

Soul

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of City

I believe that every opportunity, no matter how small and seemingly irrelevant, is always a chance to experiment and raise the bar, even if only by a few millimetres. And so it is with "Soul of City", an interesting event that occurs almost in the shadow of the world's most important marble and stone trade show and yet which has gradually become a highly valuable albeit tiny arena where a number of talented creative artists and brave businesses have had the courage and strength to perform and play together. The underlying objective was not just to produce "unique" objects, but more specifically to arrange fragments of a new metropolitan body into a kind of a paradoxical urban system in which visitors could stop and live, even if only for a few moments. A kind of landscape of objects designed to be experienced and lived, not just contemplated. This was the starting point for seven sculptors from seven countries all over the world whose original commission was later refined in collaboration with the companies involved. And the focus changed each time as it followed different directions. The piece by the British Sam Jacob together with Zanella Marmi worked on the paradoxical relationship between geometry and the irony of form as did the "Ghosts of future buildings" by the Spanish AMIDcero together with Helios. The stately and imposing sequence of four walls designed by the Turk Alper Derinbogaz with Garfagnana Innovazione contrasted instead with the powerful primordial matter imagined by the Mexican Eduardo Castillo for Elite Stone. Marble vaults in the hands of the sculptor were seeking a poetic narrative in the work of American Craig Copeland for Lavagnoli Marmi while the German June14 studio together with Nikolaus Bagnara looked at the imagery of Memphis by dreaming up an urban universe made of warm and simple domestic objects. Finally, the piece by the Chinese Li Hu for Pimar was a perfect form of greeting, inviting every visitor to steal a fragment of a perfect marble cube that would change under the action of each individual, just like daily life in every city. All these urban fragments reveal to us a hidden piece of the places we live in and transform. This exhibition-workshop is an invitation to have fun and discover, thanks to the unrestricted creativity of our sculptors and the power of the material used.



WALLS

STUDIO: ALPER DERINBOGAZ | COMPANY: GARFAGNANA INNOVAZIONE

MATERIAL: BARDIGLIO VAGLI, BARDIGLIO IMPERIALE ORTO DI DONNA, GRIGIO ARGENTATO

Condense, an installation designed by Alper Derinbogaz, is showcasing how the essence of natural stone and the city is concentrated through similar formations. In the metropolises of today, we do not have enough space, time or tolerance to expand the gaps. We are getting closer and even tightening/squeezing in cities. We are intensifying. In same flow of time periods in the history, we have been seeking to create more and exist more. Based on Nero's Rome, dating back to the 1st century AD, Condense reflects how man-made structures behave as intense as the natural elements. Emperor Nero provided divisions in the city to break apart the structures from one another. At that time, Rome was the first city ever applied the parcellization system, changing the possession states of the society. This period witnessed the birth of the concept of property. Taking Nero's Rome as a reference, we can develop different readings to today's metropolis. The idea of

the installation is based on creating a connection between the formations of the natural stone and the emergence of the cities. While investigating the relationship between the cities and the formations, the design team took the way how Metamorphic rock responses to gravity and pressure as a reference. Metamorphic rocks form through any other existing rock exposed to extremely intense heat and pressure. As the gravity and pressure form the Metamorphic Rock; urban facts such as migration, housing, trade and finance compress the city. In Condense, this transformation of pre-existing and current forms generates a future projection for cities through the surfaces of natural marble walls. Rethinking the wall as a fact representing a concentrated city, Condense shows this intense formations by taking the crystals of the marble as design language, reflecting marble's natural spiral form and cycle within the installation.