

Marco Mendeni

r_lightTweakSunlight 01

[HD Video

2014

Dimensions Variable

created with the CryEngine 3]



"r_lightTweakSunlight" is the simulation of a fictional world and a suggestive places exploratory documentation inside the machinery, a trip through its contingencies and its dark sides. A path through seemingly real worlds which fragment themselves in the vision, losing volumes, shapes. He deconstructs and disintegrates the matter, aimed to a gradual change of the environment. Spaces of perception are destined to live exclusively in the virtual memory of a computer, and this kind of creation lives of the provocation for the loss of functionality. The world created by Marco Mendeni consists of charts, lines, vectors, an environmental anamorphoses which disassemble the space. The transition from one environment to another is the transience of each digital item. The overlapping of spaced elements destabilizes the viewer and, simultaneously, suggests possible truth, like a deconstructivist architect who breaks the figurative systems because of the need to broaden the concept of form. Combined with images, sound choice is a reworking of very strong ambient sounds.



exhibition “r lightTweakSunlight 01” (2014/2016)

GAME VIDEO/ART. A SURVEY, XX1T Triennale International Exhibition, IULM space, curated by Vincenzo Trione and Matteo Bittanti, Milan, Italy

BNL Media Art Festival, MAXXI Museo nazionale delle arti del XXI secolo, Roma, Italy

The Wrong. new digital art Biennale , Galerie Charlot, curated by Filippo Lorenzin and Kamilia Kard, Paris, France

12th Athens Digital Arts Festival, | Historic center of Athens, Greece

NO NAME [that's the way the cookie crumbles], curated by Roberto Borghi, Theca Gallery, Milano, Italy

6PM Local Time, WeMake, curated by Domenico Quaranta and Fabio Paris, Milano, Italy

FILE | Electronic Language International Festival, curated by Paola Perisinnotto, San Paolo, Brasil

Off Biennale Cairo, curated by Elena Giulia Abbiatici, Cairo, Egypt

EXTRA/ORDINARY WORLD | SpazioBarnum, curated by Federica Patti, Bologna, Italy

Ende Tymes IV | curated by Bob Bellerue, New York, U.S.A

Perduti nel Paesaggio | MART Museo di Arte Moderna e Contemporanea / curated by Giorgio Verzotti, Trento, Italy

DIGITALGRAFFITI | ArtTechnology, curated by Mike Ragsdale and Brett Phares , Alys Beach, Florida, U.S.A

NEVER ODD OR EVEN | gallery Team TITANIC, curated Team Titanic, Berlin, Germany

Credits:

a project by Marco Mendeni