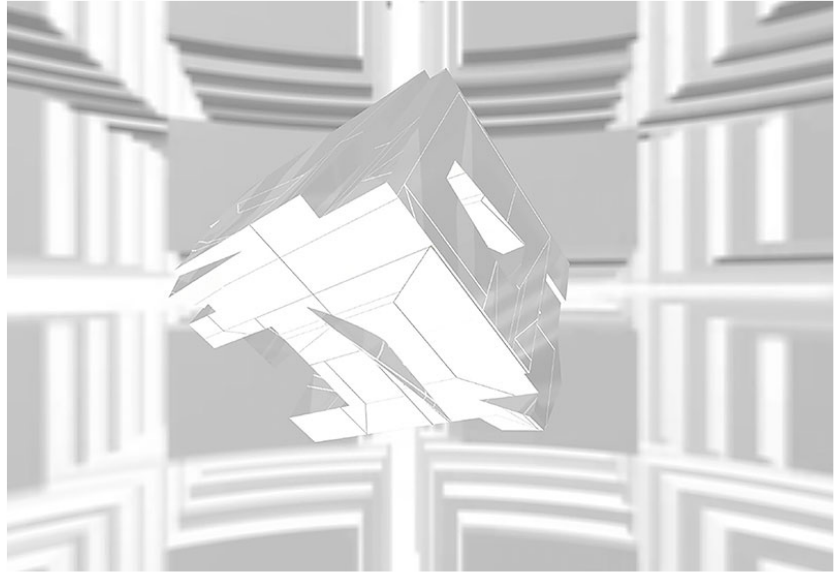


SUPER PLACE

by Helen Longstreth | April 13, 2016

STEP INTO A NEW DIGITAL DIMENSION IN AN EXHIBITION AT FURTHERFIELD THAT CHALLENGES THE ARCHITECTURE OF THE GALLERY.



Nestled between an adventure playground, a boating pond and an athletics track in the heart of Finsbury Park the unassuming Furtherfield gallery, part of the larger arts organisation Furtherfield, has been hosting exhibition engaging with the crossovers between art, technology and social change since 2004. For their latest show *Dimensioning – Live Architecture*, Italian new media artist Chiara Passa plays with the possibilities of digital dimensions within the physical gallery space.



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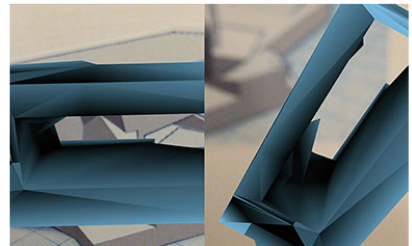
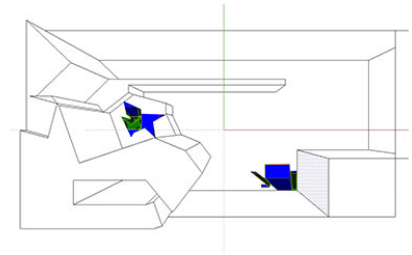
Exploring architecture as interface, Passa has designed an interactive site-specific installation in which digital devices interact with the gallery walls, to create a multi-dimensional extension of space, allowing visitors travel through the walls and into the moving diagrams. Sketched across the white gallery walls, fragile lines form complex architectural shapes that create the impression of walking through a geometric equation. On each wall these sketches correspond with a smaller complex shape which, when viewed via a specially designed app, becomes a window into a virtual world as the images suddenly stretch and animate on the screen. The exhibition ends in a small room covered in colourful geometric shapes. For a final disorienting act, visitors are able to experience a version of this room in a 360° virtual reality animation, where the moving diagrams take over and a new architectural dimension takes shape.

POSTmatter: You describe your work with virtual architecture as creating "super places". What do you mean by this?

Chiara Passa: A 'super place' is a space that moves beyond its regular static function, to form new dimensions. For the 'Live Architecture' project I created a series of digital and interactive artworks, which aim to reshape architecture within the digital setting of the internet, to challenge the notion of architecture itself and transform it into something alive and vibrant.

PM: In what ways do technologies help create a new sense of place for you?

CP: With *Dimensioning – Live Architecture* I wanted to shake up the static concept of space, by searching for new possibilities and dimensions offered by the digital world. In the exhibition I have used augmented reality technology to highlight the way that augmented



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CP: With *Dimensioning – Live Architecture* I wanted to shake up the static concept of space, by searching for new possibilities and dimensions offered by the digital world. In the exhibition I have used augmented reality technology to highlight the way that augmented reality can actually diminish concepts of reality itself. By expanding and modifying reality, such technologies can increase the premise of 'unreality' in our normal surroundings.

PM: *Architecture is clearly a central feature of this show. What draws you to explore and experiment with architecture within the built environment?*

CP: The constructed environments that I have developed for the Furtherfield Gallery are characterised by the shape and geometrics of three-dimensional and virtual space. I wanted visitors to the gallery to engage with this environment through the interface, in order to see synthetic shapes move from structure and architecture into fantasy. Through the walls I wanted to put the viewers into the 3D software scenario I used to build the whole interactive installation. Once in this scenario the viewers are forced to confront themselves within a fourth digital dimension, a place that has become intrinsic to our daily lives and is impossible to ignore.

PM: *How does the interplay between digital and physical realms come into your work?*

CP: Within the installation at Furtherfield the viewers are absorbed into an illusory and transitory vision of the spaces adjusted to their hidden requirements. According to Leon Battista Alberti belief's on the universe, if space is the extension of our intuitions of the physical world, *Dimensioning – Live Architecture* wants to expand this space and the possibilities of perception.

PM: *What appeals to you about working with new media art and new technologies like VR?*

I use new technologies to experiment with the creative possibilities of new media art. VR and AR make everything possible in terms of expanding concepts of space, place and time. Often I build virtual interactive environments that develop all around the viewers, using camera tracking system technology that reacts to their movements. For these works I redesign the whole ambient building, creating virtual atmospheres and vibrations beyond corporeal limits.

'Dimensioning – Live Architecture' is at Furtherfield Gallery until 17 April. For more information on Chiara Passa [click here](#).

