

"Null Void 0", 2017-ongoing. Augmented reality and artificial intelligence series of different (colored and B-W) murals speculating on the object-recognition to reinvent the computer vision in art, by Chiara Passa.

"Null Void 0" explores the theme of emptiness and the potential for creation with it. The AR-AI artwork is a sort of 'impossible puzzle' where the audience is called to play a game with the intent of reconstructing the real 3D shape of the mural-artwork. "Null Void 0" invites the audience to traverse the border between art and game, by exploring the oscillations between tangible and virtual place.

To interact with the AI-AR wall drawing, there will be two QR codes to scan for downloading the Apps (IOS, Android) to augment the wall-drawing. Audience by tapping on the phone/tablet screen, generates the solids (more than 100) which compose the 3D artwork. Each piece can be scaled, translated and rotated while emitting an AI (random generated) spoken phrase which speculates on the computer vision practice and the object-recognizes AI model. In fact, most of the time, the AR/AI App won't recognize the specific solid/part of the wall drawing shape, inventing a new meaning for it and causing unexpected and weird shifts of senses on its own shape. I trained the AI on the Object Oriented Ontology philosophy and minimalism/conceptual art stuff. *"Null Void 0"* is part of "Live Architectures", a series of phygital artworks I started in 1999 to render places and architecture alive and vibrant over its functionality.

Video sneak-peeks:

<https://www.youtube.com/watch?v=r-gU-maAwQ0> From min. 1'.33" (Galleria Muratcentoventidue, Bari 2025)

<https://www.youtube.com/watch?v=uOKUwPgsMMg> (Villa Bottini, Parma 2024)

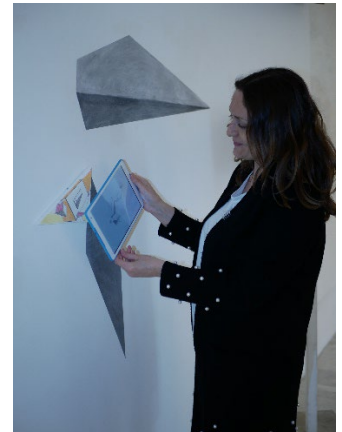
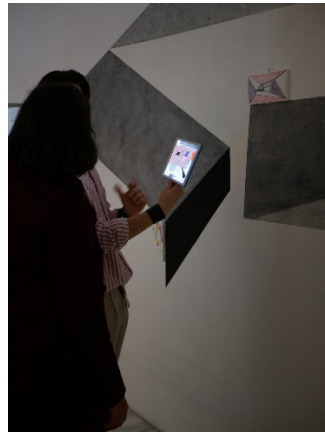
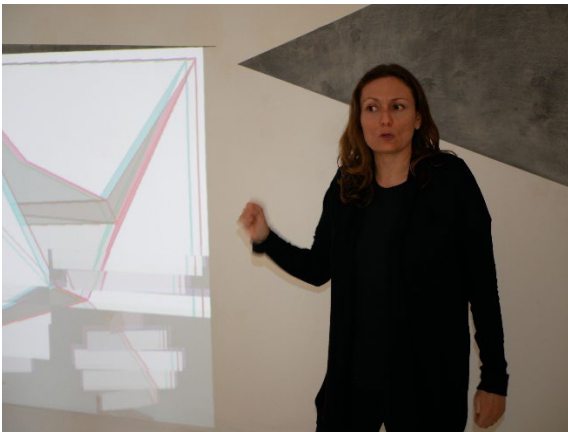
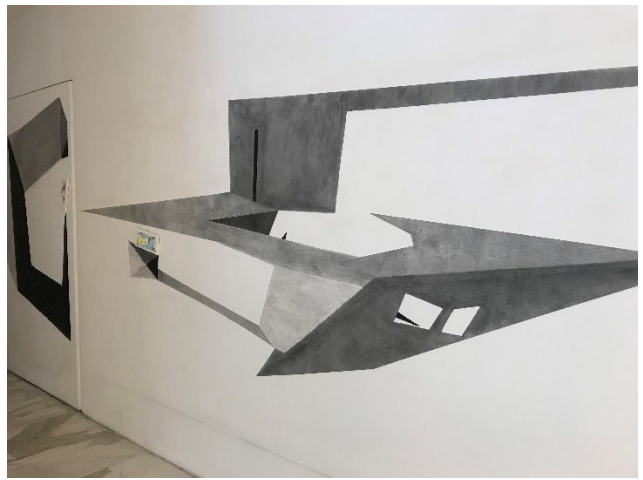
<http://oplineprize.com/en/edition-en-2024/artists-2024/chiara-passa-en/> (Null Void 0 received the Opline Prize during the Nuite Blanche in Paris, 2024)

https://www.youtube.com/watch?v=HZ5bK_o3R_E (Panke gallery, Berlin 2023)

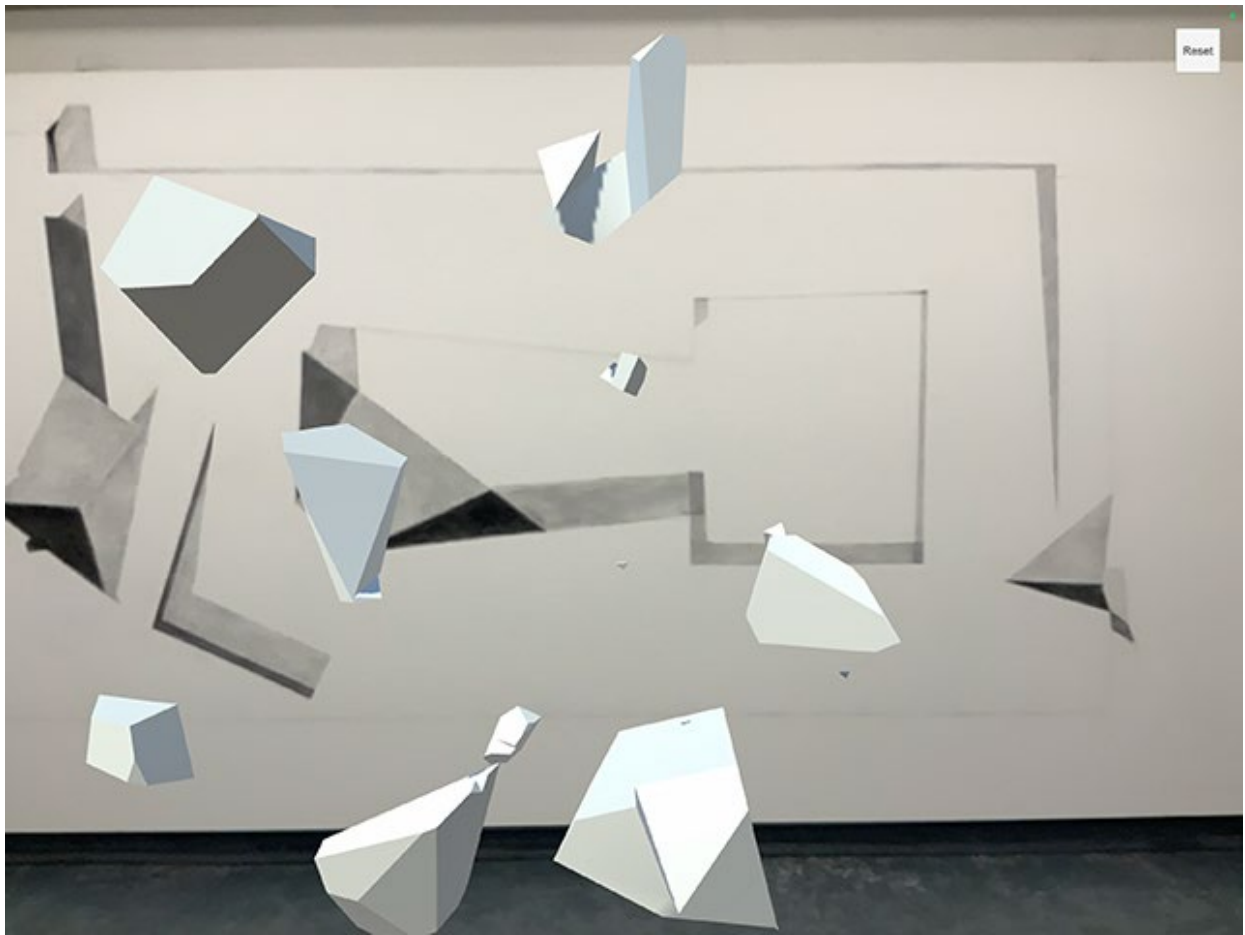
<https://www.youtube.com/watch?v=o4lhEptaeO0> (Museum MLAC, Roma 2019)

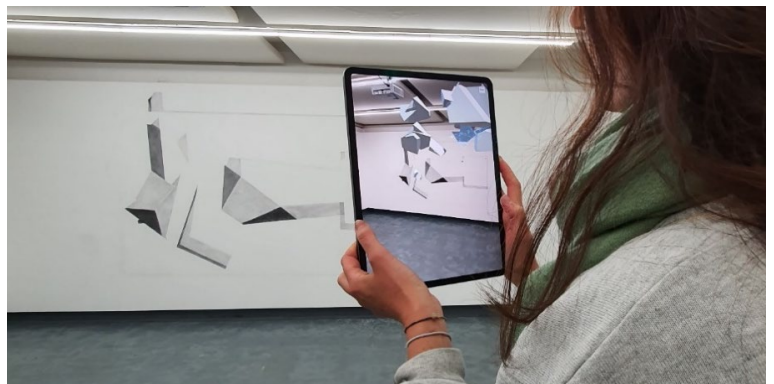
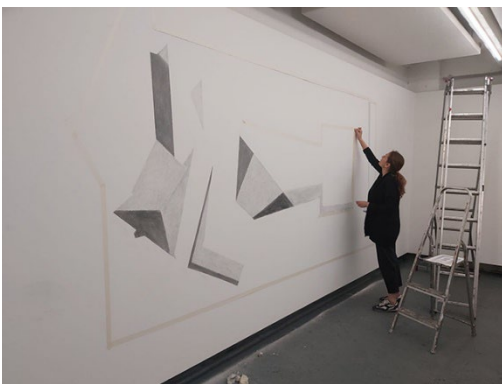
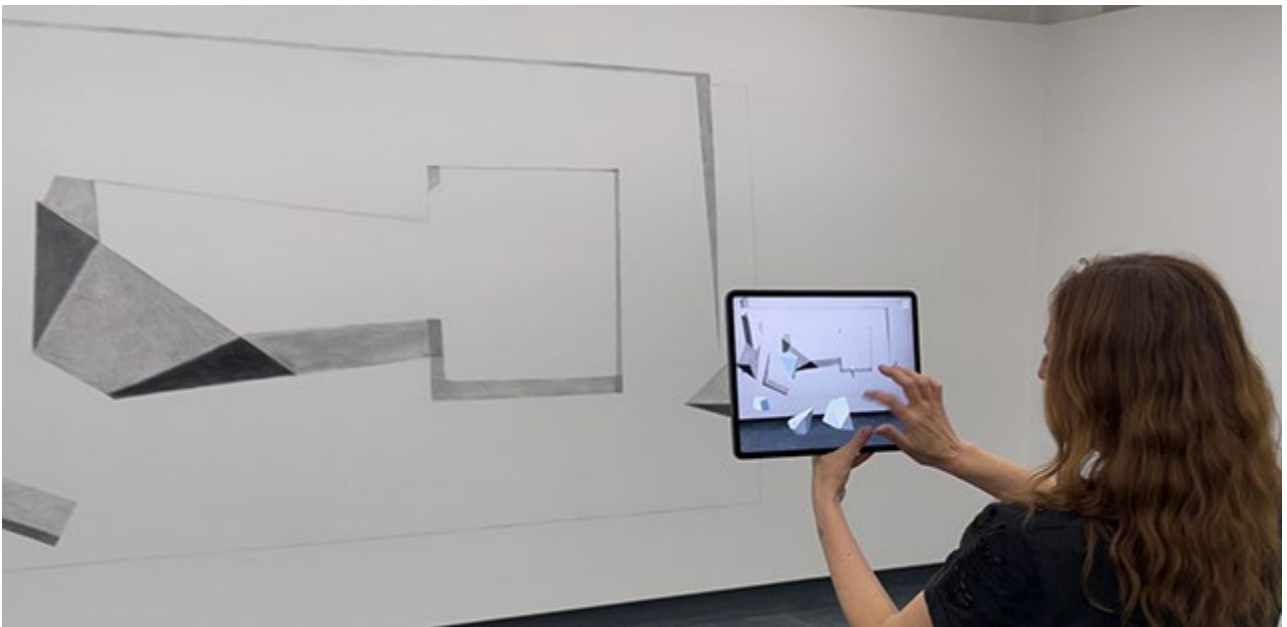
Android App: <https://play.google.com/store/apps/details?id=com.ChiaraPassa.NullVoid>

IOS App: <https://apps.apple.com/us/app/null-void-0/id6445810431>

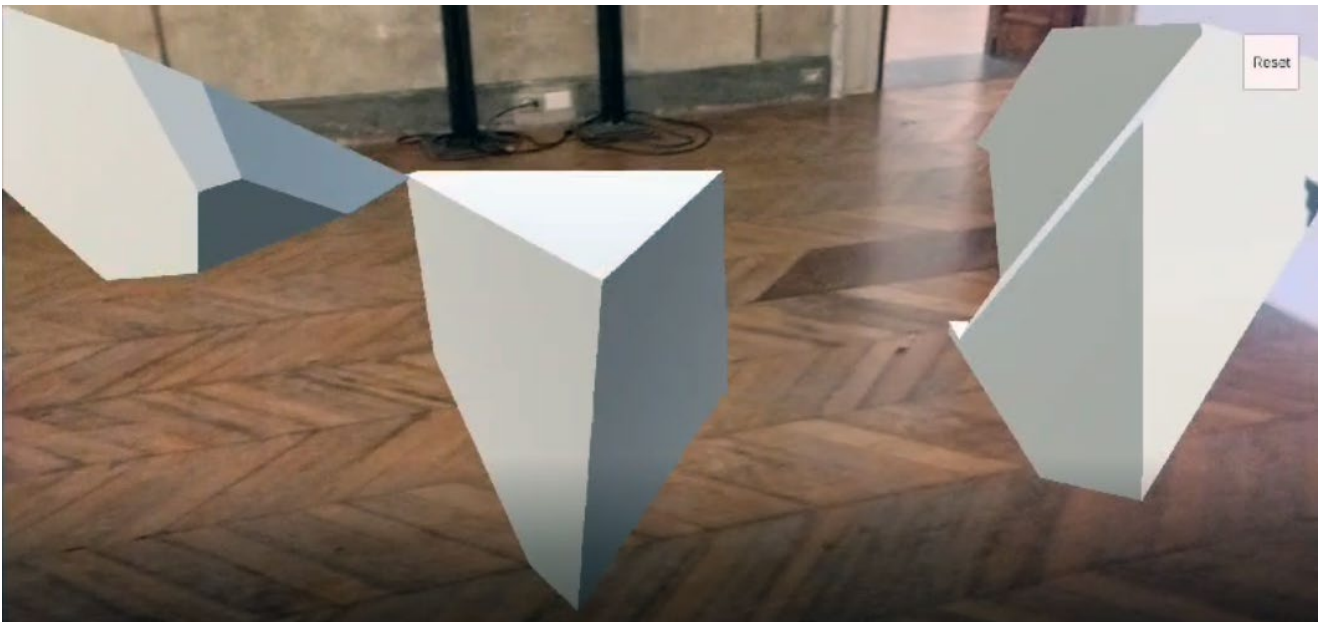
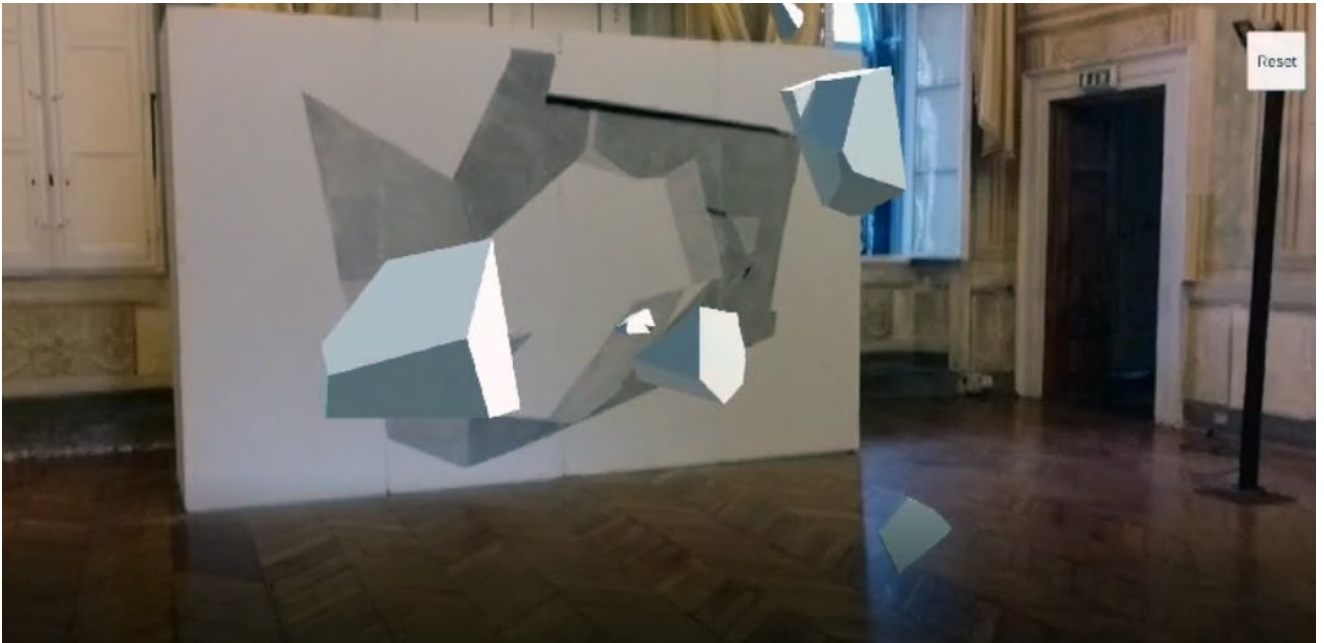


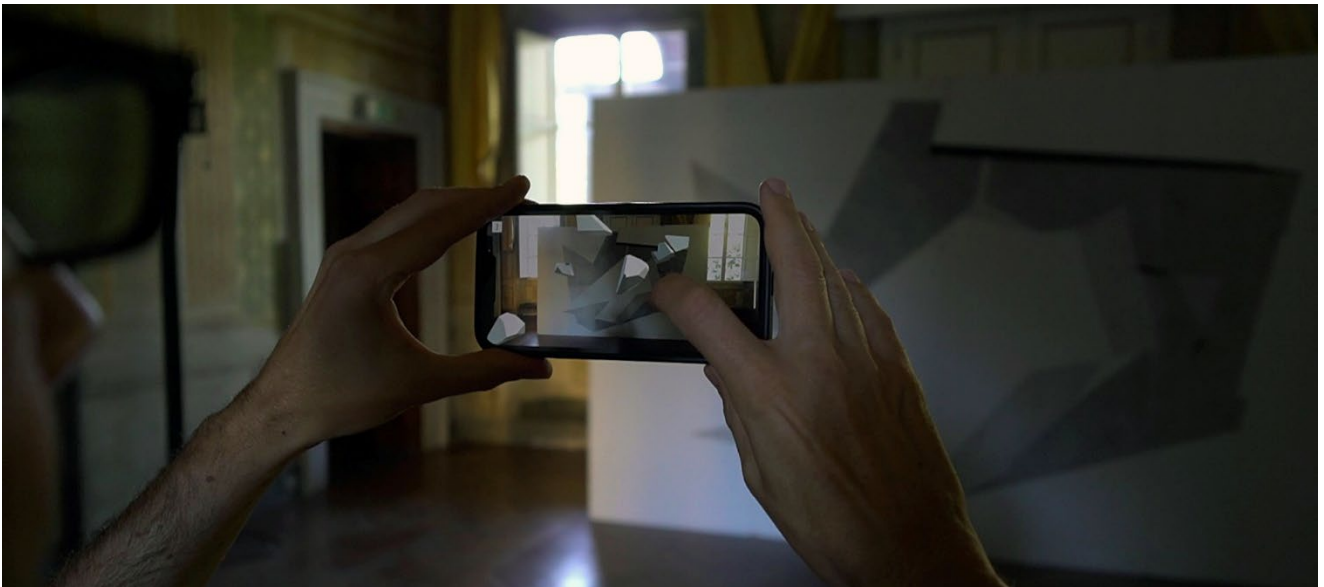
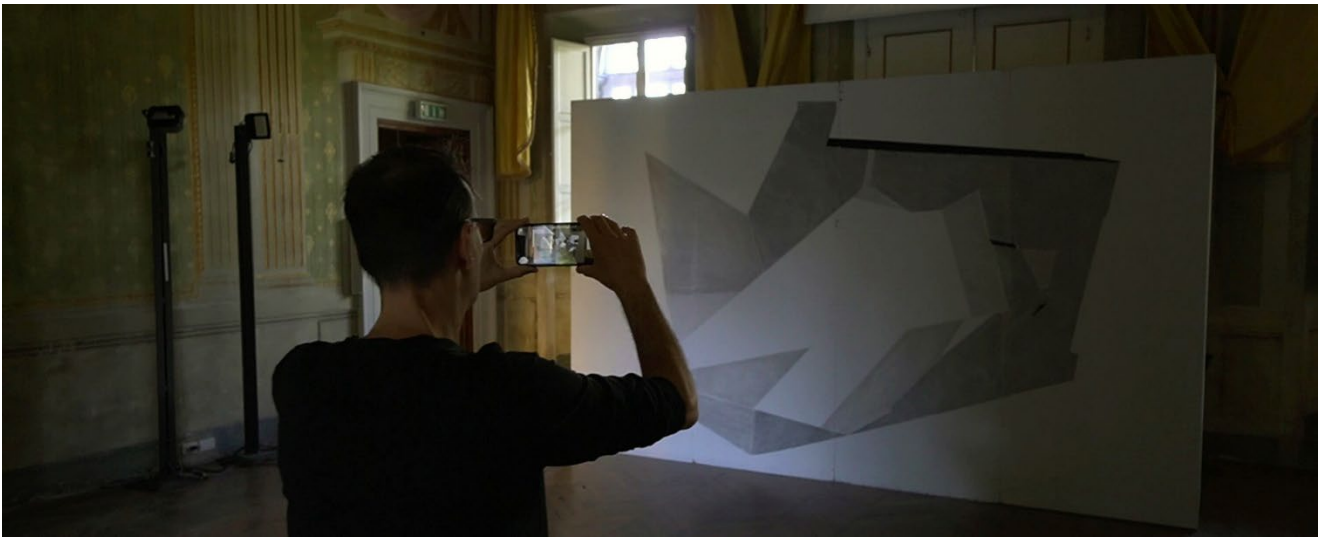
Null void 0 at Museum MLAC, Roma 2019



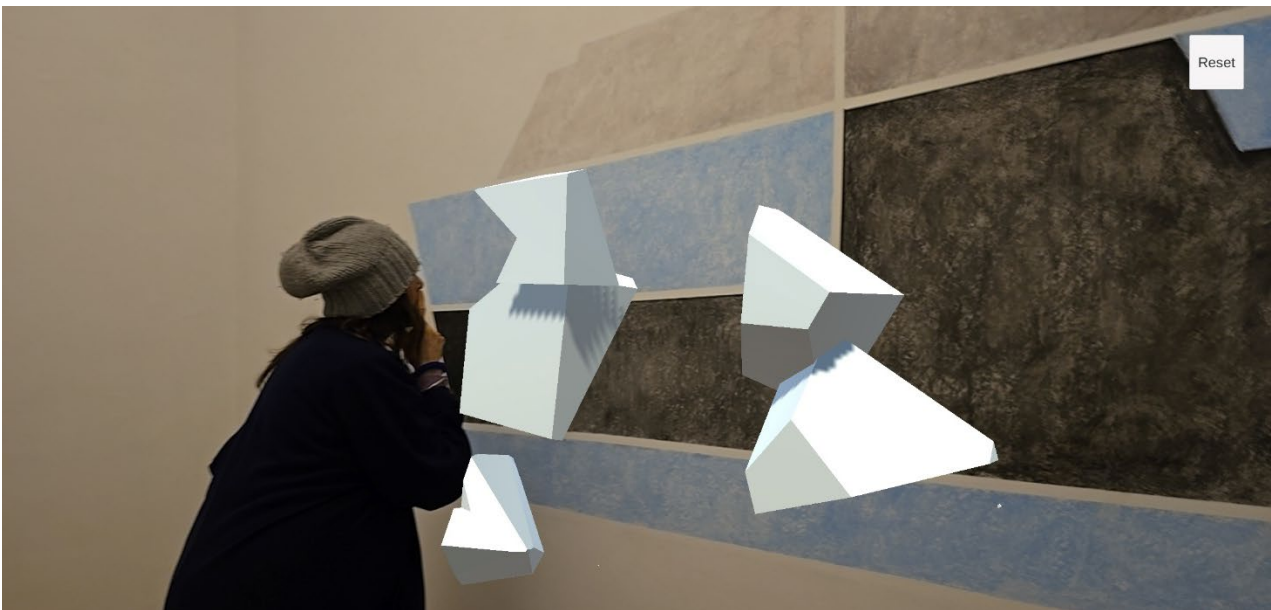
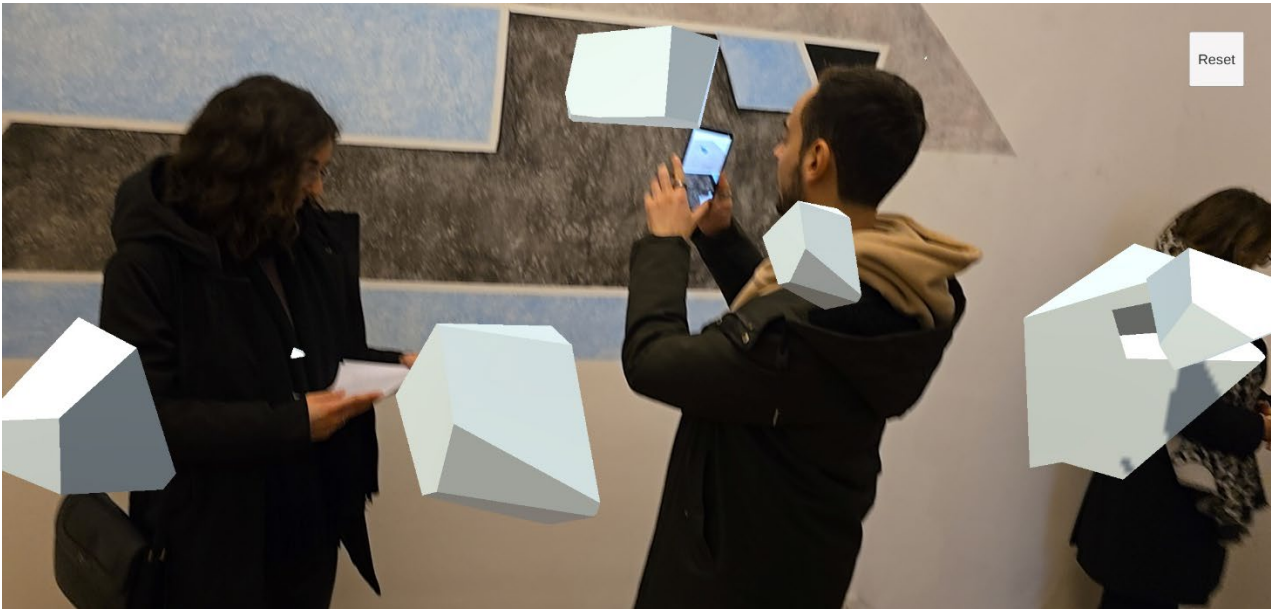
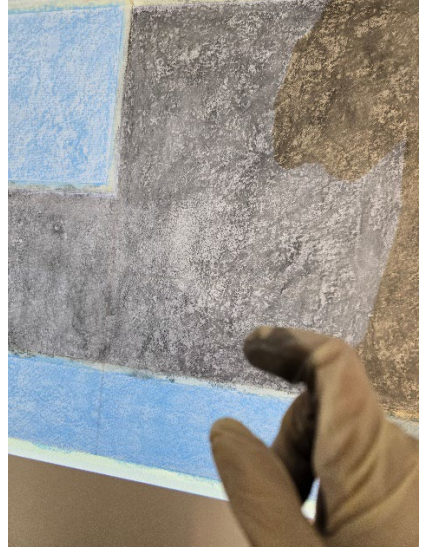


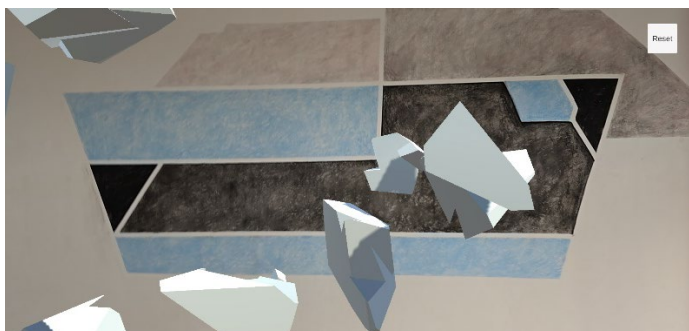
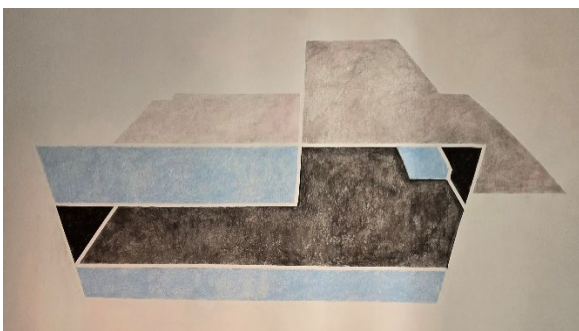
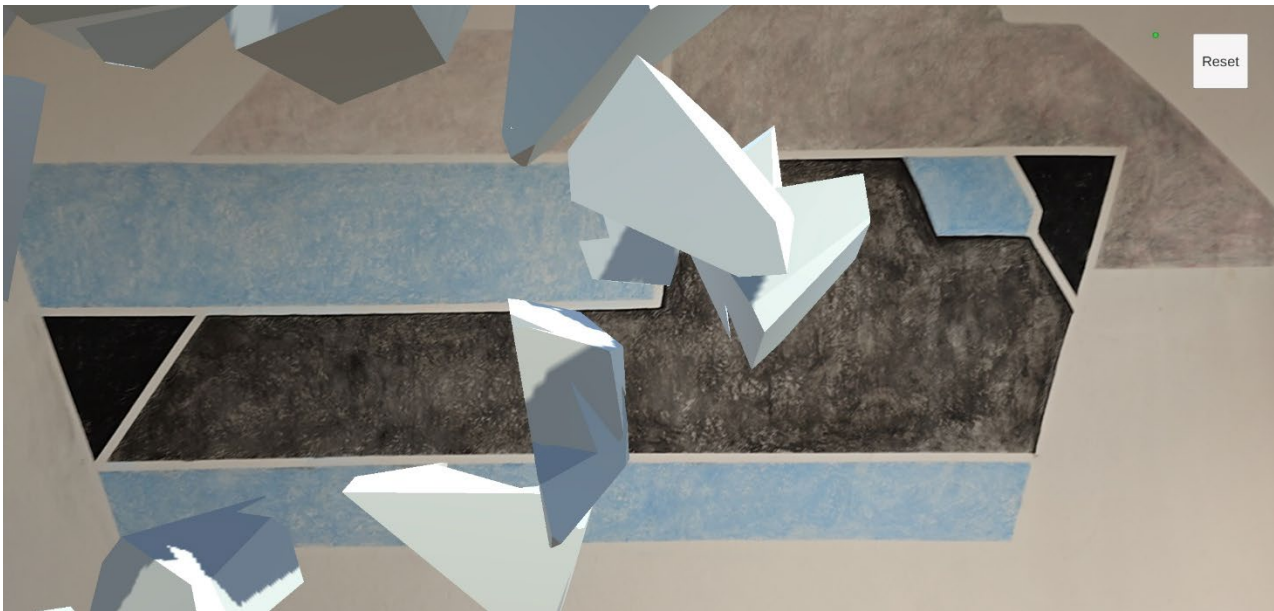
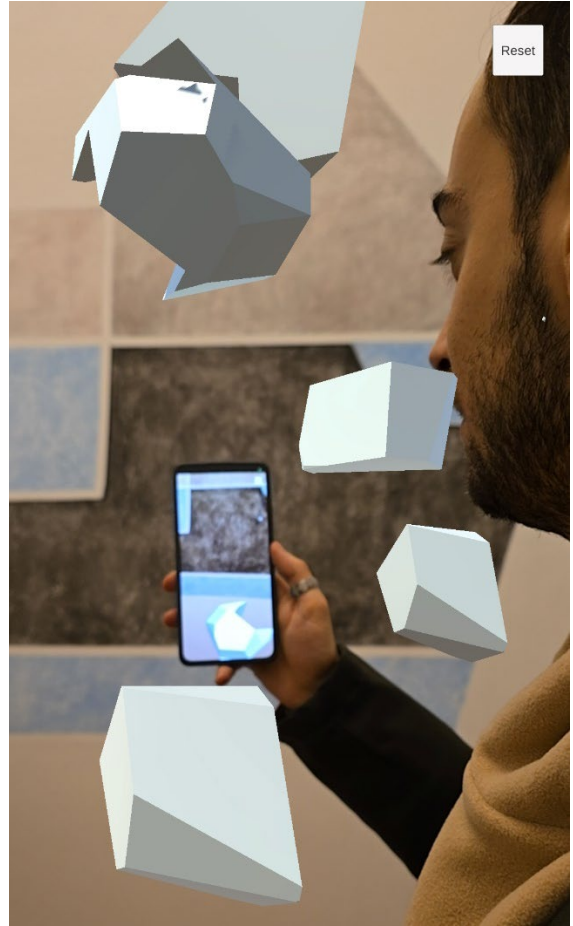
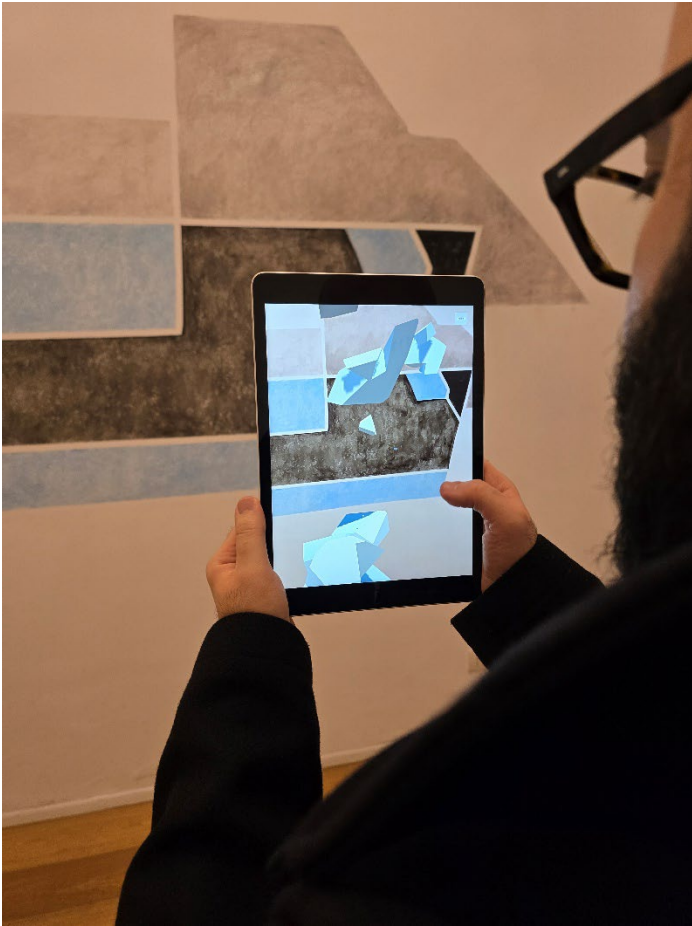
Null void 0 at Panke gallery, Berlin 2023





Null void 0 at Villa Bottini, Lucca 2024





Null void 0 at Muratcentoventidue gallery, Bari 2025.



Null void 0, private collection/event 2022.

Chiara Passa, visual artist (Rome, 1973) has been working in media art AR, VR, AI since 1997. Graduated (M.F.A.) from the Fine Arts Academy of Rome, and Master in audio-visual media from the Faculty of Modern Literature. My artistic research - part of the revival concerning 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.

Website: www.chiarapassa.it Full CV: <https://www.chiarapassa.it/cv-english.html> Resumé: <https://www.chiarapassa.it/resume-chiara-passa.html>