

In collaboration with Comune di Forlì & Techne, Forlì (Italy), for YPAD 2013 (Camariñas, May 7-10 2013)

Audio-visual performances by Filippo Venturi & Anonima Italiana

THE GAME OF WAR:

The Art of War by Sun Tzu
isn't

neither about war
nor its aesthetics;

it is more about strategy,
prevention and preparation to a conflict
than the conflict *itself*.

It is about discipline,
practice
and the setting of the *game*.

It is about creative thinking,
training,
communication,
collaboration,
adjustment,
planning
and virtuality.

Because there is no better victory
than a war that never was.

CREDITS:

Photography: Filippo Venturi

Subject: Romagna Rugby Football Club gameplay, shot over 2 years

Live sampling and electronics: Anonima Italiana

Samples: "Ima Read" (Instrumental) by Zebra Katz & Njena Reddd Foxxx
(© 2012 Mad Decent);

"The Art of War", narrated by Joe Mantegna (© 2003 Recorded Books)

IN OBLIVION:

Red Hook is one of the oldest quarters of Brooklyn and New York City.

The first settlement was in 1636, when some Dutch colonists founded the first village, Roode Hoek (Dutch for "red point", referred to the clayey soil that used to be a good point of reference for the incoming ships).

In Red Hook Al Capone took his first steps as a criminal.

In 1990 LIFE defined Red Hook "The crack capital of America".

Today the quarter lives thanks to muffled background sounds and noises; sea waves breaking on the coast, seagulls flying silently, wind stroking buildings and desert factories, an old abandoned machines mute echo pealing... Walking down the streets of this quarter, it is impossible not to perceive a nostalgic atmosphere.

Lately, because of the presence of low rent apartments, many young people and artists live here, laying foundations for a second birth.

I call superfield the space created by ambient natural sounds, city noises, music, and all sorts of rustlings that surround the visual space and that can issue from loudspeakers outside the physical boundaries of the screen.

By virtue of its acoustical precision and relative stability this ensemble of sounds has taken on a kind of quasi-autonomous existence with relation to the visual field, in that it does not depend moment by moment on what we see onscreen. (Michel Chion, *Audio-Vision: Sound on Screen*, 1994, Columbia University Press)

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Superfield, foley art and ambiences: Anonima Italiana

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