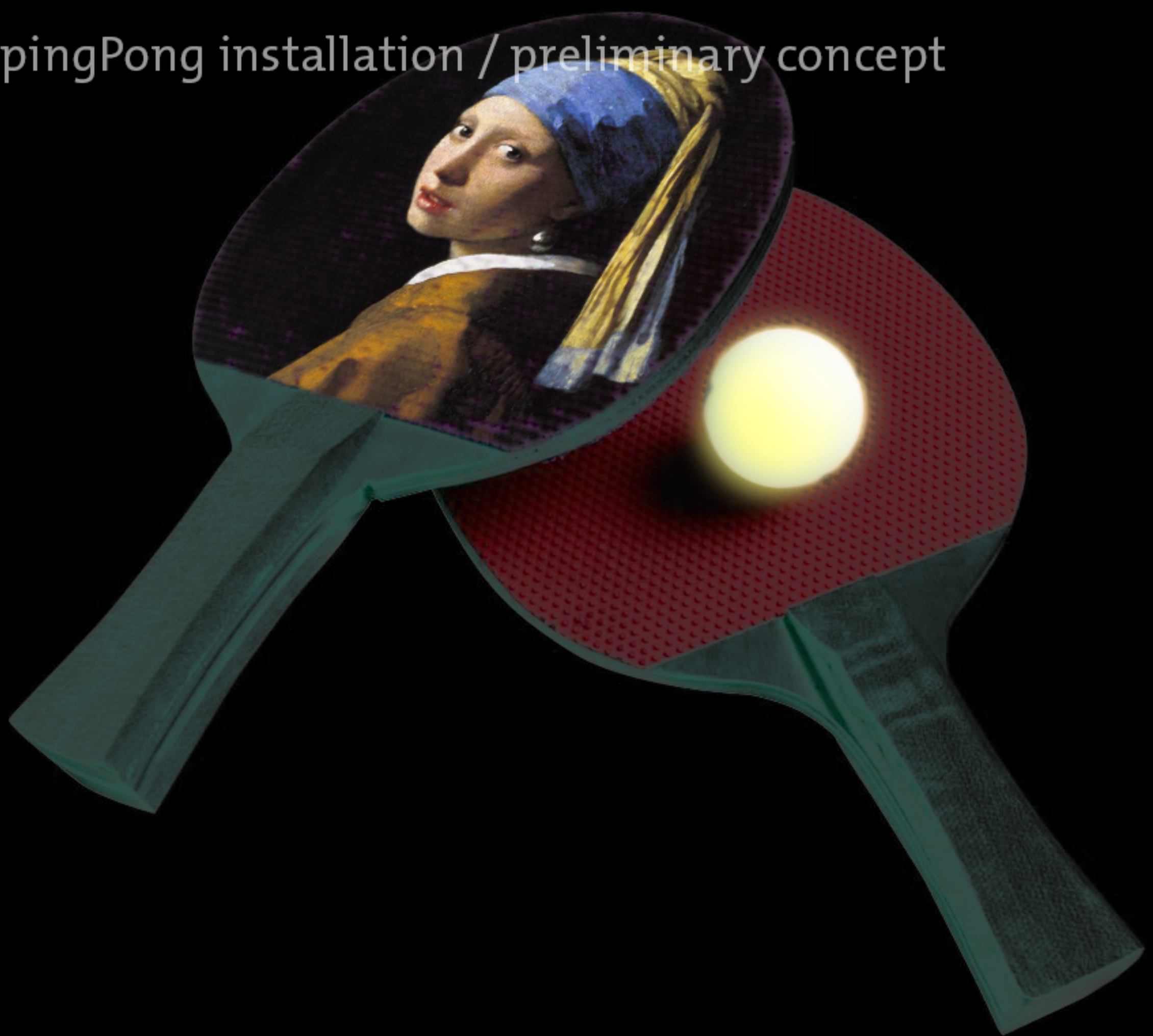
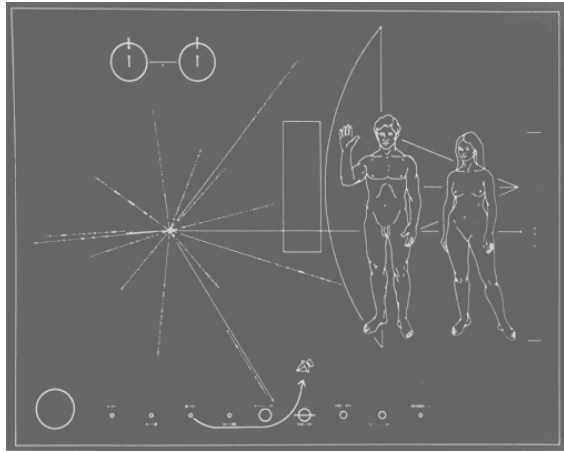


ZappingPong installation / preliminary concept





THE COSMIC ORDER IS RULED BY MOTION. THE EARTH IS SPINNING. PEOPLE, PLACES AND THINGS ARE INTERTRIGGERING EACH OTHER'S DISPLACEMENTS. THAT IS THE CONVERGENCE WE AIM TO INVESTIGATE.

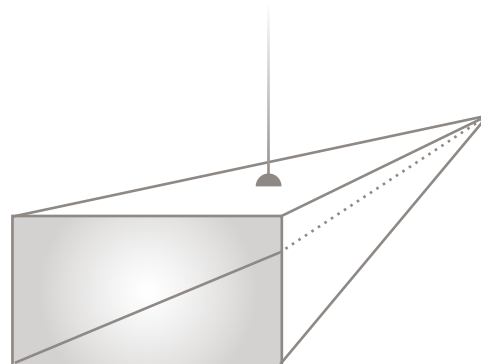
TO DO SO, ZAPPINGPONG INTERPLAYS THE PREDICTABLE MODALITIES OF AN EVERY DAY GAME WITH THE UNPREDICTABLE ONES OF POPULAR ICONIC MEMORIES.

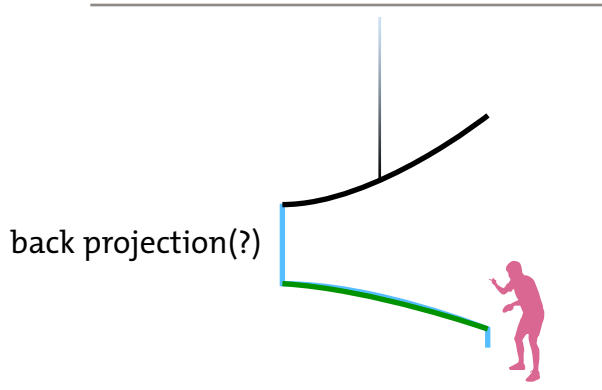
ULTIMATELY, THE INTERPLAY IS EXPRESSED AS A SONIC DRAMATURGY.

The sense of Death, of Life, of impossibility to approach Eternity are immanent even in the most insignificant human activity, especially those without any practical goal connected to survival. Some sports and games, with their unstoppable need to overcome boundaries, become a metaphor, a mirror of human existence. Such as table tennis.

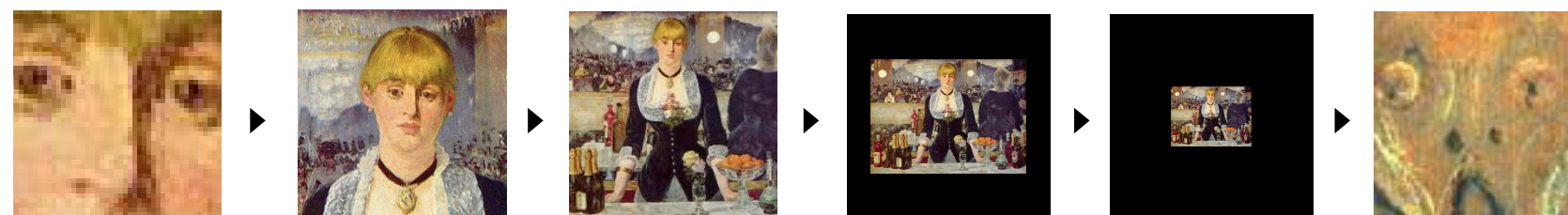
With the binomial hitting of the ball – missing it becomes the quintessence of human life: yes/no, 1/0, life/death, wakefulness/sleep. But also of time perception: the ephemeral moment, the present, flowing inexorably away, in a continuous back and forth between awareness of the single moment (of existence) and an unconscious passing of time.

Such an act, maybe the core of human behavior, triggers plenty of different worlds: memories (visual and sonic), connections (chats switching on and off in real time), presence in different places (players' image projected far away) and, surreal and constantly in motion, the irregular, dramatic beats of the ping-pong ball, true Demiurge of this never ending process.

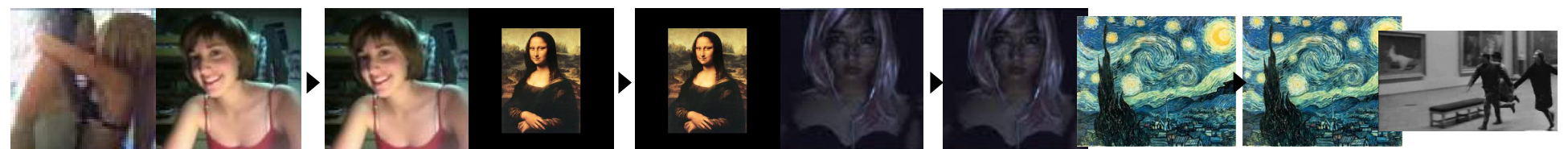


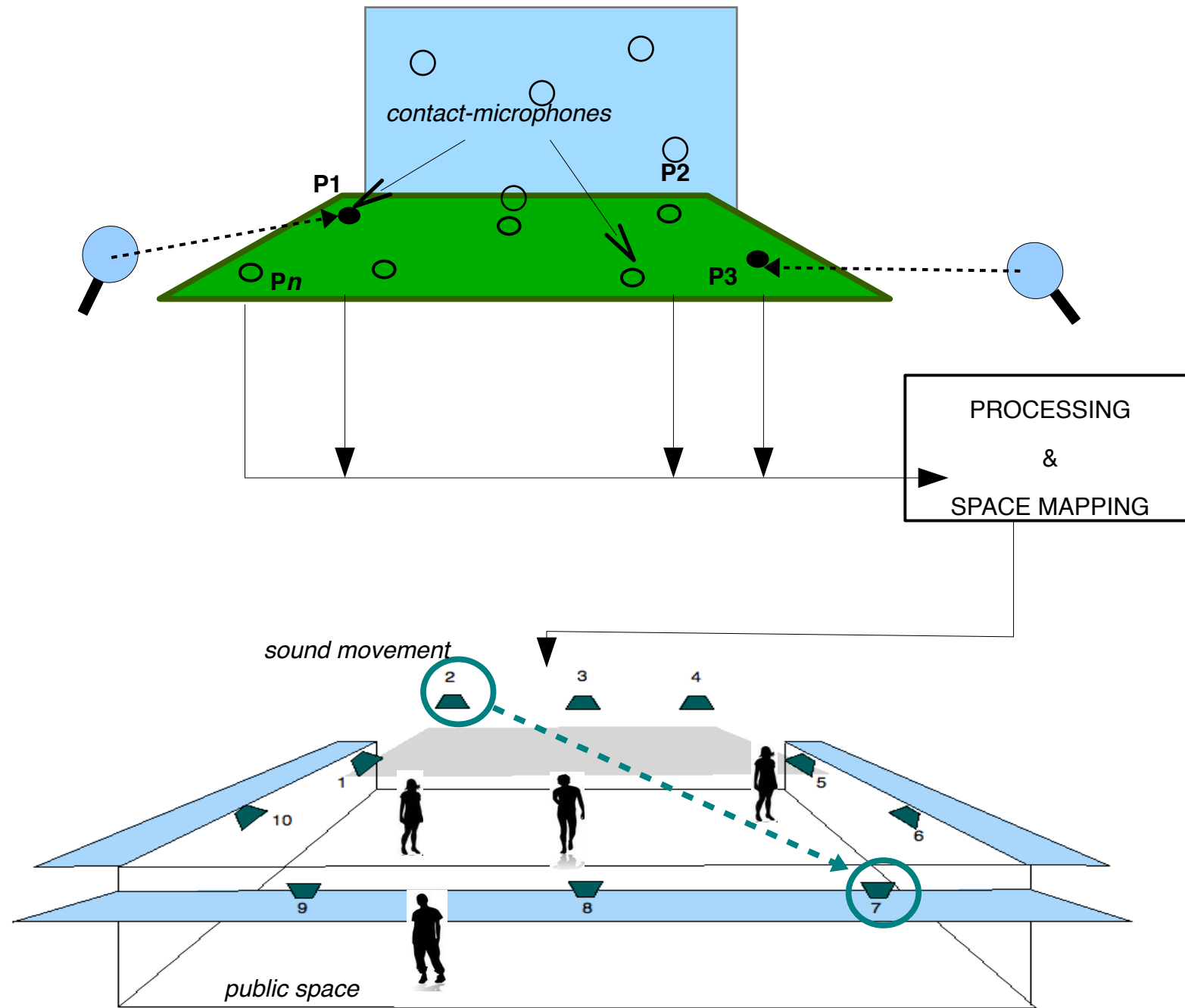


screen scheme 1:
Visitors play againsts famous portraits, pushing them from close ups to tiny views and then to new paintings--hence creating unpredictable triads



screen scheme 1:
Visitors play Chatroulette two screens at a time, as if being two online users.





Erik Adigard is a co-founder of M-A-D, a media and experience design studio based in Berkeley, California. His body of work includes numerous visual essays and websites for Wired, the short documentary Webdramer, the book Architecture Must Burn and branding campaigns for IBM. Large exhibit commissions include Villetta Numérique in Paris, ExperimentaDesign in Lisbon and two Venice Architecture Biennales. Adigard's creations have been shown in galleries, museums, film festivals and publications world-wide. Among top awards, he received the Chrysler Award for Innovation in Design and the Rome Prize. He is a member of the Alliance Graphique Internationale.
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Valerio Sannicandro defines himself a "sound architect". As composer and conductor, his works are deeply immersed into the idea of 'space' that he researched at IRCAM (Paris), at ZKM (Karlsruhe) and at Experimentalstudio (Freiburg). Compositions like Strali (2002), Ius Lucis (2006/2007) and Forces Motrices (2010) are the most outstanding examples of his interest in large orchestral instrumentations, as well as of his concern with the role and the aesthetic of (live) electronics. Affiliated Fellow at the American Academy in Rome, Valerio Sannicandro has been invited at the Villa Kujoyama (Kyoto) and received numerous prizes and awards. His works (recorded a.o. by WERGO) are published by Edizioni Suvini-Zerboni (Milan).
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