

ALESSANDRO CARBONI
OVERLAPPING DISCRETE BOUNDARIES



within the project
Focus on Art and Science in the Performing Arts
with the support of the
Culture Programme of the European Union

Lâu Nay – Fiest Study

concept, direction, object-media base and choreography | Alessandro Carboni
dance | Jianan Qu
sound | Dickson Dee
technical direction and interactive media | Emanuele Lomello
physical computing and visual: Z25 | Z25/ Arnaud Loonstra and Machiel Veltkamp
software development | Gabriel Rapetti
assistance and organization | Alessia Meloni
production | Associazione Culturale Ouroboros
scientific contributions | Elisa Poli, Riccardo Mantelli (Urban Proximity Detector),
Wallace, Chang - School of Architecture of Hong Kong, LaDU/Lab. of Urban Density -
Faculty of Architecture- Cagliari, Paolo Atzori
support | Noise Asia, Hong Kong; Fabbrica Europa; Bunker and Muzeum, Ljubljana;
Abitare; D3D_Master Digital Environment_NABA

Asia Tour Team

concept, performance, object-media base and video | Alessandro Carboni
sound and music | Dickson Dee
documentation | Laing Guo Jian
collaboration: Riccardo Mantelli (Urban proximity detector and software development)
contributor for research | Elisa Poli | Wallace Chang (School of Architecture of Hong Kong)
producer | Noise Asia (Hong Kong)
co-producer | Associazione Culturale Ouroboros (Italy)
commission: Dawang Culture Highland (China) - Support | Fabbrica Europa - Firenze (Italy) LaDU/Lab. of Urban Density - Faculty of Architecture- Cagliari (Italy) | D3D_Master Digital Environment_NABA (Italy) | Abitare (Italy) | Newbleep MediaLab - Aosta (Italy)

Kuala Lumpur - Malaysia
Foshan - China
Singapore
Hanoi - Vietnam
Ho Chi Minh City - Vietnam
Shenzhen - China

Progressive archive. In the era of the disseminated city, of hyper-production of images and new media appears necessary to be an argument the concept of time, a reflection on the idea of memory that appears the difficult space within in which to build emotions and verify connections and assumptions about the different relationship strategies. These factors converge in one dimension, the progressive archive, which increasingly shifts its physical aspect to that of a temporal flow fragmented in several places, as many times and many places in our lives have become multi-dimensional compound of physical places, but increasingly geared to virtual spaces in continuous re-definition. The geography of bodies need for a new map that is so conscious and receptive to these constant changes that feed our lives.

From rural surroundings to European urban landscapes or Asian megacities, the reality explored by those who decide to investigate these issues is re-drawn by the suggestions of new frontiers and new ways of relating to space. That is the emotional geography: a map of places where we experience a geography that involves the sensitivity but acting through time to almost scientific research conducted with care. This is the meaning that emerges from the research of Alessandro Carboni, in which geo-cultural politics has become a keen observer and interpreter. *Overlapping discrete boundaries* born after the research project *What Burns Never Returns (WBNR)*, who investigated and reflected on the transformation of anthropology and socio-cultural transformation of individuals and on how technology, infrastructure and individuals are organized in urban space.

The emotional geography. In *Overlapping discrete boundaries*, the research will focus on the one hand, objective analysis of urban space through geo-locative technologies for exploration and mapping, on the other subjective and intimate relationship between the observer and the environment he perceives. The environment he creates in his mind is in fact a sum of objectivity and subjectivity constantly revised. The aesthetics of the project relates strongly to these survey instruments that take into account the objectivity of space and subjectivity of the gaze experienced actors. The object of investigation becomes the process of perception. In this perspective the proposed themes of the project focuses on the individual and its perception of space and urban flows. The plots are generated a grid in constant transformation: man is the owner and the entity that can change the space, generate new streams of motion. Perception plays a decisive role: the man, understanding the environment that surrounds it is able to affect real change in space. The perception becomes the true place where these mappings encode subjective. Urban space, for example, is not represented for what it is - as in the maps - but with a redefinition of space and translation from real to metaphorical and physical disabilities.

Cognitive Choreography. Incredible researches in the field of molecular biology, biochemistry, genetics, cognitive science and neurology, have extended and amplified the knowledge about perception and learning, possibilities and meaning of body. For example, the revolutionary theories of the biologist Charles Darwin on evolution and natural selection or the concept of "meme" by Richard Dawkins, the theories of system development self-replicating, viral theories or new theories on genetic classification.

Within this frame of research, the process choreography is consider as a learning system: a model of interpretation of reality. The learning process happens through continuous connections between brain and body, synergy and empathy between cognitive and physical shifting. These kinesthetic processes, offer the opportunity to easily explore the connections between mental and physical, between the brain and body, between the imaginary and the real, or what is commonly cognitive science investigating. The choreography becomes a tool to investigate, codify and study cognitive process of perception and learning. The body of the dancer is the territory in which to project, shift and overlap spaces from real to metaphorical and psychic.

ALESSANDRO CARBONI concept, choreography and dance

Alessandro Carboni is a multidisciplinary artist who divides his efforts between different practices. His focal interest is on body movement and its relation to the surrounding spaces. For several years now, Carboni has been studying visual art, choreography. In the last five years Alessandro has been working on creating a new methodology ROT – rules of thumbs, for choreography, which combines elements of dance, visual art, urban geography, mathematics and system theory.

At present, he is expanding the scope of this research, which incorporates the activities of 'LaDU: Multimedia Laboratory of Urban Density' at the University of Architecture in Cagliari.

Carboni teaches 'Methodology and Performance Practice' for a Master course in Performance Design and Practice at Central Saint Martins in London, 'Digital Performance' for the Master course Digital Environment Design at NABA in Milan. He teaches also at the school of Architecture in Hong Kong.

RICCARDO MANTELLI software development

Riccardo Mantelli is a Italian interactive media artist and designer producing both public and private artworks for collectors, institutions and companies. His areas of expertise include: installations design, responsive environment and interaction design, crossmedia design, new media in architecture and public space. In his experimental activity, it manages to mix different languages and areas of expertise, from media communication to design, art and architecture, from Italian design and art tradition to new electronic aesthetics. Honoured as the winner of Newstoday® Brand Promotion Contest (NYC).

XTEND3ED/LAB visual & interface design

Xtend3dLab is a team of experimentation and search addressed to the realization of plans that are stung of encounter between social needs and arranges technological.

Communication, education, entertainment, ethics, research of new languages and of new visual landscapes, medium digital art, live are to the base of the creation of devices and installations in which the dimension of the interactivity, the edutainment and the behaviour chagement they are in first floor. Xtend3dLab is born in 2007, aggregating to the multiple personalities and professionalities that have been formed and met in the within of the Master in Digital Environment Design, directed from Paolo Atzori and accommodated still today at NABA of Milan.

Point of exchange and collaboration between professional artists, from the 2007 association has realized innovative plans, selected for important festival and events.

In Xtend3dLab, experimental and applied art, architecture, designs, sciences, linguistics, literature, theatre, music, video, dance speak between they and they are translate in plans.

DICKSON DEE music

Sound artist, producer, composer, label founder, organizer, curator, Dickson Dee has been engaged in the music industry for more than 20 years. His career started from importing European independent labels to Hong Kong, China and Taiwan; followed by establishing his own music label, organizing concerts etc. His experience includes distribution, import/export, creation, publishing, promotion, artist management and other kinds of works in the industry.

He has made a great contribution to the development of independent music in Hong Kong, China and Taiwan. In 1996, Dickson's debut solo album "PAST" was released under Tzadik label (USA). Since then, he began to set foot on the creation field with musical styles ranging from avant-garde to experimental, music concrete, electronic, new classical, industrial noise, dance, electronic world jazz etc. He has performed under different names and formed several bands. For example, DJ Dee for electronic experimental music, Li Chin Sung for music concrete and avant-garde, PNF for industrial noise, Khoomi Sound Machine for electronic world jazz, Dickson Dee for electronic acoustic, sampling cut 'n' paste and turntableist. He has collaborated with many artists such as Zbigniew Karkowski, Otomo Yoshihide, Sainkho Namtchylak, Maja Ratkje, Sachiko M, Werner Dafeldecker, Patrick Pulsinger, Cdrk, Tujiko Noriko, Tetsuo Furudate, Yoshida Tatsuya, Keiji Haino, Adichi Tomomi, Astro, Makigami Koichi, Kang Taehwan, Lawrence English, Electronicat, Park Je Chun, Jonas Hellborg, Uwe Dierksen, VJ Milosh, Dr Das etc. Dickson set up his personal label Dicksonia Audio beside Noise Asia, which concentrates on the release and publishing of his own works.

This provides more freedom and convenience to further develop his creativity. Besides concerts, Dickson also appears in arts academy and university for workshops and lectures to share his experiences with students, hoping to trigger their interest on sound art and music; furthermore, to give them a better understanding on the different aspects of music.