

Chiara Passa, media artist exploring digital dimensions through augmented and virtual reality since 1997. With an M.F.A. from the Fine Arts Academy of Rome and a Master's in Audio-Visual Media from the Faculty of Modern Literature. My artistic research is part of the mid-nineties' revival of immersive art, exploring the transformative role of technology, from developing augmented reality applications to creating immersive, interactive virtual installations. Over the years, I have forged a unique artistic language through immersive technologies, which now serve as the keystone of my creative expression. In the late nineties, I designed VR and AR video installations and multimedia works that leveraged pioneering techniques like whole-wall beamer projections, The CAVE (Cave Automatic Virtual Environment), and video-mapping to evoke immersive effect. Although early experiments laid the groundwork for my innovative practice, it wasn't until 2014, when I embraced 3D viewers that I fully immersed myself in the potential of virtual reality. Driven by a deep fascination with space and its transformation through digital languages, I use VR and AR to challenge static notions of architecture. My installations explore the liminal space between the tangible and the virtual, creating a dynamic interplay where the boundaries of physical space are extended and reconfigured. By merging the spatial arrangement of real environments with digitally constructed, imaginary spaces, I invite spectators to experience a sense of suspended reality, a double exposure to both the familiar and the uncanny. My varied body of work spans 3D animations, net-artworks, and interactive, site-specific AR and VR video-sculptures crafted from materials ranging from Carrara marble and ceramic to plexiglass and 3D-printed components. Additionally, I also create site-specific video installations using a variety of Google Cardboards. In these installations, strategically placed 3D viewers transform ordinary spaces into geometric liminal zones, allowing onlookers to peer into reconstructed virtual realms that highlight the paradox of our modern, fluid space-time condition.

My work has been internationally exhibited from galleries, festivals, conferences, museums and institutions, including: «META-PAN» Palazzo Arte Napoli (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 and 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); «From live architecture: Dimensioning», mostra personale 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).

PORTFOLIO

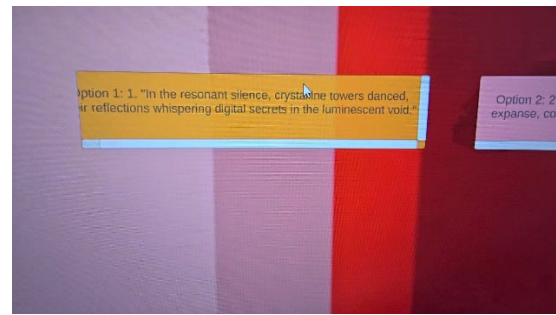
From the Abstract space: The Red Film 2024-2025. Artificial Intelligence artwork: CONCEPT

here <http://www.chiarapassa.it/Yellowfilm-Passa.pdf> Video extract:

<https://www.youtube.com/watch?v=bFZFggrQUeA> and

<https://www.youtube.com/watch?v=oATJnxiHvkY>

Part of a quadrilogy series exploring AI-driven, interactive nonlinear narratives, The Red Film is an immersive and interactive video installation that merges algorithmic storytelling with abstract visual language. The film presents a continuously evolving sequence of red-hued video scenes. At each juncture, the viewer is offered two real-time narrative paths, generated by a local AI model (Ollama), allowing them to shape the film's progression through intuitive choices. The Red and the Blue films are deeply interconnected and mutually reactive. In fact, every time the viewer interacts with the Red Film, the film entangles with the Blue. Visually, fragments or entire frames of the Blue Film appear within the Red Film - and vice versa. These interwoven elements are sometimes rendered at micro or macro scale, and are generated randomly, echoing quantum principles and making each experience uniquely unpredictable.

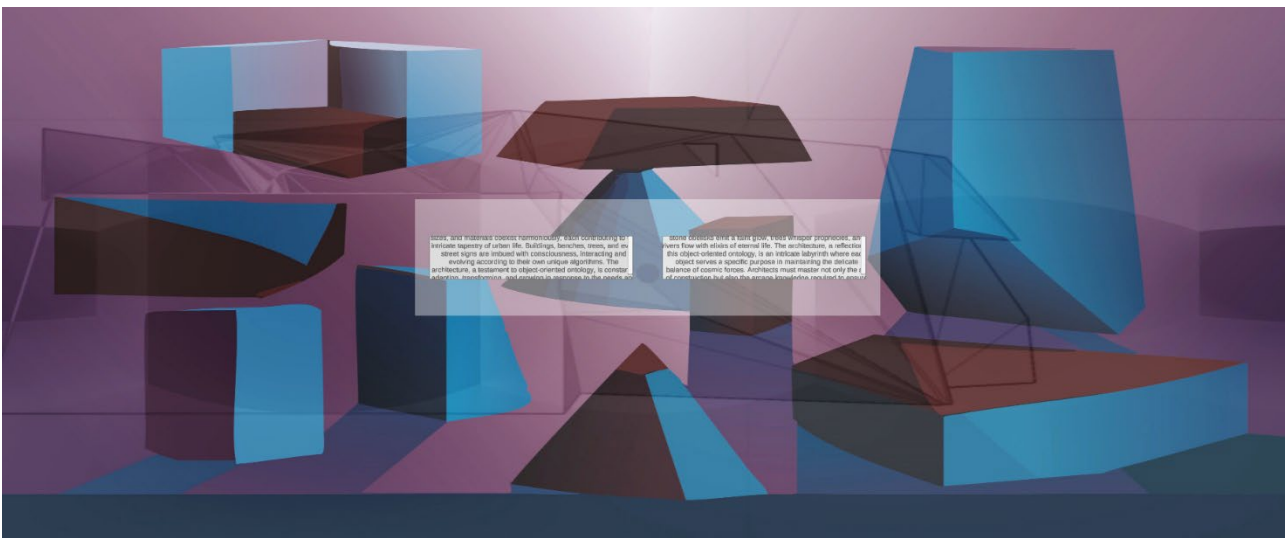


From the Abstract space: The Blue Film 2024-2025. Artificial Intelligence artwork: CONCEPT

here <http://www.chiarapassa.it/Yellowfilm-Passa.pdf> Video extract: <https://youtu.be/nceMoJWByXw>

and <https://youtu.be/oATJnxiHvkY>

The Blue Film dynamically blends visual storytelling with generative narratives. The artwork presents a series of N random video clips, each accompanied by two narrative choices generated in real-time by a local AI model, Ollama. Viewers engage with the installation by choosing between these options, shaping the narrative flow as they progress. The experience explores themes of object-oriented ontology and architecture related to quantum and entanglement, inviting participants to navigate through an evolving world where their decisions reshape the story.

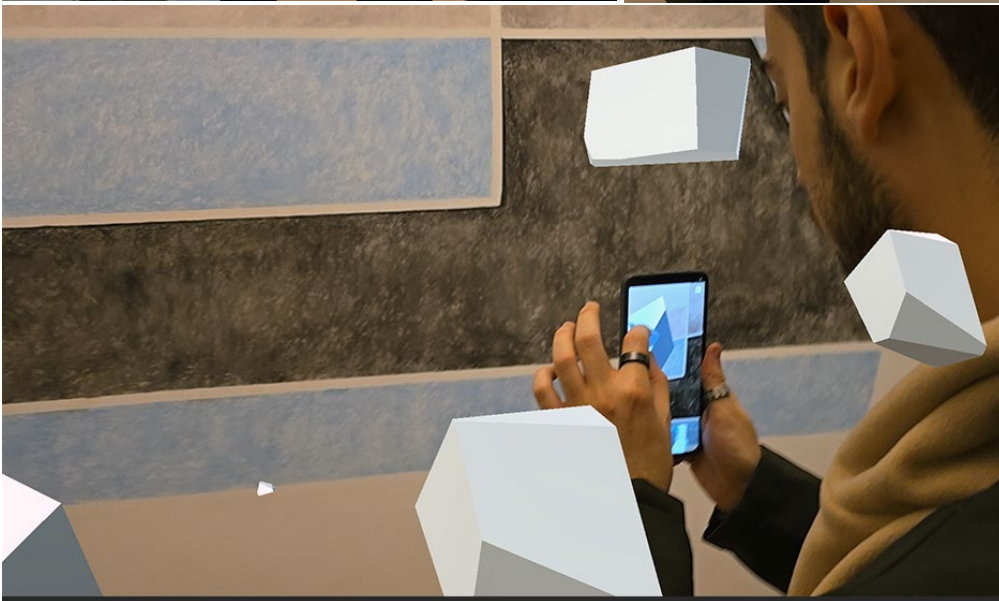
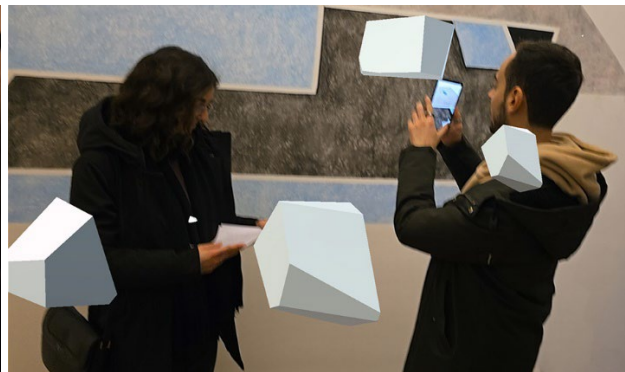


Screenshots from The Blue and the Red films.

Casting Reality: Returns Undefined. Solo show at Muratcentoventidue gallery, Bari 2025.

Muratcentoventidue gallery is pleased to present Casting Reality: Returns Undefined, a solo exhibition by Chiara Passa. Among the pioneers in Italy in the use of digital media as a tool for artistic creation, Passa works across multiple platforms, animation, interactive video installations, and virtual reality to explore the boundary between the real and the imaginary. Her practice centers on essential geometric forms, which she uses to create a dynamic and three-dimensional vision of space.

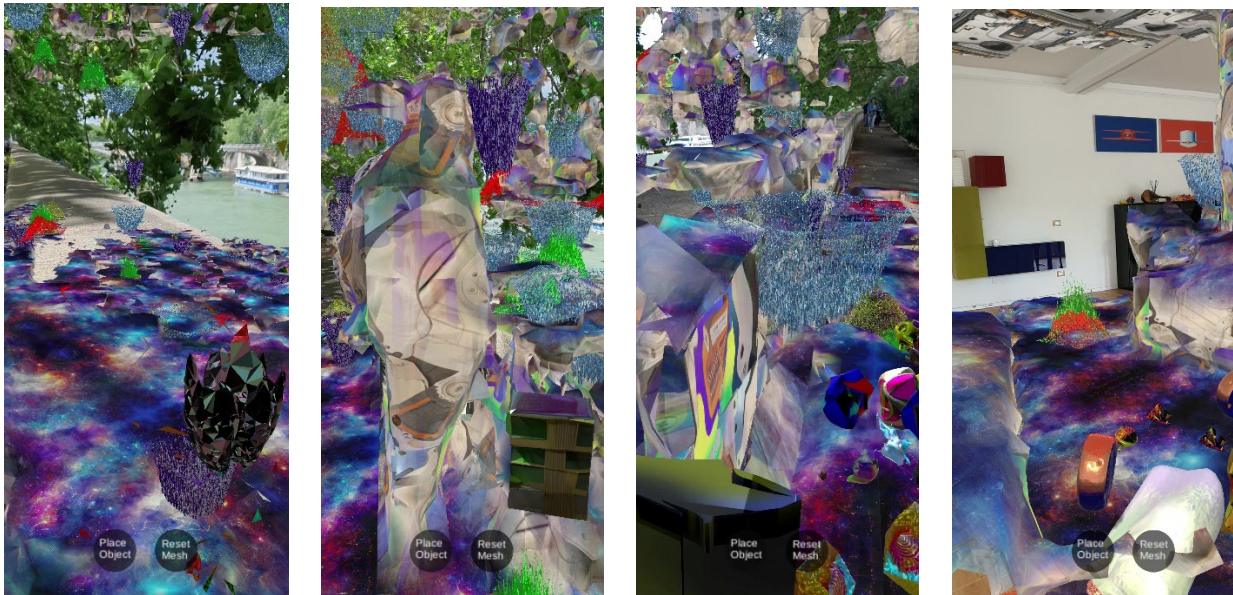
Video sneak-peek: <https://www.youtube.com/embed/r-gU-maAwQ0?si=3HI-XhOYfJWyZkdF>



"Abstract Class: The Space Between", "Void Function: Studies in Negative Space", "Responsive Banner Sculpture n. 2", and "Null Void 0" at Muratcentoventidue gallery, Bari 2025.

From the contextual awareness series: Object (RE) Oriented Debris. Augmented Reality App using Artificial Intelligence to create site-specific meshes all over the real place, 2024.

Concept. App links & video sneak-peek <http://www.chiarapassa.it/ARdebris-passa.pdf>

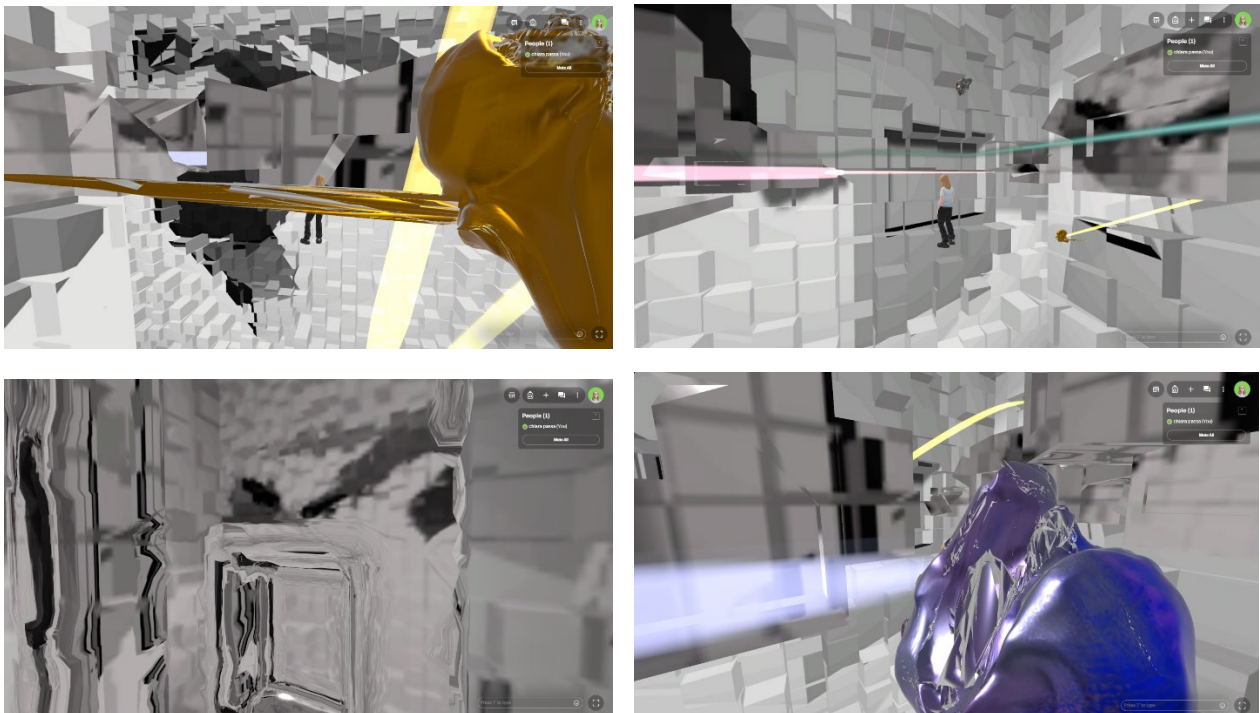


Screenshots from the AR artwork

Object Oriented Space Paradigm 2024, is an immersive vertiginous scenario made of thirteen interactive, reflective and monochrome minimalist architectures. Read the whole concept:

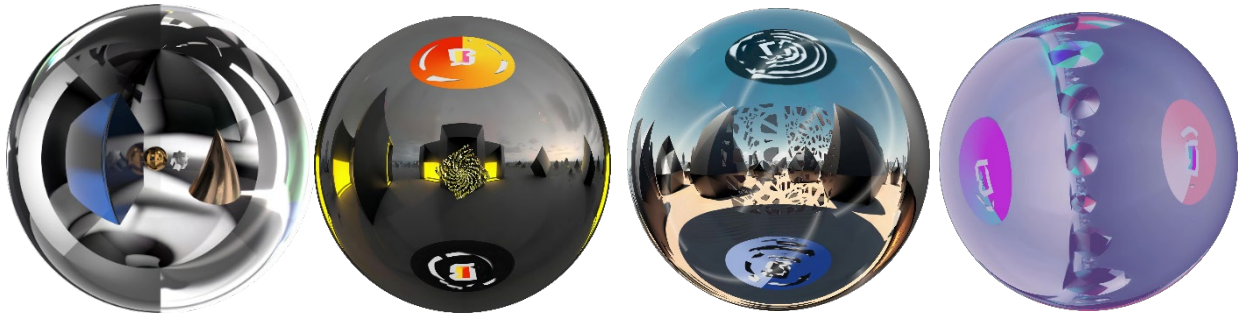
<http://www.chiarapassa.it/ObjectOrientedSpaceParadigm.pdf> Link artwork Link:

<https://www.spatial.io/s/Object-Oriented-Space-Paradigm-65d7119e6dce4675c209f84d?share=6796961281650040697>



Screenshots from the VR artwork

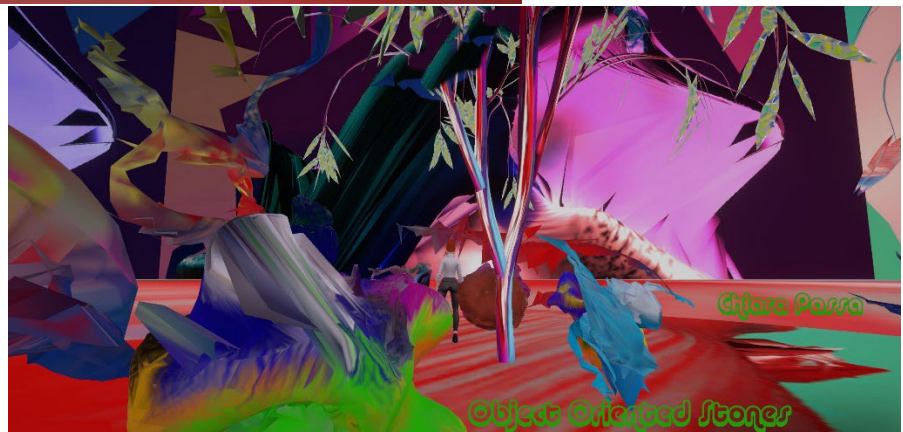
Once upon a time in the digital realm of Cyberspace. Artificial intelligence quadriptych video installation composed of four spherical projections, 2023. The protagonists of this artificial intelligence narration are four quirky geometric solids living and acting inside a virtual art studio called The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



Screenshots from the immersive artwork

Object Oriented Stones – The Virtual Reality Game, 2023. Link web-spatial version: <https://www.spatial.io/s/Object-Oriented-Stones-65117ca2812d6e6b44310e7d?share=0> Full concept: <http://www.chiarapassa.it/ObjectOrientedStones-vr-passa.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



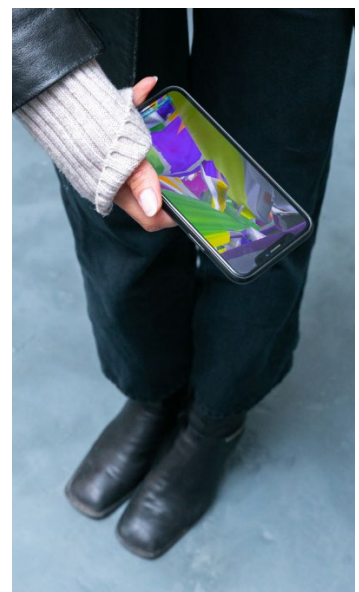
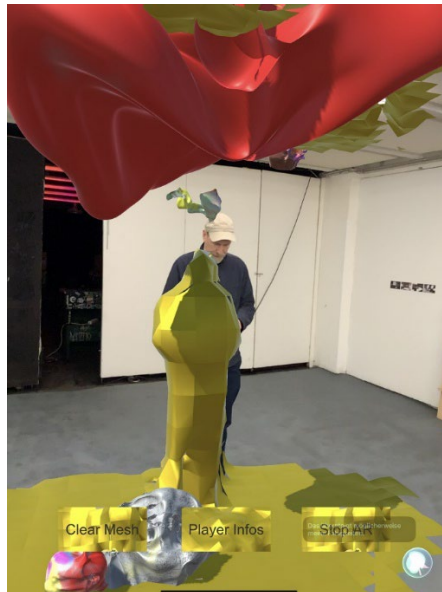
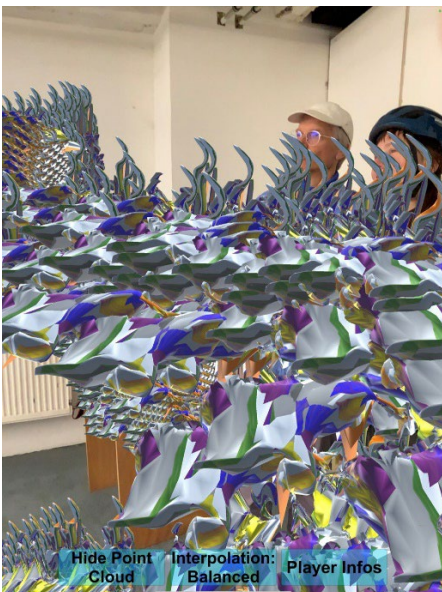
OOS, ceramic sculptures. Various dimensions 2024.



Object Oriented Stones, sculptures. Enameled polystyrene, Various dimensions.

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 artworks to explore the liminal duality between tangible and virtual place through unpredictable synesthetic combinations.



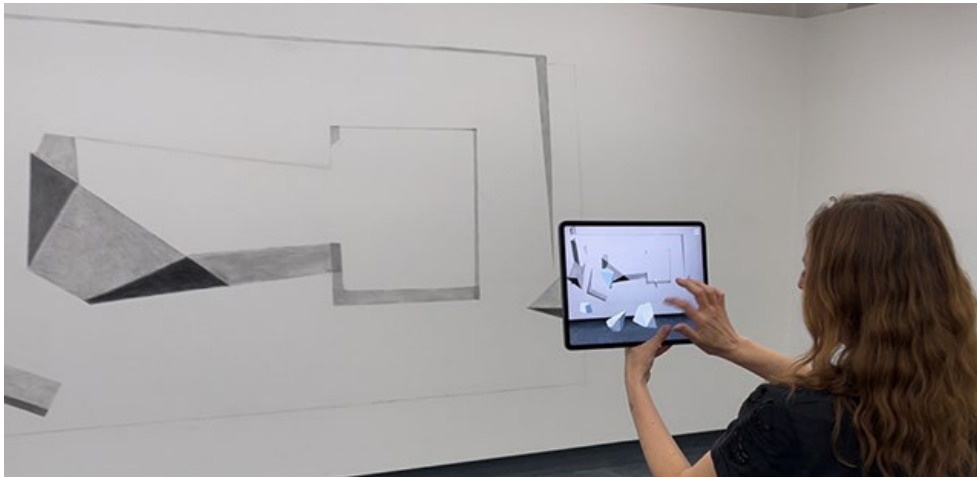
AR artworks at Panke gallery, Berlin 2023

Null Void 0. AR-AI series of interactive wall-drawings 2017-ongoing. Video extract:

https://www.youtube.com/watch?v=HZ5bK_o3R_E

PDF <http://www.chiarapassa.it/Null-Void-Mural-Passa.pdf>

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.



AR/AI wall-drawing. Images from my solo show at Panke gallery, Berlin 2023

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.



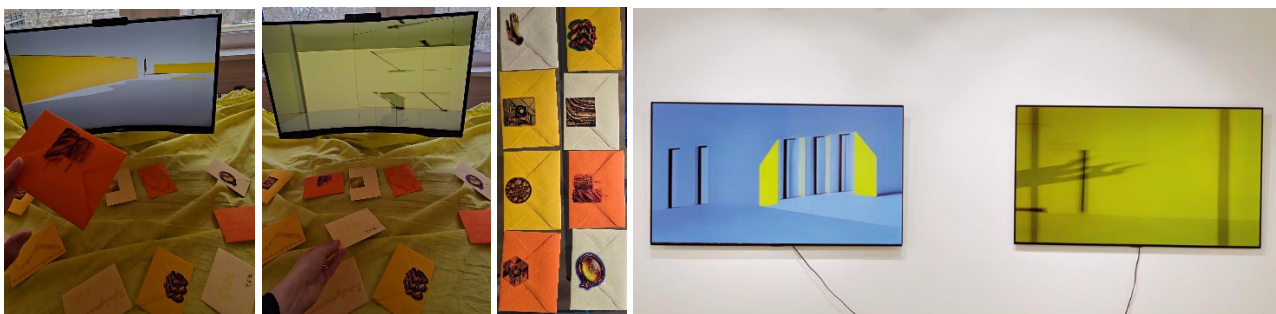
Screenshots from the AR artwork.

From the Abstract space: The Yellow Film 2023. Artificial Intelligence artwork: CONCEPT

here <http://www.chiarapassa.it/Yellowfilm-Passa.pdf> Video extract:

<https://www.youtube.com/watch?v=7-0HSa2a0j4>

The Yellow Film invites audience interaction through a series of letter envelopes containing front-and-back clues. When a viewer places an envelope on the table, the film recognizes the clue, dynamically reshaping the narrative. This process redirects and remixes the storyline, transforming it into a nonlinear, ever-evolving cinematic experience. Set to suspense, the soundscape likely amplifies the psychological engagement enhancing the tension and immersiveness of the experience.

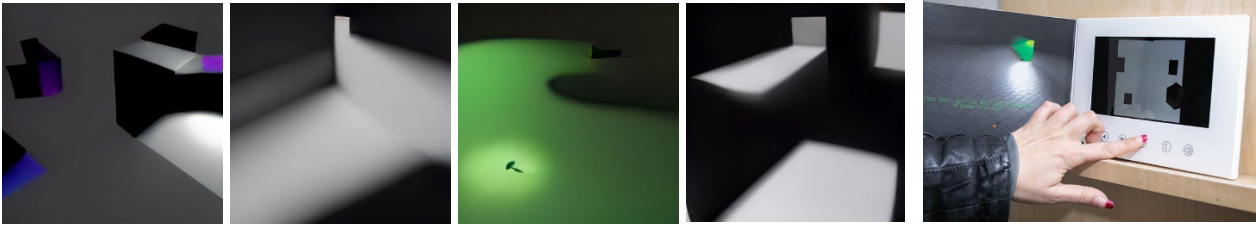


Screenshots from the AI artwork at Expanded.Art gallery, Berlin 2023

From the Abstract space: The Black & White Film 2023. Artificial Intelligence artwork:

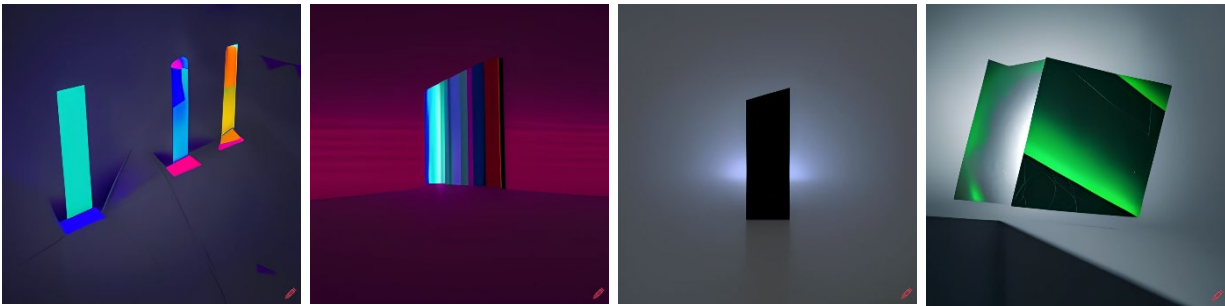
CONCEPT here <http://www.chiarapassa.it/Yellowfilm-Passa.pdf> Video extract:

The Yellow Film (2023), along with The Blue, The Red, and Black & White, forms a quadrilogy of abstract and interactive films I created using ChatGPT APIs, Ollama, Python, and various sensors. The four artworks superimpose minimalist, imaginary environments onto the real world, blurring the boundaries between virtual and physical perception.



Screenshots from the AI artwork at Panke galley, Berlin 2023

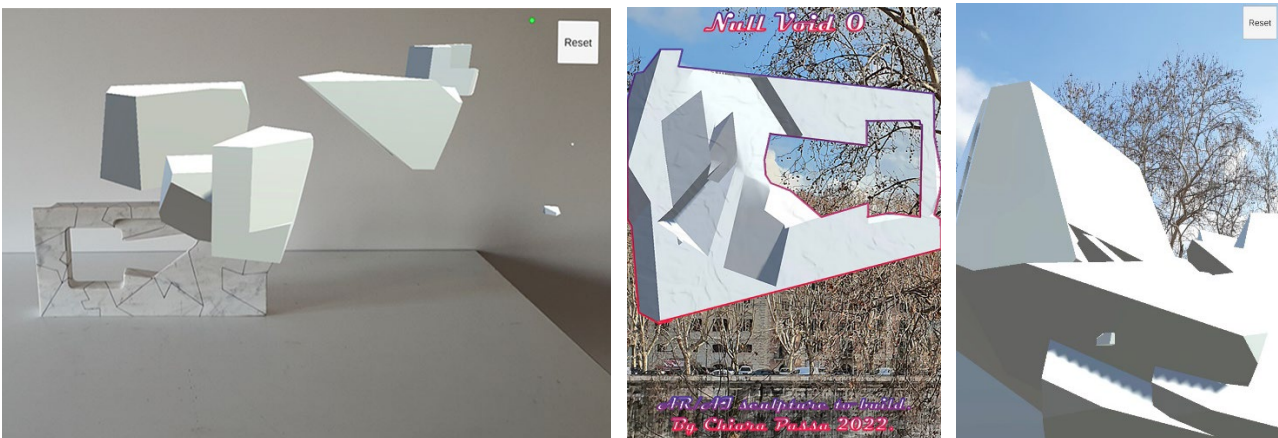
Monolith Variations with AI video installation 2023. Video extract:
<https://www.youtube.com/watch?v=U3fB3ulTyls>



Screenshots from the AI artwork

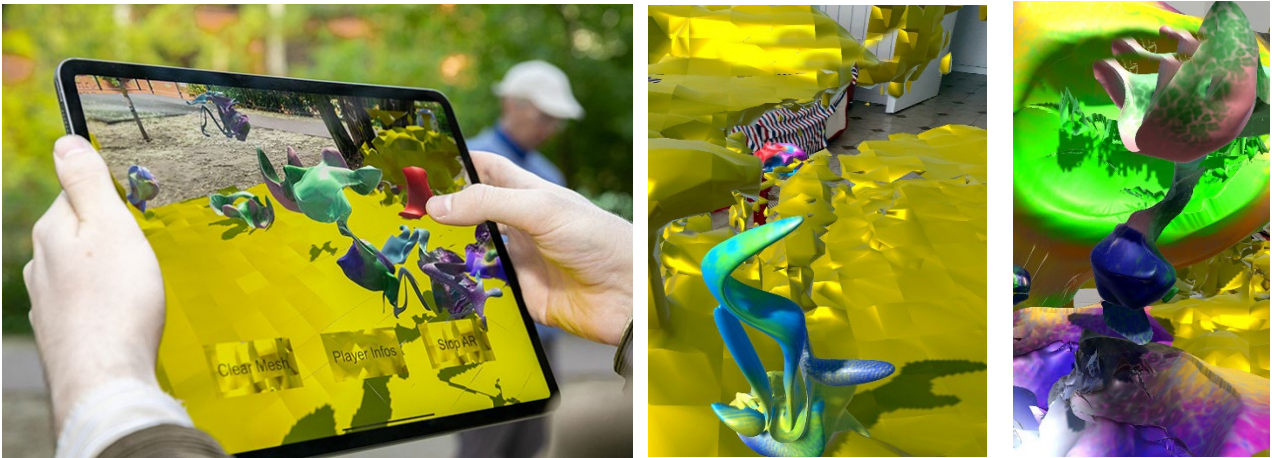
Null Void 0. AR/AI sculptures 2017- ongoing <http://www.chiarapassa.it/NullVoid0-ARAI.pdf>
 Video extract: <https://www.youtube.com/watch?v=leTIWmqiklY> &
<https://www.youtube.com/watch?v=nST6MBXkhRY>

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.



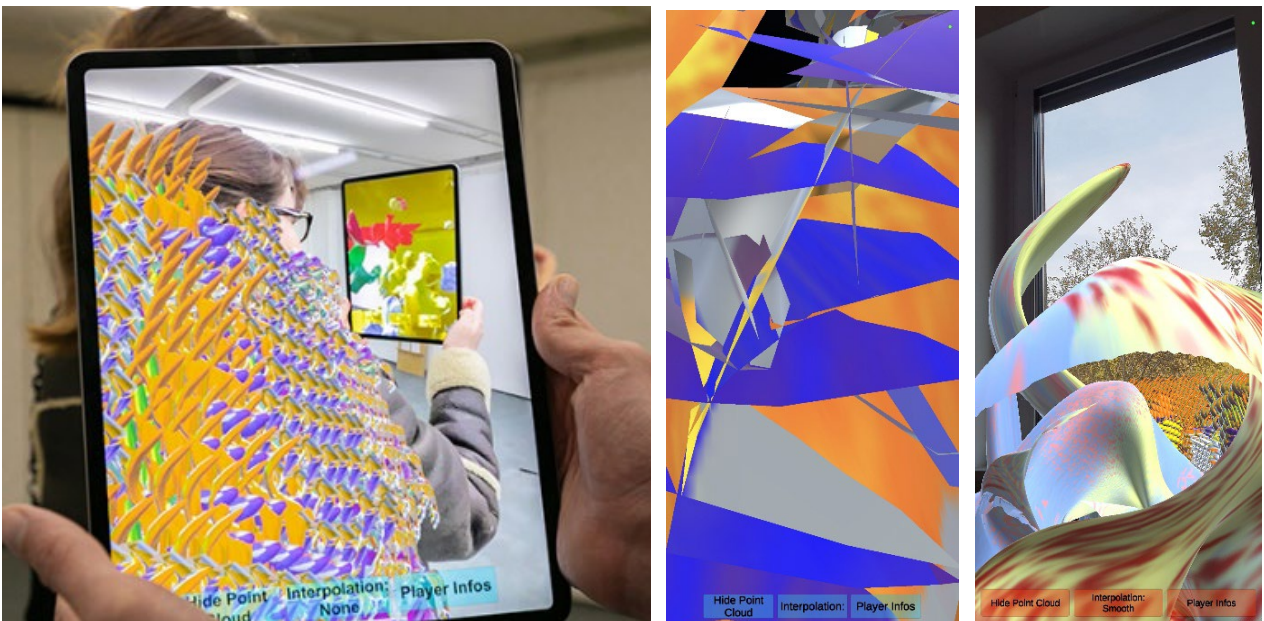
Screenshots from the sculpture AI-artwork.

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>



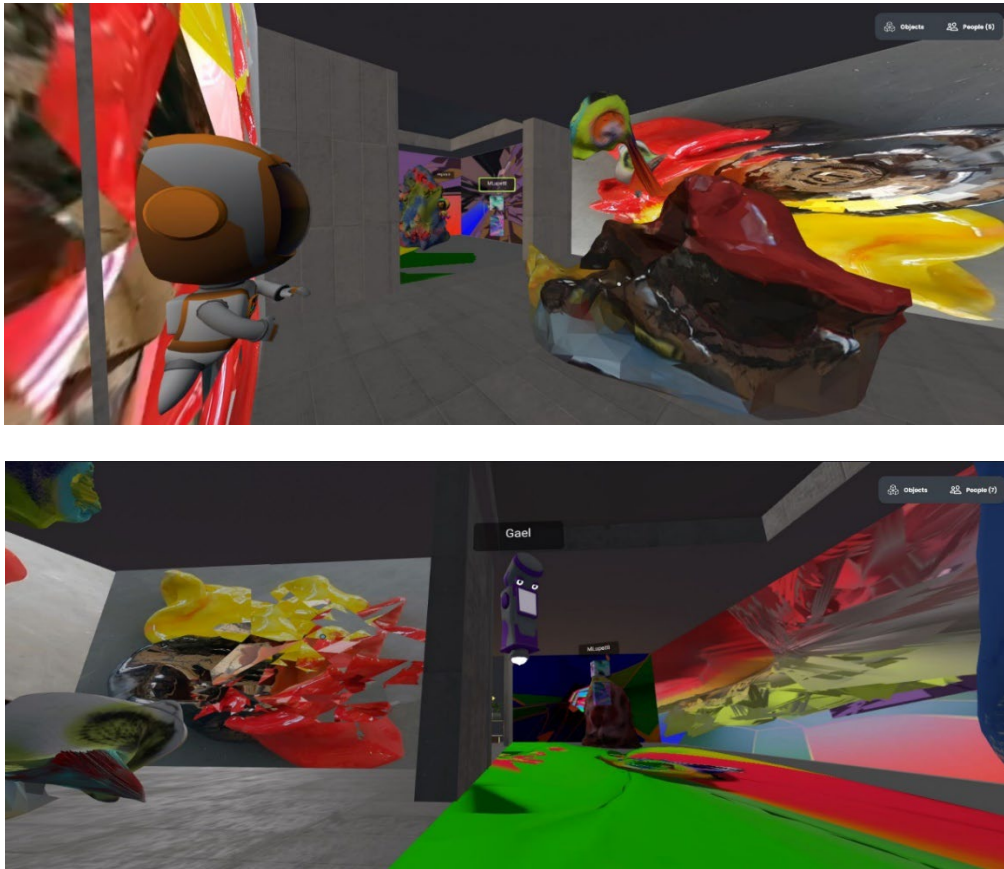
Screenshots from the AR artwork

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=Bc2AN3FhZfl>



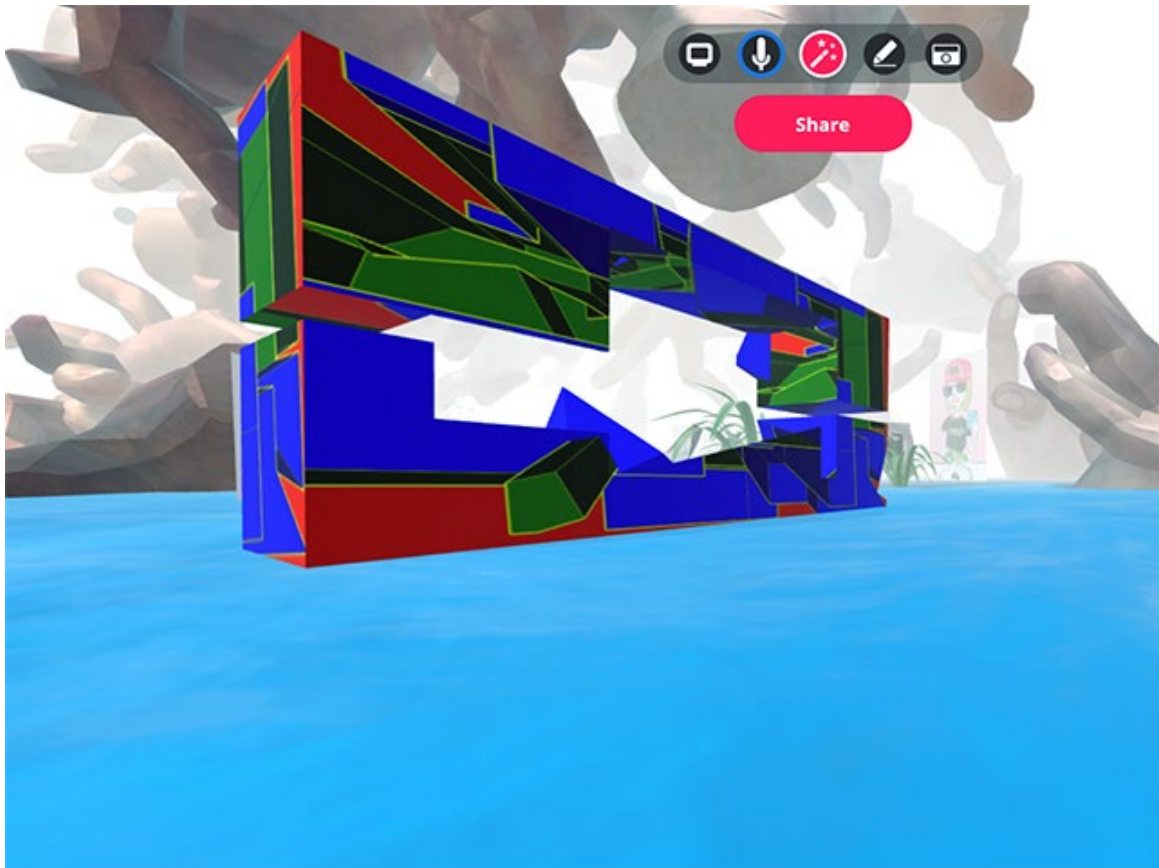
Screenshots from the VR artwork

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.



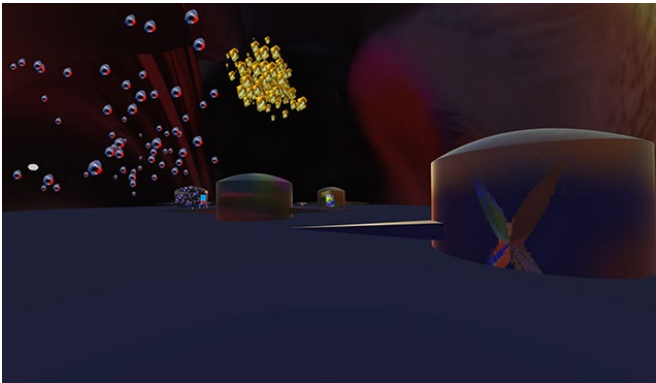
Screenshot from the VR artwork.

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

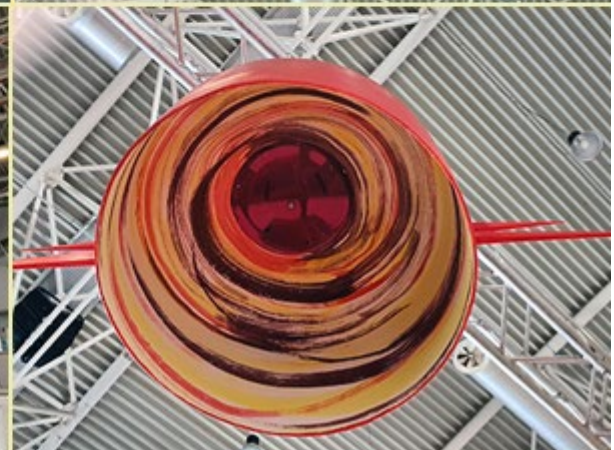


Screenshot from the VR artwork.

Time Bomb The Love '98 - The Virtual Reality revival 2021. Video extract:
<https://www.youtube.com/watch?v=cu88GtpJmeE>



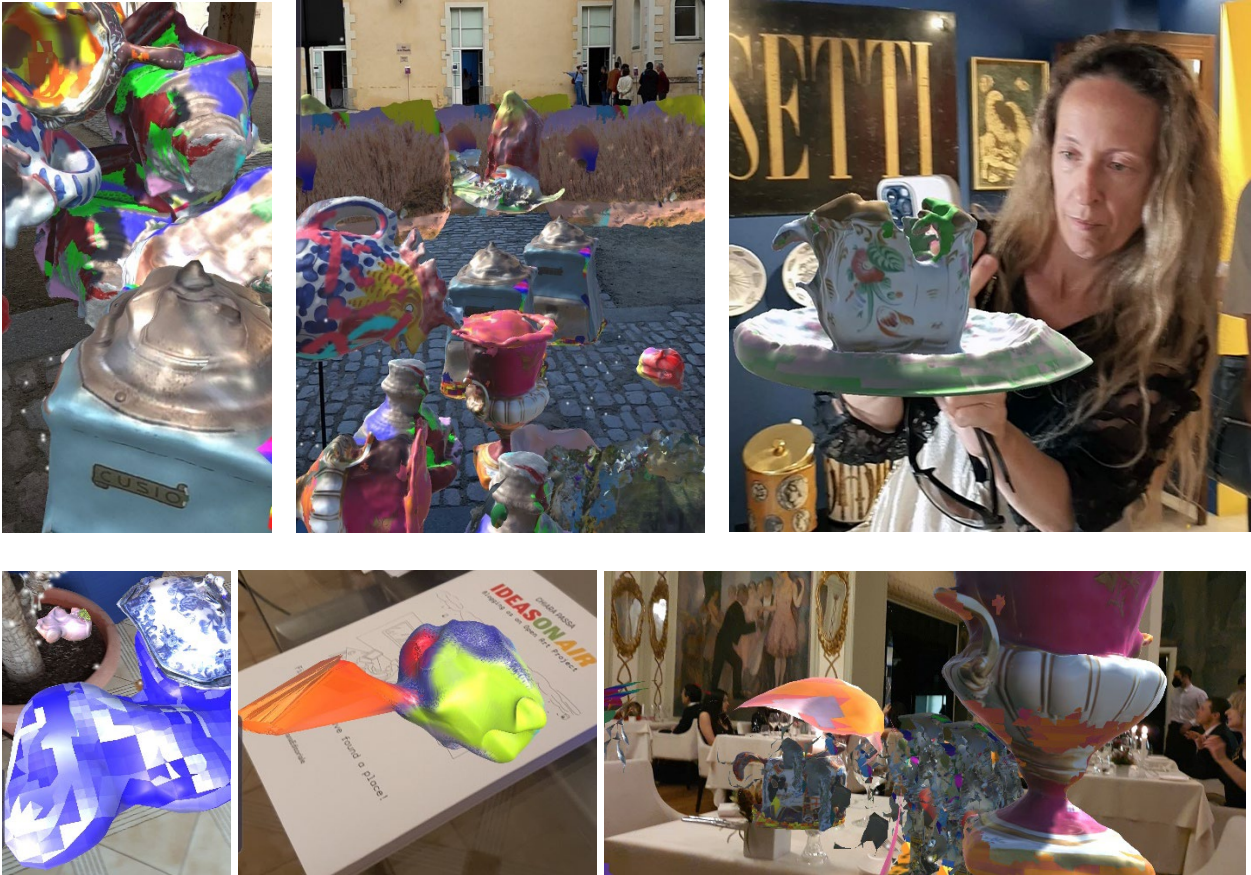
Screenshots from the VR artwork



Dioramas sculptures from Time Bomb The Love. 3D printing PLA enameled. Diameter 50 cm.

Still Life. Augmented Reality artwork 2021. Video extract:

<https://www.youtube.com/shorts/MfLVIOTM0AE> & 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>

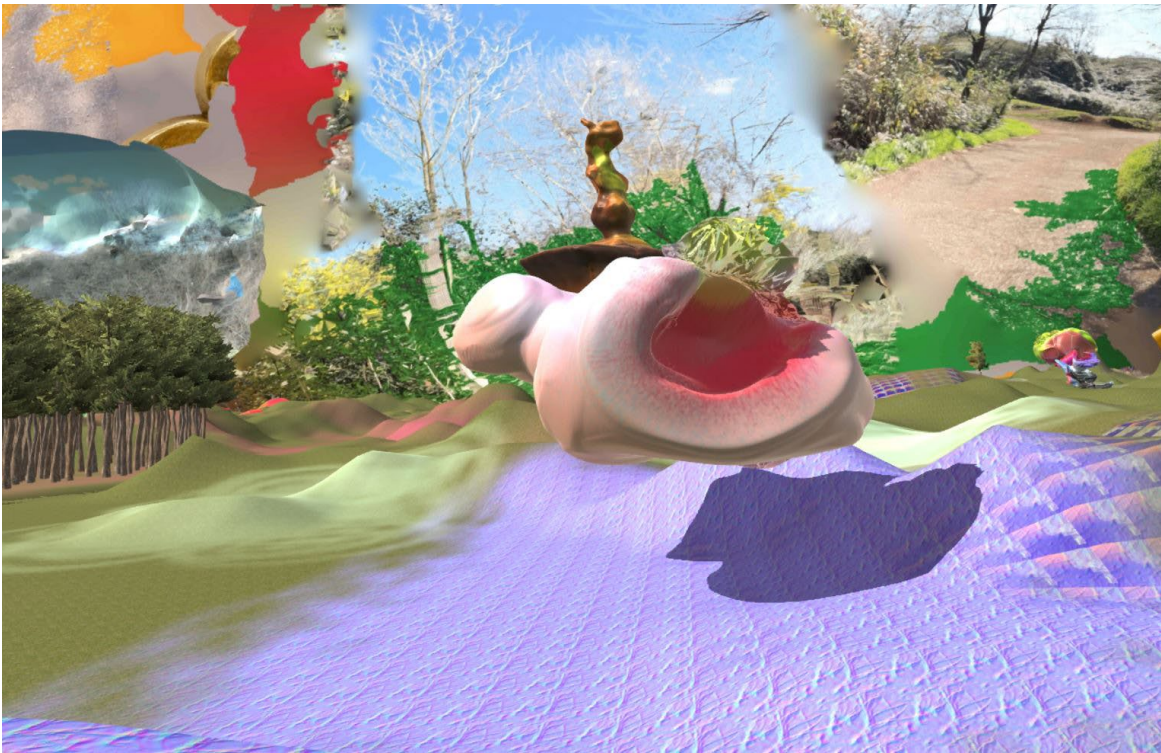
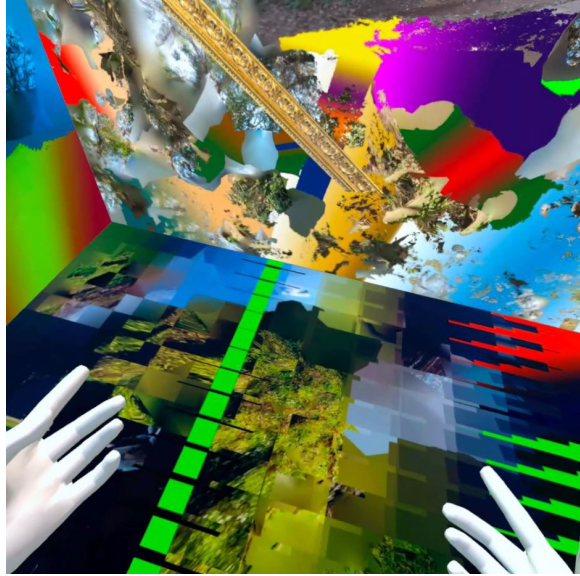
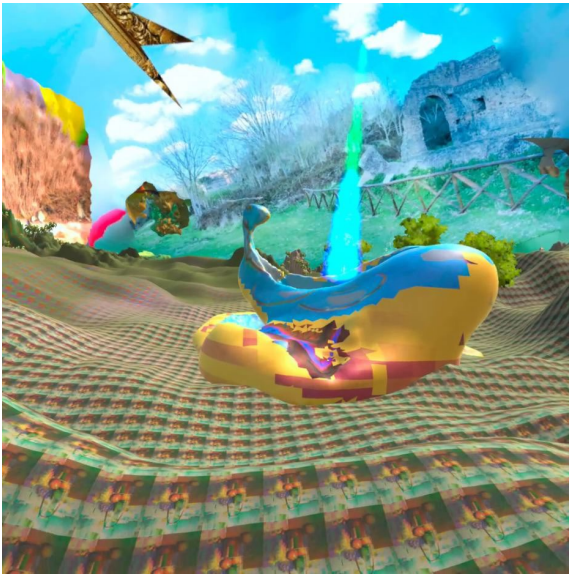




Augmented Reality ceramic sculptures.

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.



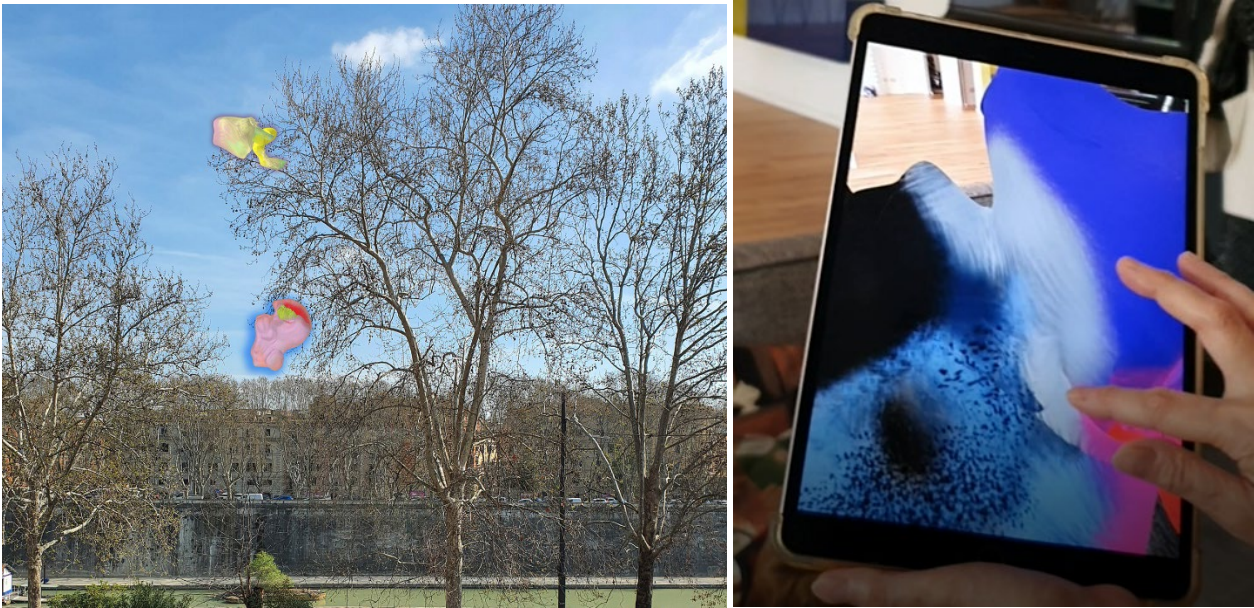
Still Life VR screenshots from my solo show at Zabudowicz Collection Museum, London 2021-2022



Still Life series of silk foulards and precious curtains available.

Object Oriented Stones. Series of Augmented Reality 3D abstract liquid sculptures.

Available via NFT at: <https://objkt.com/collection/KT1N9Kjdb15JqesFDqqvxSRHYXEjtzJoK2d8>



Augmented Reality stones

Object Oriented Space. Solo show at MLAC museum, Roma May/June 2019.

Video extract: <https://www.youtube.com/watch?v=o4lhEptaeO0>

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.

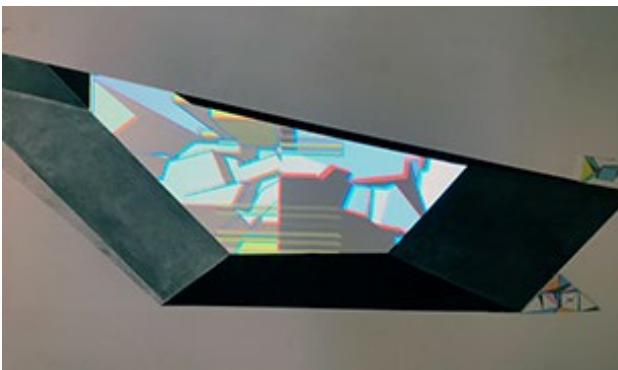
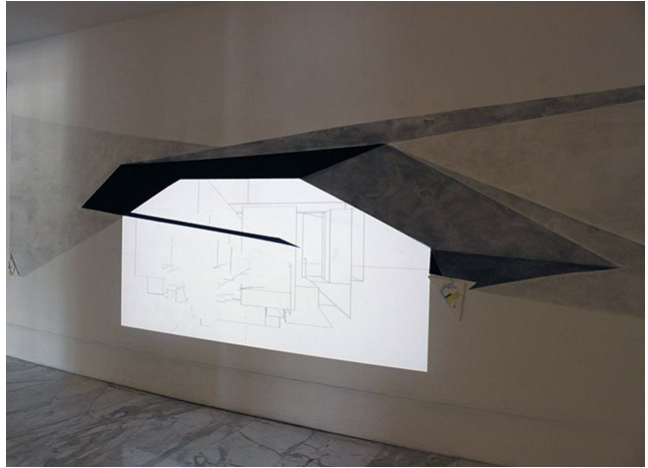


AR and VR artworks from my solo show at MLAC museum, Rome 2019



VR sculptures (marble, 3D printing, plexiglass, etc.) from my solo show at MLAC museum, Rome 2019.

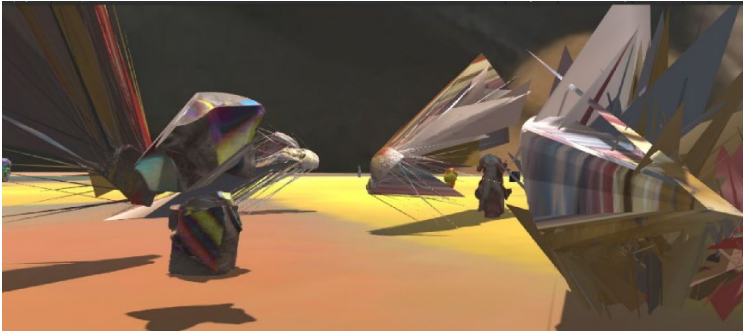




AR interactive wall-drawings at MLAC museum, Rome 2019. Link: <https://www.youtube.com/watch?v=Gi3USmIDDtk>

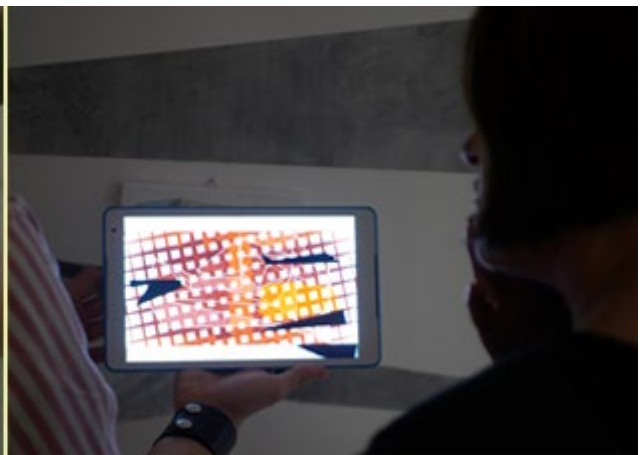
Crying at the Gypsotheque. Virtual Reality Artwork 2019 <http://www.chiarapassa.it/crying-gypsotheque-passa.pdf> Video extract: https://www.youtube.com/watch?v=KAU4_1jUXo0

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-

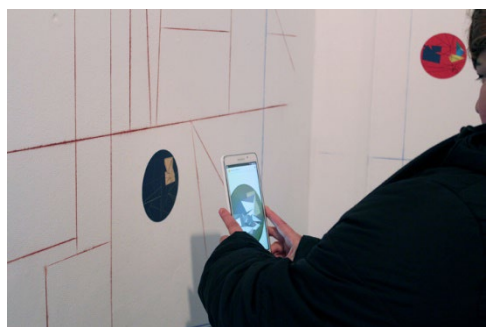
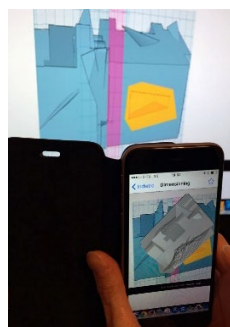
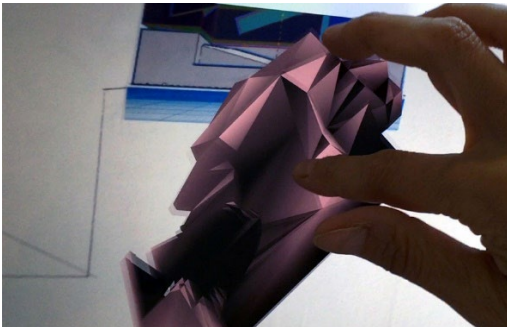
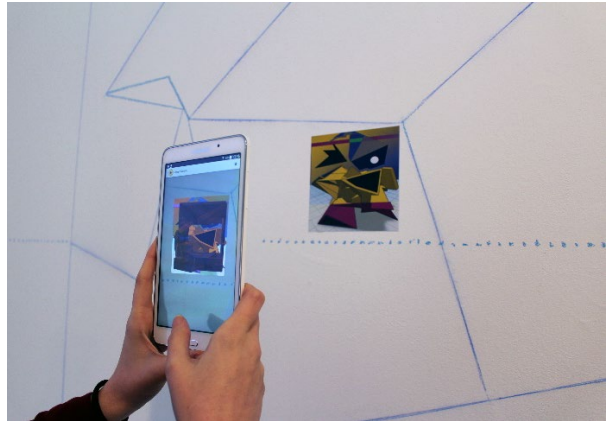
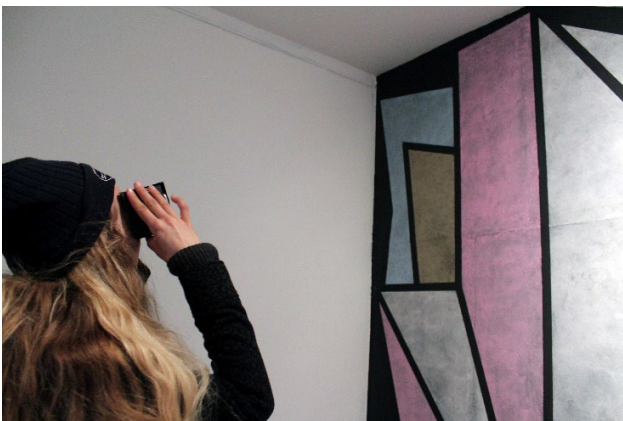
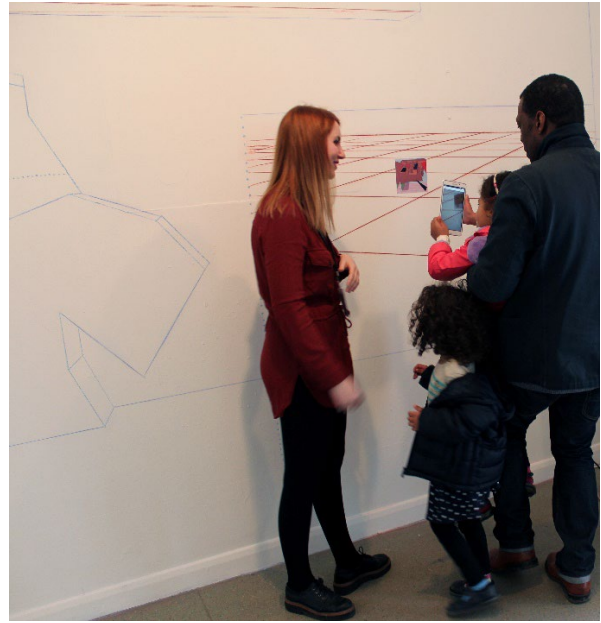


Roehrs & Boetsch gallery, Zurich.

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-

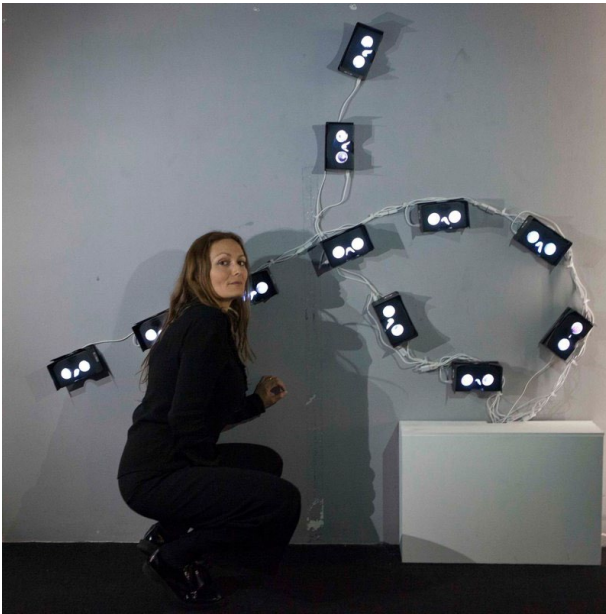
PDF <http://www.chiarapassa.it/chiara-passa-insidegeometry.pdf>

Video extracts: <https://www.youtube.com/watch?v=XyMYanNzw5I>

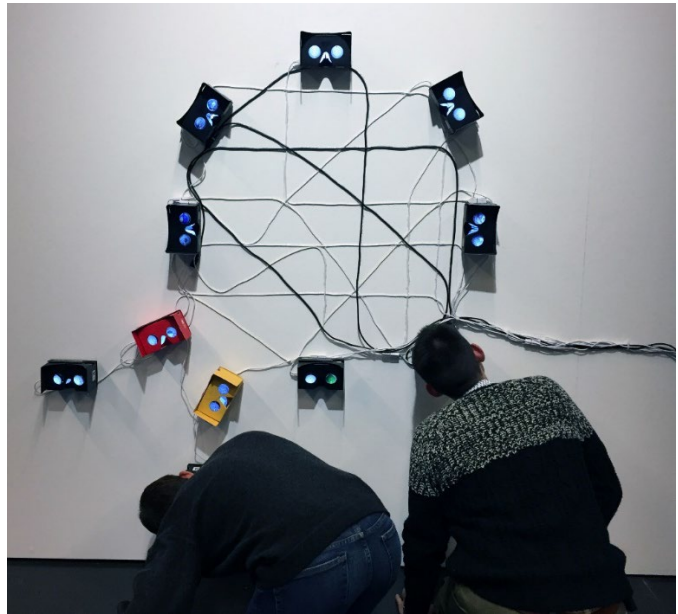
<https://www.youtube.com/watch?v=r7yora7hcfI> <https://www.youtube.com/watch?v=1cPzjhStFrc>

<https://www.youtube.com/watch?v=xFe6v1lpsyM> <https://www.youtube.com/watch?v=3cjVuK6xLs>

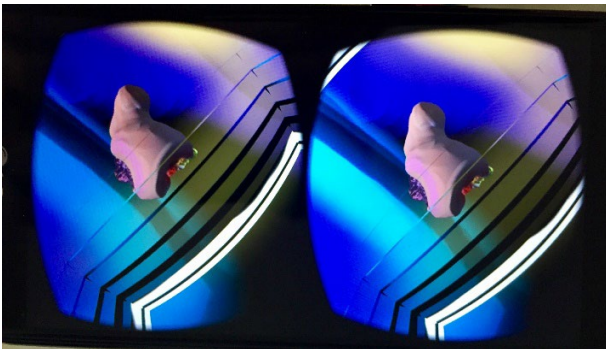
The project involves the use of diverse Google Cardboards, plus diverse smartphones playing all different VR animations. For Inside the Geometry - double language, the Google Cardboards are arranged in the exhibition space to orchestrate on the walls, or from the ceiling a series of geometric designs 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



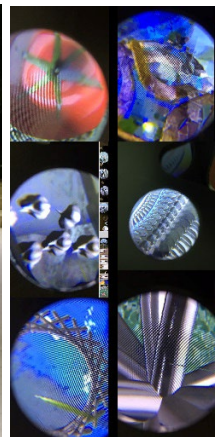
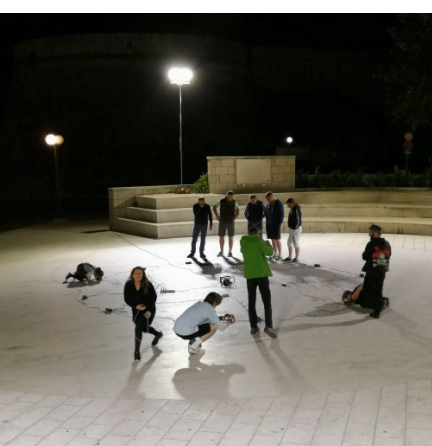
Land-art festival, Roccamorgia 2017



HEK - Haus der Elektronischen Künste Museum, Basel 2018



GreyArea, public art festival, Korcula, 2019



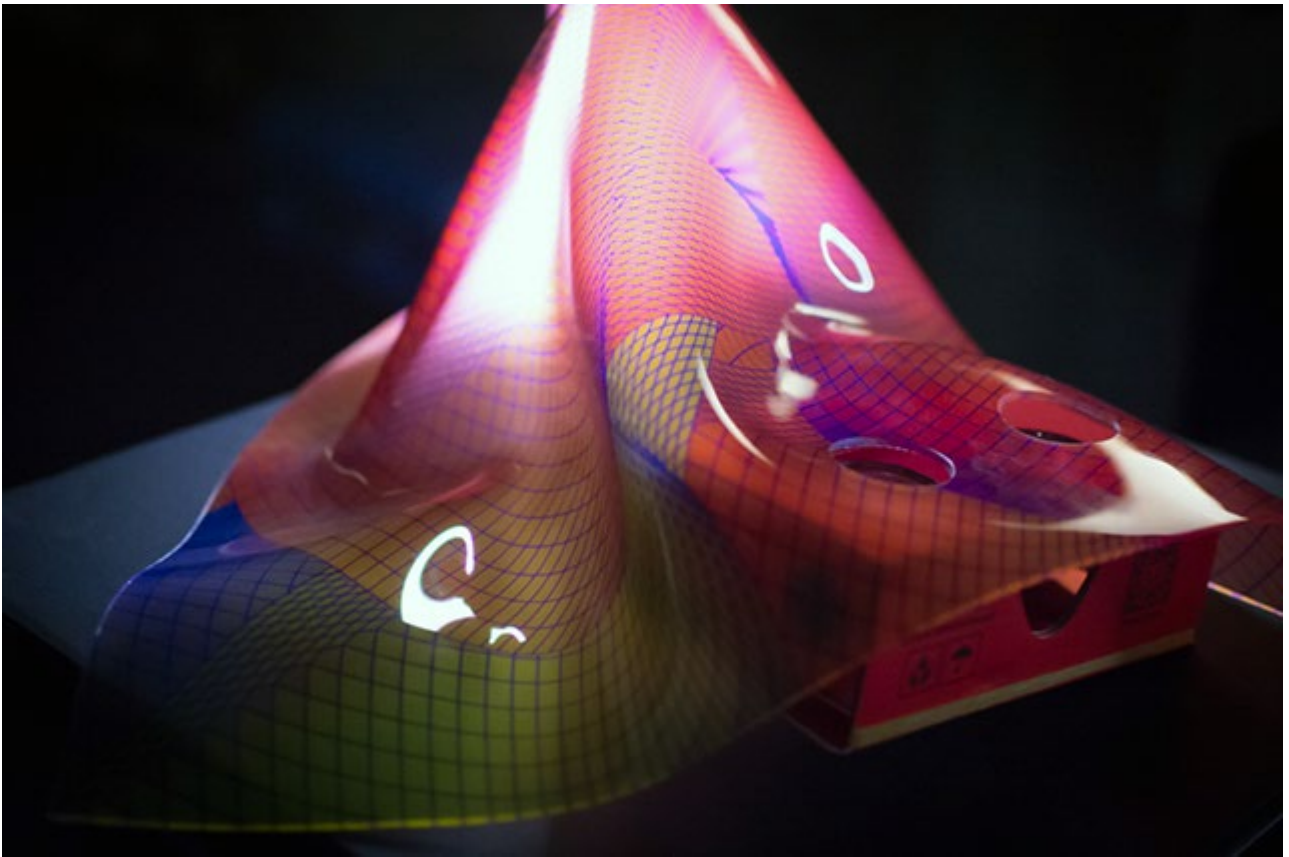
Through the VR lens

Extreme Surfaces and Terrains. Virtual Reality & plexiglass sculptures 2015-

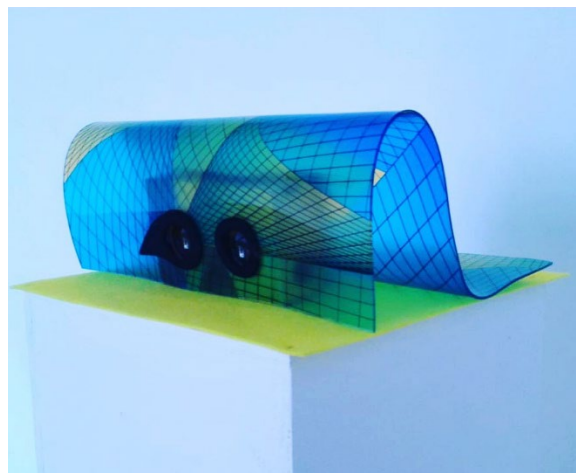
Video sculptures where the VR the 3D viewers are incorporated into the plexiglass to project 360° onto the rough surface, which gives the three-dimensional spatial extension on geometric forms with an apparently icy and impersonal kind of minimalist abstraction.



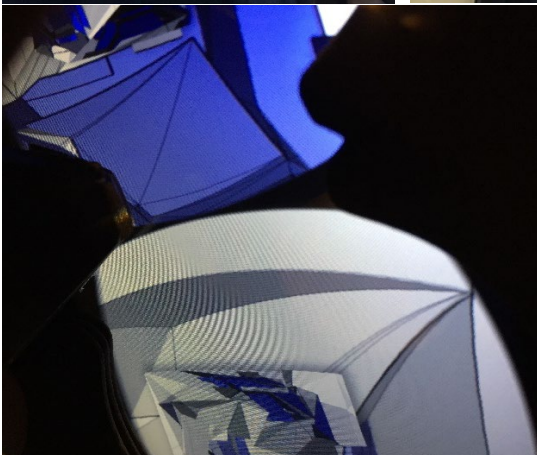
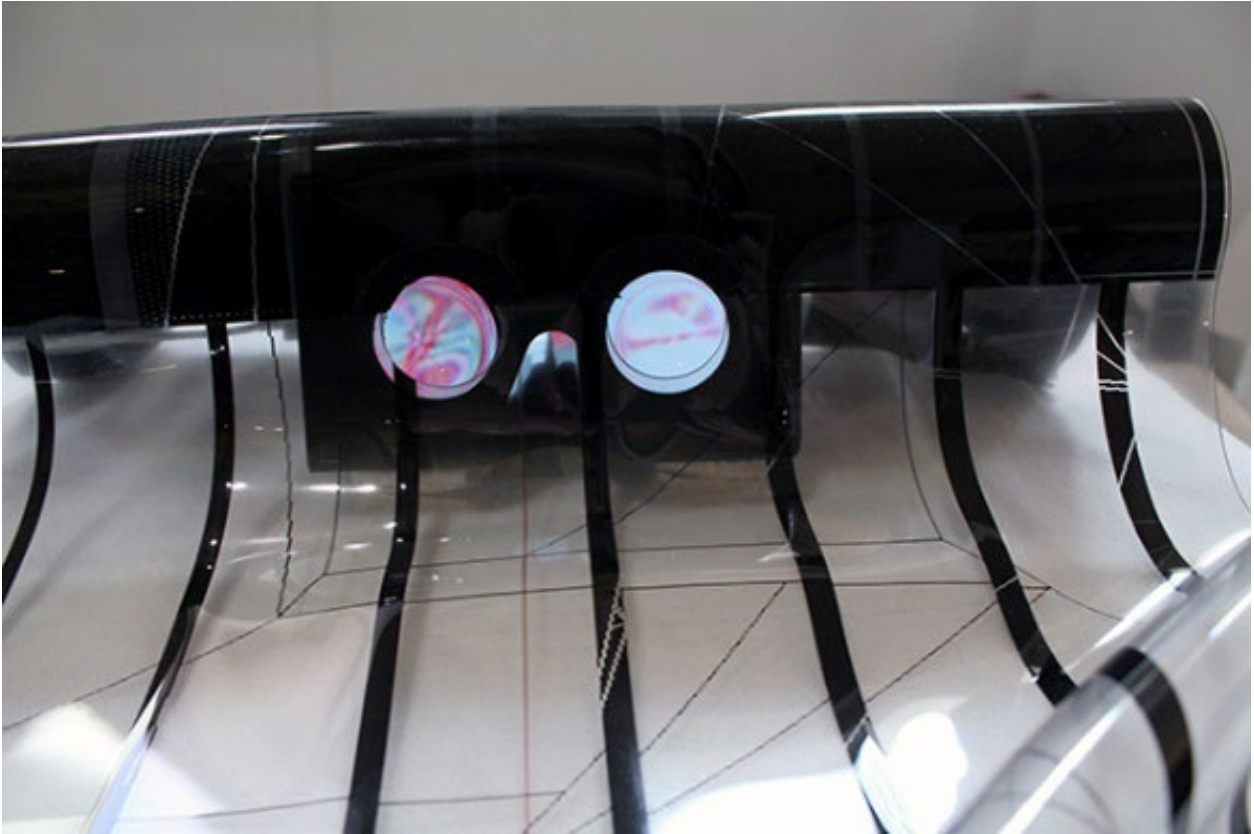
Virtual Reality video sculpture: plexiglass, 3D viewers, smartphones.



Screenshots from the Media Art Festival, MAXXI Museum Roma 2018

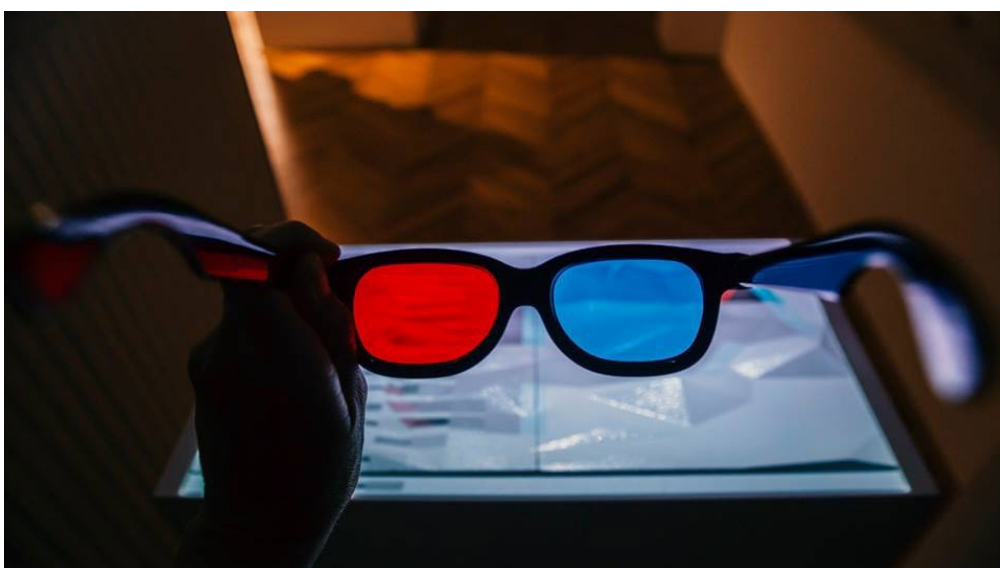


Screenshots from the GABA.MC museum, Macerata 2018



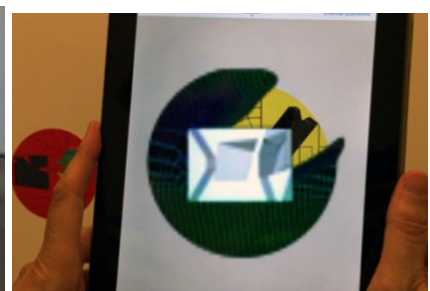
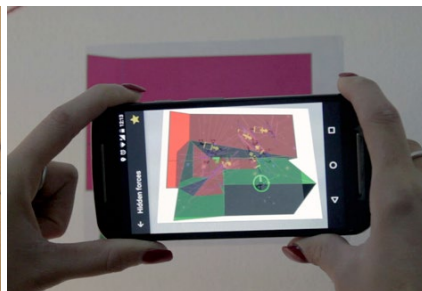
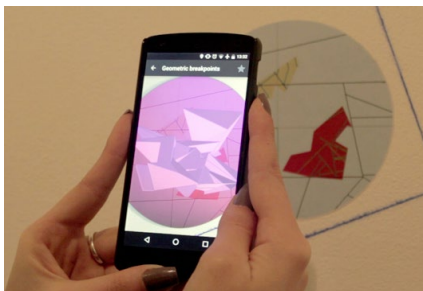
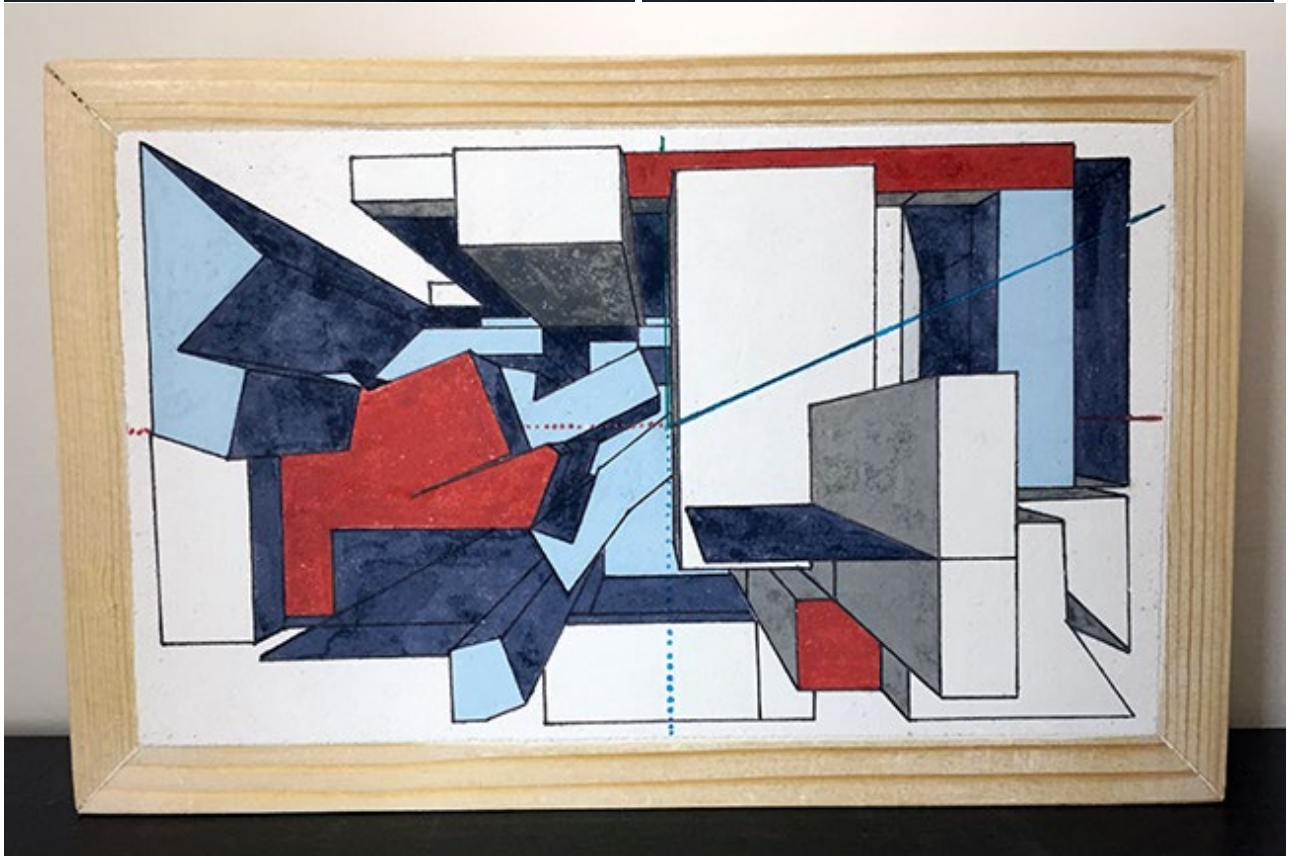
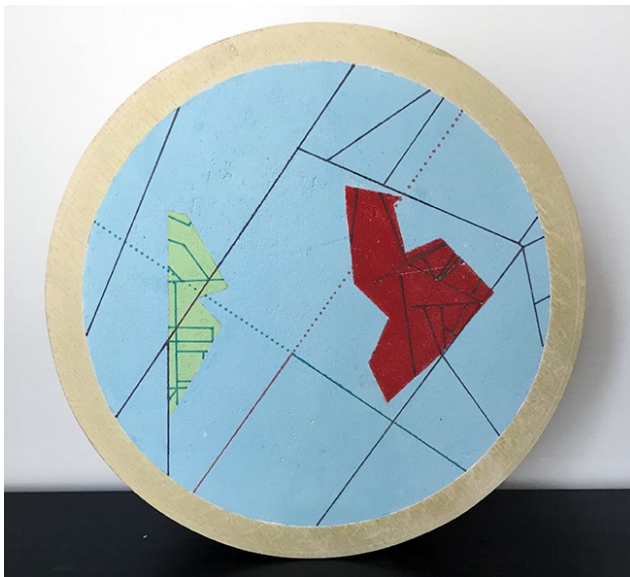
Screenshots from the *Urvanity* (ARCO) Art Fair, Madrid 2017.

Dimensioning – The anaglyph sculpture n2. 3D video sculpture, 2015



MGLC Museum Ljubljana, 2018

Live architectures – The Augmented Reality frescoes, 2015



AR frescoes, London 2015.

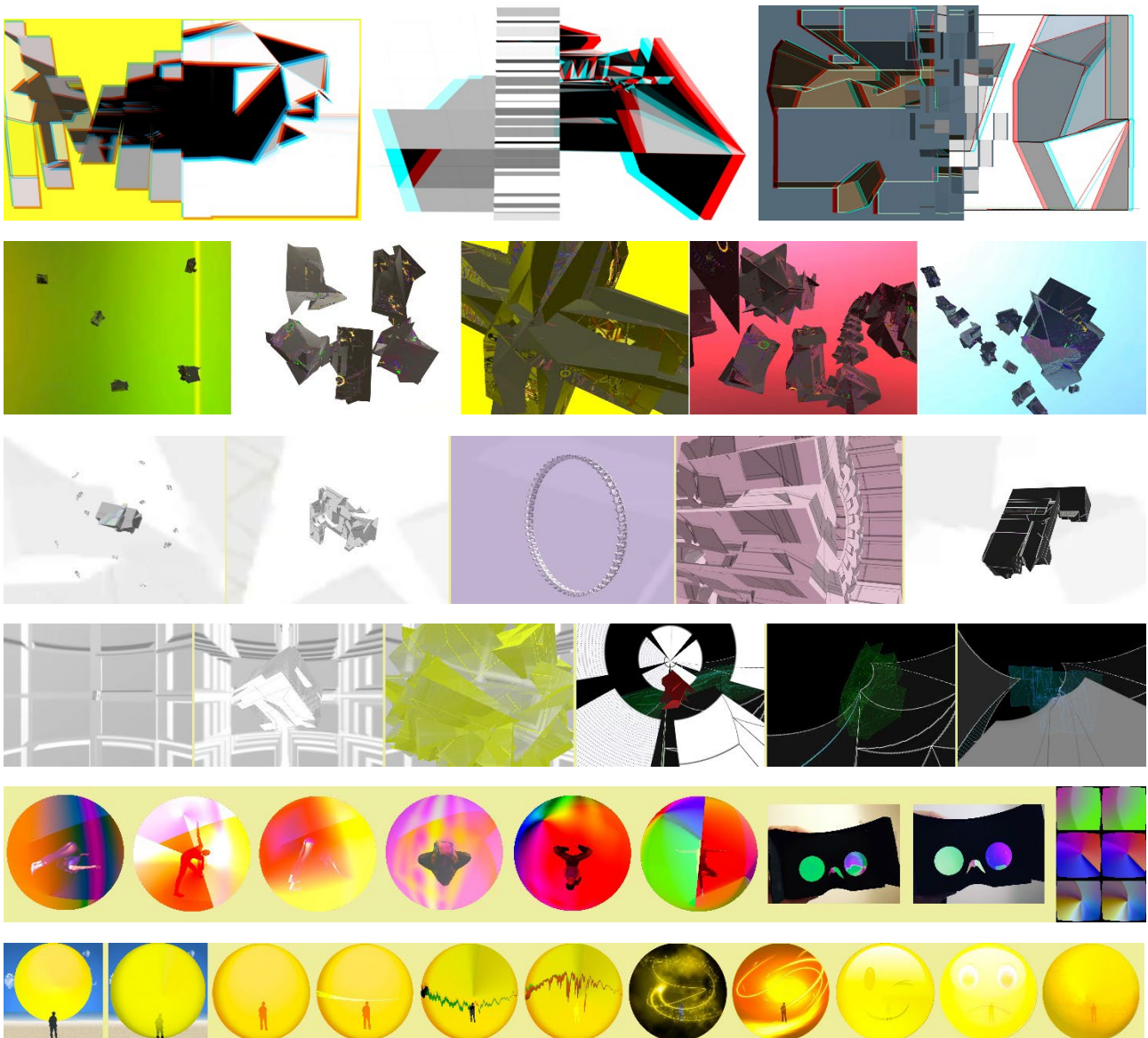
From Live Architectures: Extemporary Land Art on Google Earth, 2013-2017. Ten Augmented Reality net-artworks on Google Earth browser.

PDF <http://www.chiarapassa.it/ExtemporaryGoogleLandArt.pdf>



Vancouver Art Gallery museum, 2015.

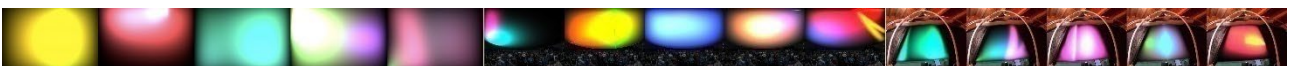
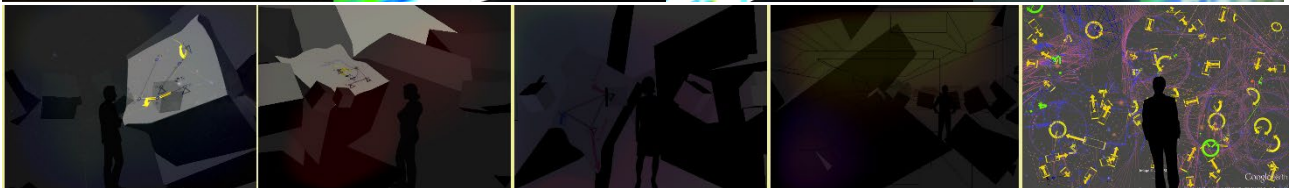
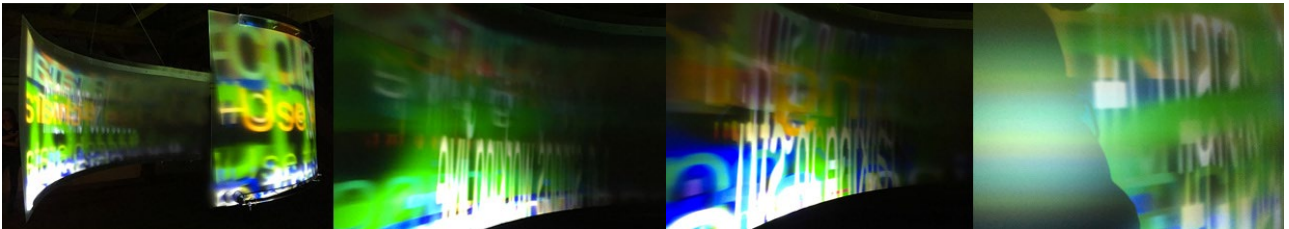
From the Live Architectures series: a selection of Virtual Reality immersive animations, 2014-2016



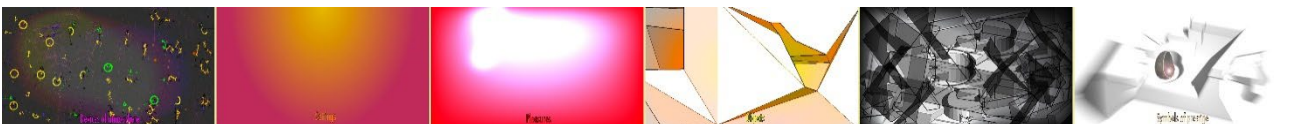
Selection of immersive artworks, 2014-2010

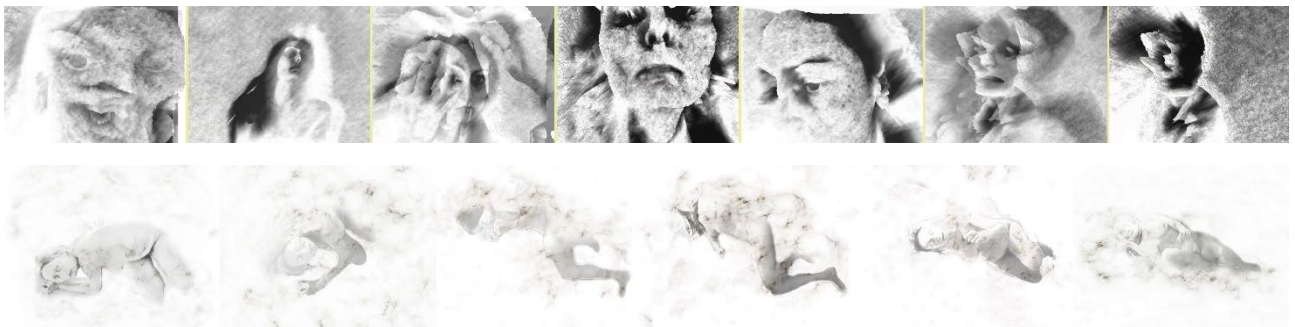
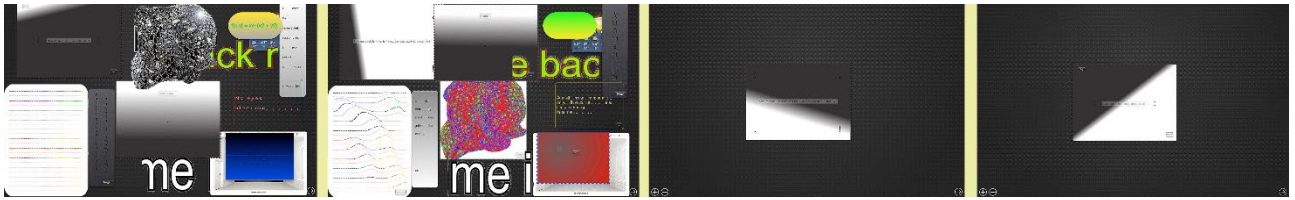


Vortex-Dome Festival, Los Angeles 2014

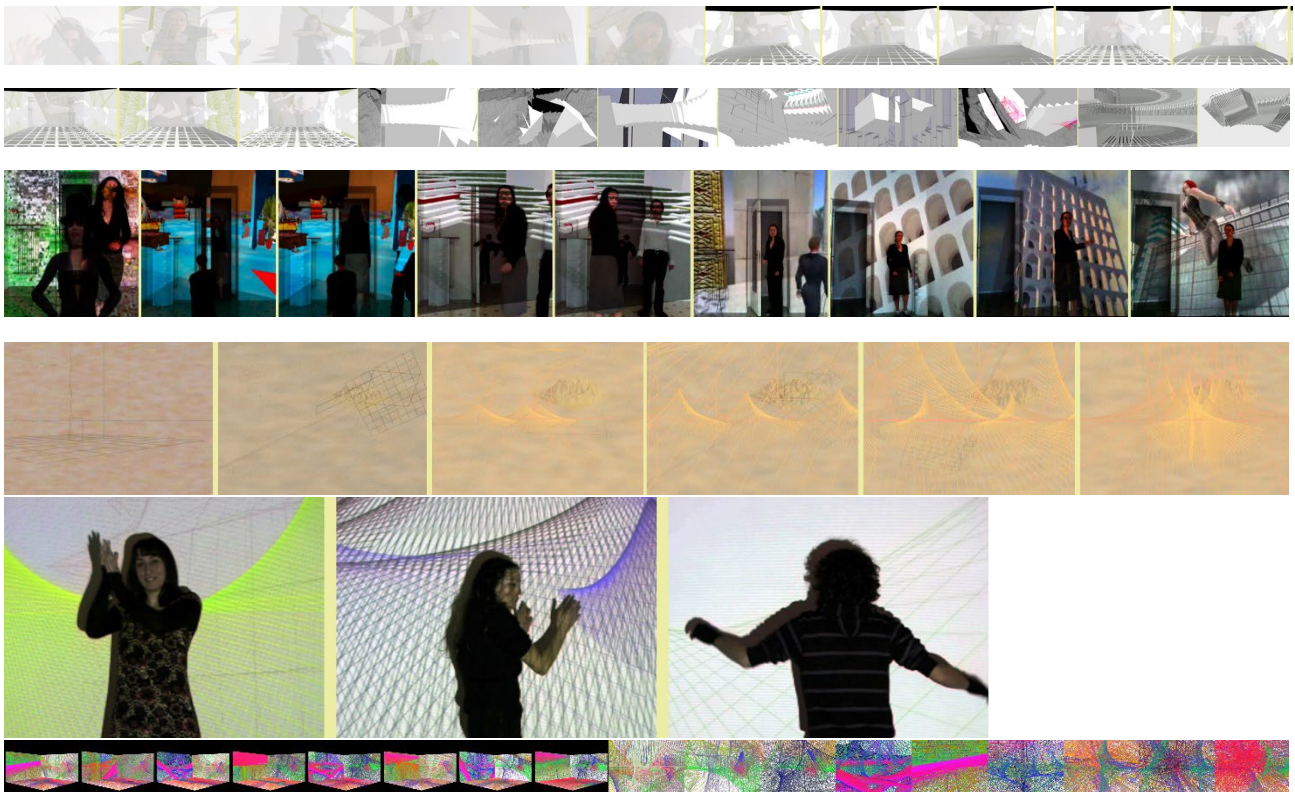


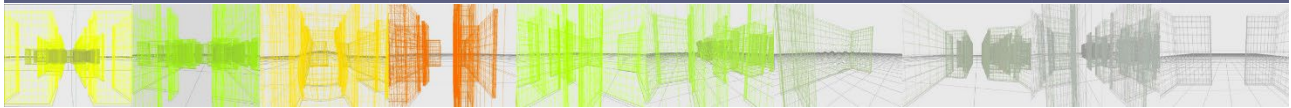
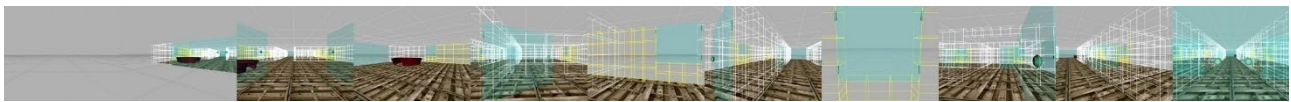
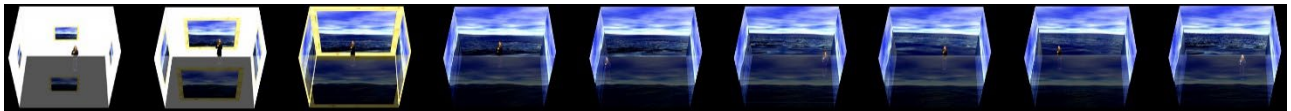
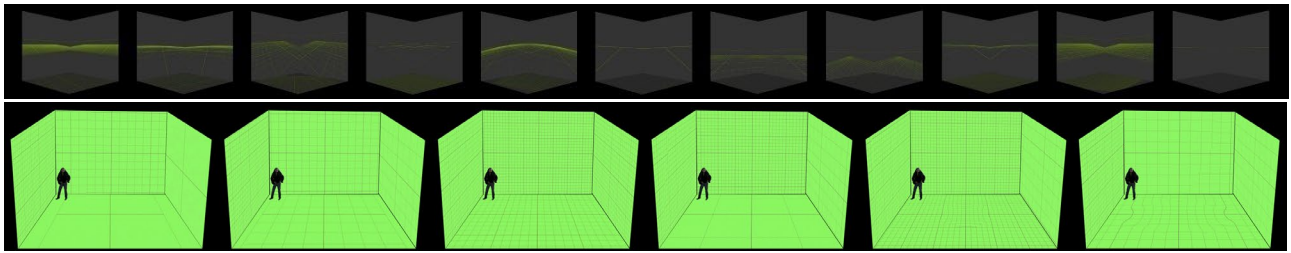
Selection of software-artworks, 2015-2010





Selection of CAVE (Cave Automatic Virtual Environment) artworks, 2010-2000



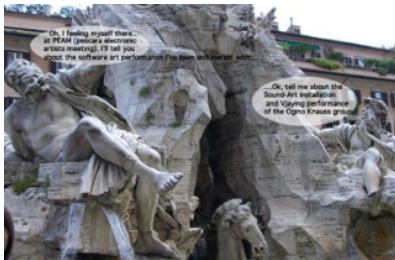
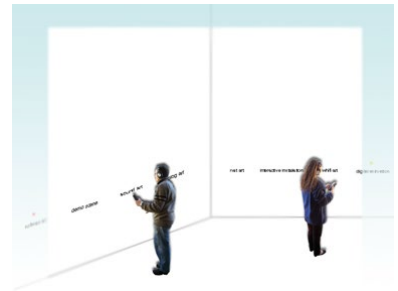


XIV Quadriennale, Roma 2003

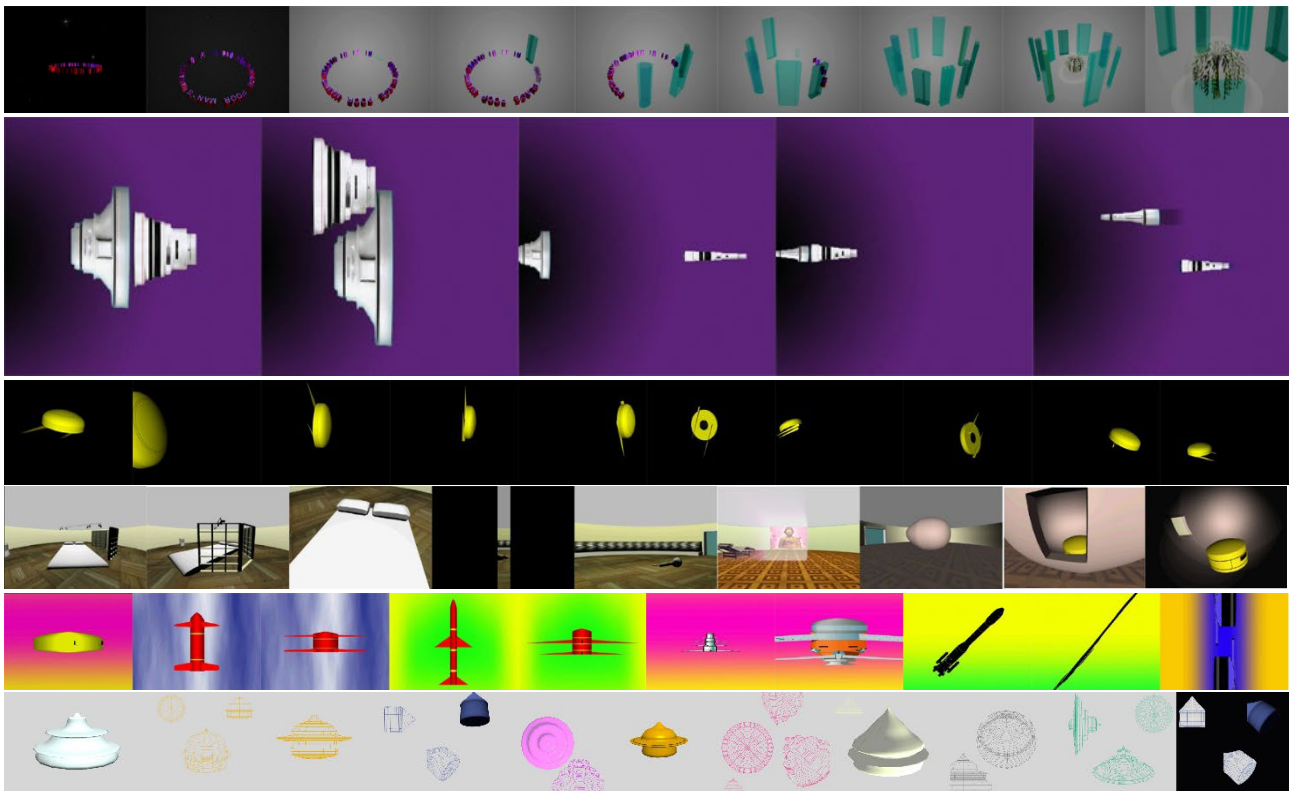


MAK Museum Vienna, 2007

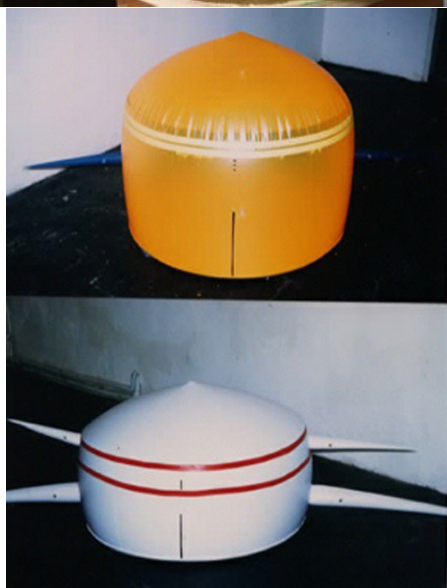
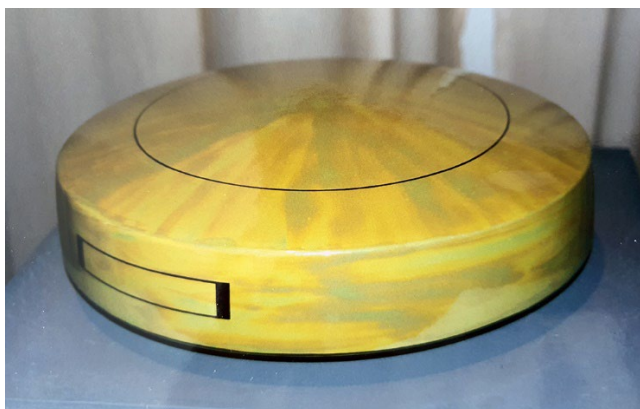
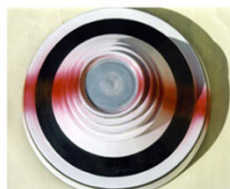
Digital & Net art in public space 2007-2003



Animations & Net-artworks 2005-1996



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



Arte contemporanea Catania, 2000



48a Biennale di Venezia, 1999

More pictures at: <https://www.instagram.com/chiarapassa/>

Video sneak-peeks at: <http://www.youtube.com/user/TheChiaraPassa>

AR -AI Apps-Artworks

Android: <https://play.google.com/store/apps/developer?id=Chiara+Passa&hl=it&gl=US>

IOS: <https://apps.apple.com/it/developer/c-p/id433629830>

Full CV-statement with prizes, art-residencies, talks, group and solo shows at:

<https://www.chiarapassa.it/cv-english.html> Resumé: <https://www.chiarapassa.it/resume-chiarapassa.html>

Selected interviews and books:

- Civiltà Delle Macchine n. 2. Appunti sul Moderno. Superplace interview (ITA) by Elisa Albanesi (pgs. 81-85), Ed. Fondazione Leonardo, Rome.
https://www.fondazioneleonardo.com/sites/default/files/downloads/2024-07/CdM-2_2024-per-Web-b.pdf
- Red-Eye Magazine <https://red-eye.world/c/beyond-reality-chiara-passa-s-artistic-journey-into-the-virtual>
- 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>
- 2021 Chiara Passa, Ideasonair Blogging as an Open Art Project. Edited by Silavana Editoriale. EAN/ISBN 9788836649112.
- 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/chiarapassa/12753>
- 2019 Chiara Passa, Object Oriented Space Gangemi Editore (Ita/Eng) ISBN 9788849237443
- 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/>