**PRESS RELEASE**

Marco Bolognesi  
**SENDAI CITY**

To the end of the future

**Opening reception**: September 25, 2014 at 7.00 p.m.

**Exhibition period**: September 26, 2014 - January 11, 2015

**Curator**: Valerio Dehò

With his project **"Sendai City. To the End of the Future", Marco Bolognesi** takes us on a journey to a potential future society. The exhibition is being held from **September 26, 2014 to January 11, 2015** at **Merano arte**.The artist's peregrination leads the visitor into a conflict-loaded, decadent metropolis of post-modernity, a nobody's place that is inhabited by cyborgs and governed by multinational corporations, created by an artificial intelligence.

Bolognesi (\* 1974, Bologna) presents a hyper-technological world full of cross-references, including the technique that the artist has applied to depict this world: the collage. With this technique, sculptures can be shaped with parts of toys, old B-movies can be cut and re-assembled, and new comic-type figures can be created in the puristic manner of cyberpunk. As in all postmodern art trends, it is typical for collages that the material for the imaginary worlds is taken from the most diverse sources, and genres are blended.

The result of the exhibition curated by **Valerio Dehò**, the art manager of Merano arte, is an installation on two floors, centered on a three-dimensional model of the city (3 by 3 meters). Here, the technologically experienced visitors can enter into a second cosmos of images through "augmented reality" and the latest tablets, if they point the display in various directions within the room.

The exhibition is supplemented by a large series of color drawings by Bolognesi. They were the first step in planning his universe made up of buildings, spaceships, and inhabitants.

The visitor takes on a bird's-eye perspective, as though from an airplane cabin.

The exhibition is supplemented by pictures and color drawings, showing the initial drafts of the buildings and inhabitants of Bolognesi's universe. The godesses of Sendai City play an outstanding role in this universe: they are exhibited in light boxes.

Moreover, models of space shuttles are shown in special arrangements.

Marco Bolognesi encapsulates: *"I am convinced that places are inspirited and marked by the events that took place there. Therefore, I animate my metropolis with persons and stories from my own world, from movies that I like and the culture that inspires me. Stories that meet on the streets, in the buildings and trains of this timeless future that my metropolis represents."*

These stories are best told as movies. That is why the artist falls back on Italian science-fiction movies from the sixties and seventies, as they are full of references to the politics and society of those days, and they use the future to talk about the present.

The artist uses old movies by great Italian producers as a basis to blend the past with the future. He mixes them with contemporary film material

to tell us about his post-human and post-punk world, using illustrations and animations, images and video clips. The exhibits also include the first sequence of the movie *Blue Unnatural,* which is screened by a projector made up of countless Meccano parts. The full movie (approx. 30 min.) will be shown on **October 11,** the **Day of Contemporary Art,** organized by AMACI, the Italian association of museums of contemporary art.

The video is about the metropolis Sendai City, the first urban architecture of the "Bomar Universe", as Marco Bolognesi's universe is called. The artist has been aiming at the enactment of a narrative world for some time, integrating all of his works - photographs, illustrations, and drawings of the past ten years - like tiny tesserae in his artistic oeuvre.

The video stars the persons who are part of this artistic process: mutants, robots, and cyborgs. The actual core of the work, however, is the city itself in its fantasy and cyberpunk nature, its modular design and network architecture, where the mixture of ethnic groups, languages, and species bear witness to the power of information and technology, to globalization and the transition from a posthuman to a postmutant world.

The movie is also an homage to the Italian producer Antonio Margheriti (\* 1930 Rome – † 2002 Monterosi, Viterbo), better known under his pen name Anthony M. Dawson, who broke the ground for Italian and American B-pictures with his horror and science-fiction movies.

*Blue Unnatural* is borne by the desire to manifest oneself through many forms of expression. The outdoor scenes were shot with a mock-up, a true-to-scale model of Sendai City (typical for the B-movies of the sixties), and then animated in the post-production process by means of light, flying objects, and screen advertising. For the indoor scenes, however, many sequences of Margheriti's movies were remounted and reconstructed. The updated version of the movies resulted in a storyboard that was then printed, shot by shot, painted over with pastel colors, digitalized, remounted and animated.

A catalog published by NFC edizioni will accompany the exhibition. It includes an interview that the curator, Valerio Dehò, led with Marco Bolognesi, as well as contributions by Massimo Sgroi, Roberto Terrosi, Pierluigi Molteni, and Nicola Dusi.

After it has been shown in Merano, Marco Bolognesi's project Sendai City will be exhibited at Spazio ABC in Bologna and then at PAN – Palazzo delle Arti in Naples.