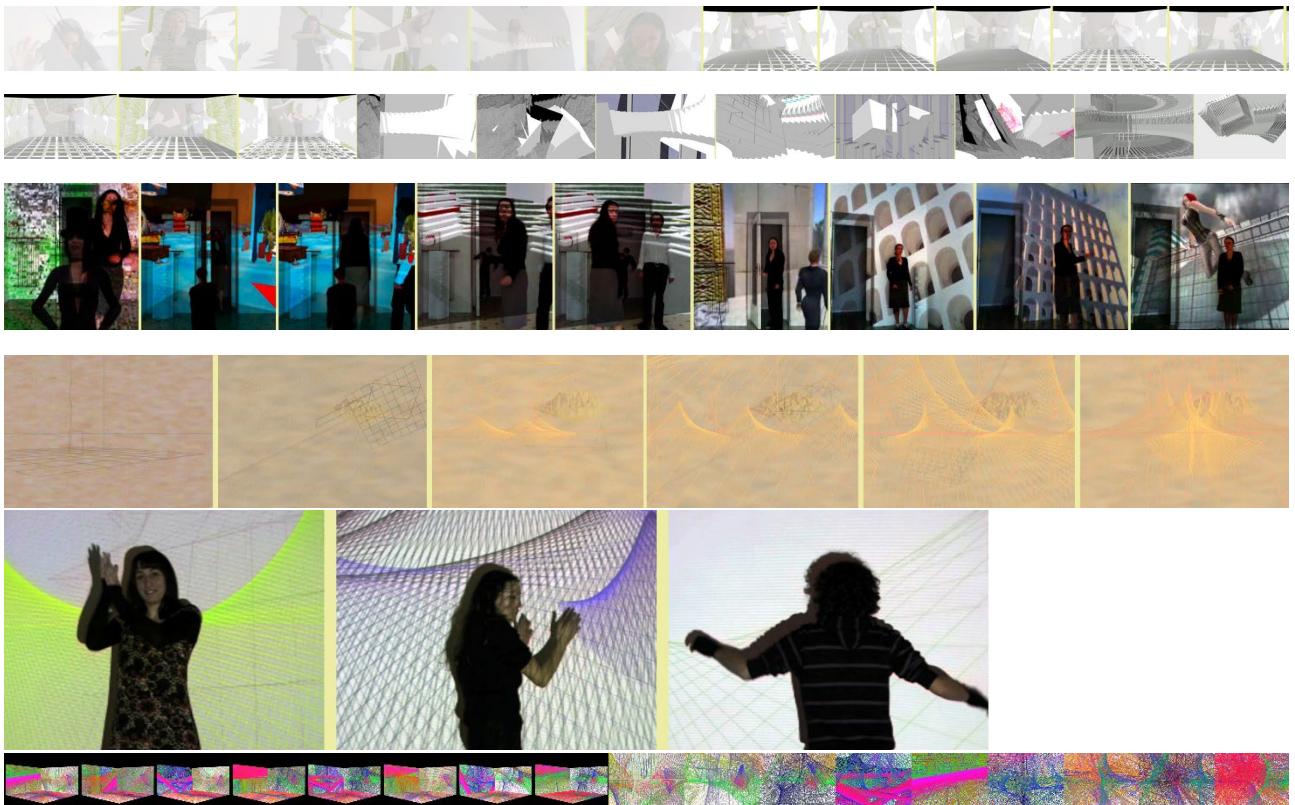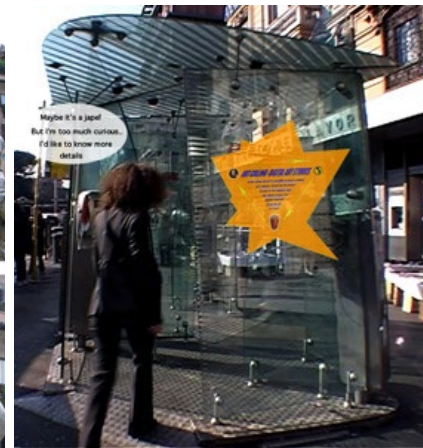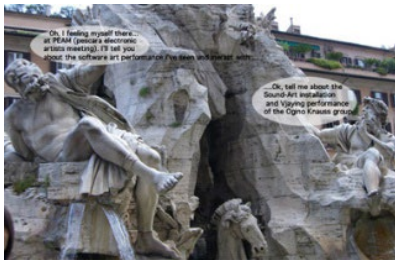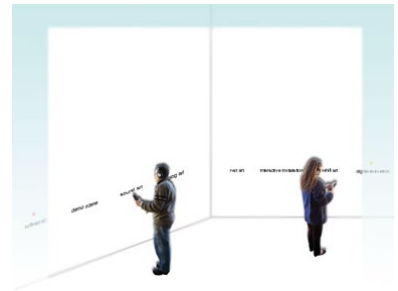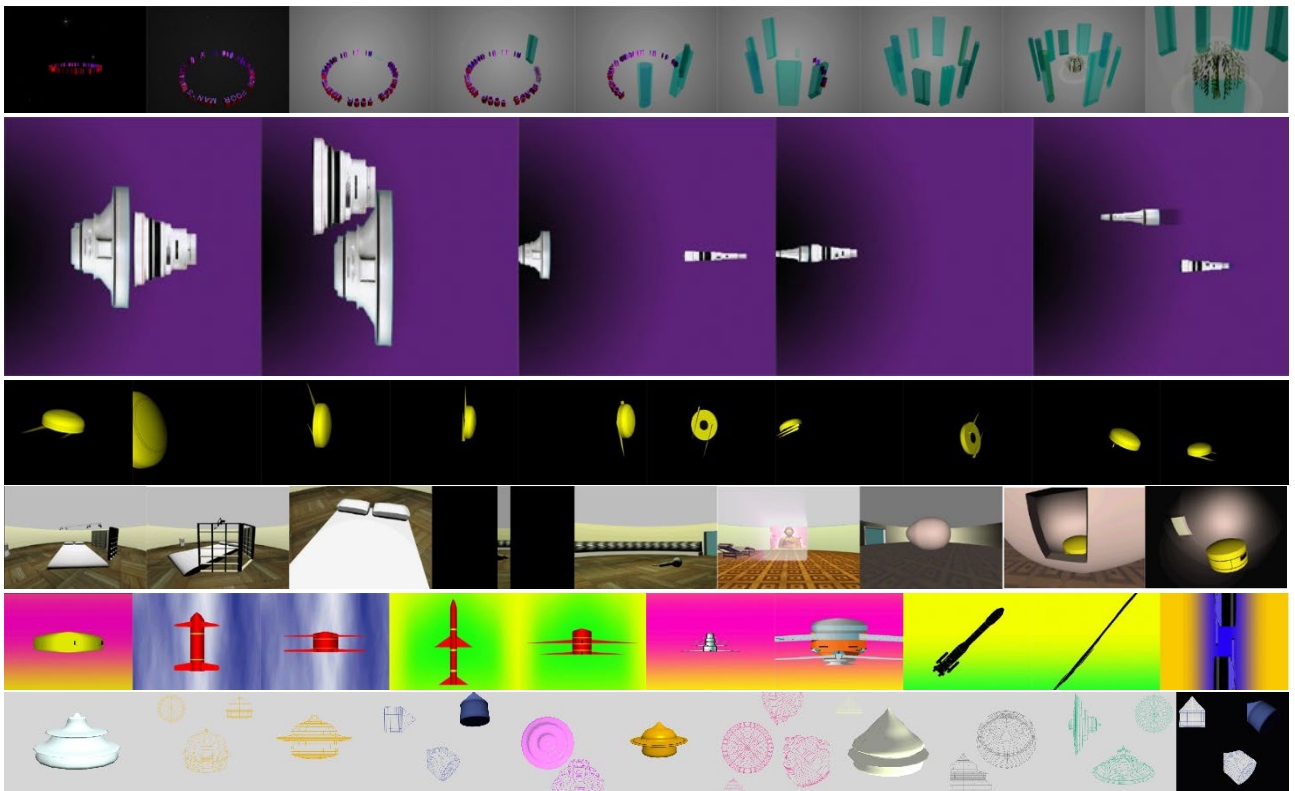
XIV Quadriennale, Roma 2003   *MAK Museum Vienna, 2007*
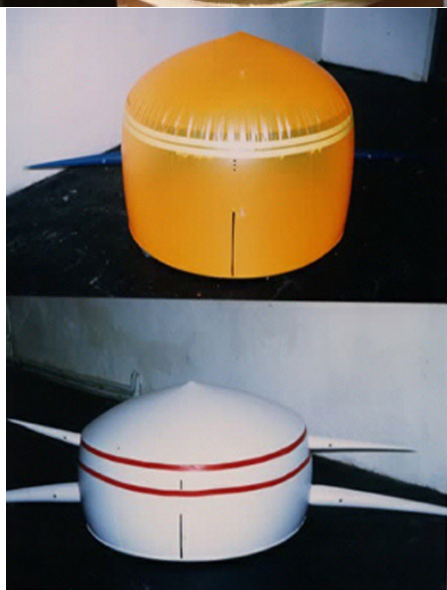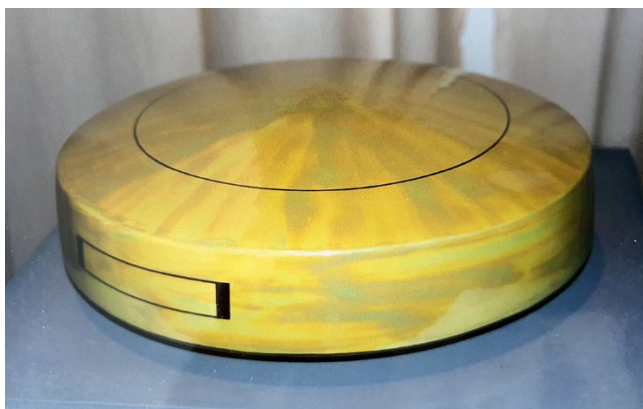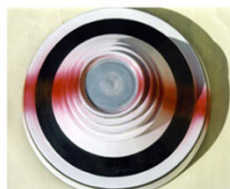
Digital & Net art in public space 2007-2003
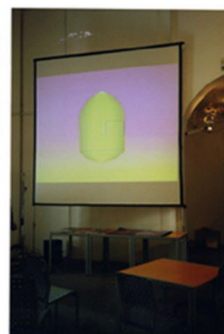

Animations & Net-artworks 2005-1996

A selection of ceramic sculptures from the net-artworks 2002-1997

THE ACID HOUSE

THE ACID HOUSE

Arte contemporanea Catania, 2000

48a Biennale di Venezia, 1999

Selected interviews:

- I-D VICE Magazine: https://i-d.vice.com/it/article/g5qza9/fornasetti-chiara-passa-still-life-milano-design-week-2022

- Milano Art Guide on Still Life AR https://milanoartguide.com/milano-design-week/artist-chiara-passa-explores-design-with-virtual-reality/

- Talk at MEET (metaverse e still life VR) https://www.youtube.com/watch?v=IWYy-RHvhzw

- Una dimensione sospesa tra reale e intangibile | con Chiara Passa https://www.meetcenter.it/it/una-dimensione-sospesa-tra-reale-e-intangibile-intervista-a-chiara-passa/

- Radici del Nuovo pionieri arte digitale MEET feb. 2022 (video intervista) https://www.youtube.com/watch?v=tmZ8QY7dm2M

- Intervista su IDEASONAIR https://www.inthenet.eu/2022/02/04/intervista-a-chiara-passa/

- Intervista Artribune sul progetto AR Layers https://www.artribune.com/progettazione/new-media/2021/09/art-layers-filtri-instagram-artista-chiara-passa/

- Ritratti d'autore intervista (VR/AR/AI) https://artegrafica.persinsala.it/chiara-passa/12753

- Interview with Chiara Passa on VR - MOSAIC https://mosaic.uoc.edu/2020/04/22/interview-with-chiara-passa/

- Widget Art Gallery. Una galleria tra mondi https://www.arshake.com/widget-art-gallery-una-galleria-tra-mondi/

- Gallery in Your Pocket: An Interview with Chiara Passa https://rhizome.org/editorial/2012/oct/29/gallery-your-pocket/