



We Are Not

The

Virus

*In pandemic times, how the forms of artistic
and creative co-production will adapt?
What are the limits of co-creation and what is
the value of the current models of interaction?
Which role can independent places of culture play?*

I AM
T

*While a virus is spreading around the world,
a man is quarantined in a cultural park.
End is unpredictable, hands are ready.
Wi-fi is open. Everyone is welcome.*

VIRUS
T

Scenario

The security measures imposed by the various countries to contrast coronavirus are forcing most people in quarantine inside their homes, creating a context that is both privative and experimental. While humans discover self-knowing and redefine new limits of interaction with the world, the gathering places of our cities have lost their primary or collateral function, and the conditions for traditional processes of co-production, coexistence, and sharing have ceased. The emergency is declared, but not the end of the contamination, that is still growing worldwide. As of today, Italy is one of world's centers of active coronavirus cases.

The door from another era is open, but what we will take with us?
Which role do we have, and how will we perform it without traditional models?

I Am The Virus

I am the virus / We are not the virus is an *artist-in-through-residence* developed by Carlo Roccaforita during his quarantine in Periferica - a 4500sq co-created cultural park based in Mazara, Italy - which is founder and director.

But...hey guys, this is me! I'll speak to you directly: I'll live in this place until the end of the pandemic. *Like a virus*, I'll live in a miniature world, by dividing it into two parts: a *destructive* one and a *productive* one.

- The destructive part *-I am the virus-* will host "*first day - last day*", a streaming performance where every day, for 10 minutes starting at 12, I'll always dig in the same place until the end of the pandemic is declared.
- The productive part *-We are not the Virus-* is the part for which I am asking for **your contribution**. This is a totally empty space dedicated to your proposals, which can be realized *through* me, with the help of the tools and materials available. Applying to the **form**, you can propose an artwork aimed to the transformation of space and/or reflecting a specific theme.
The aim of this experiment is trying to explore the limits of traditional forms of co-production, while using the available tools in this pandemic situation. While every form of art -sound, music, performance, mural, multimedia, and so on- is accepted, artwork must be doable with limited resources.

Periferica is a space hosting a process of regeneration through educative formats and events, so I have some tools and materials available, from paint to wood, from screws to cropper, from computer to video projector.

Who can apply

Admissions are open for artists, architects, designers, curators, students of Architecture, Design, Visual arts, Academy of Fine Arts, creatives in general from all over the world. There is no age limit and no sex is discriminated.

Keywords

Scraps Economy - Political Awareness - Cultural Spaces - Reuse - Social distancing
Smart working - Co-production - Augmented Cities - Marginalities - Performative Society - Interaction Design - Arcaic Habitat - Anthropocene - Resilience - Pandemic - New Scenario - Adaptable Cities - Crisis - Globalization - Human Shelter - Generative Culture - Community - Digital Divide - New Ethics - Dystopia - SelfKnowing - Interconnectivity - Virtual Life - Post Apocalyptic - Quarantine - Media Culture - Lifestyles - Mobile Society - Tabula Rasa [...]

Selection criteria

Artists will be selected according to the **coherence and uniqueness** of their research, the overall quality of the project and the conformity with the proposed subject.

Schedule

I will take care of **one artwork every 3 days** (2h x day) until the end of the pandemic is declared. Scheduled will be made according to the kind of work that will be performed, in order to optimize the planning, the set-up and the start. Every submission will be evaluated, and every production detail will be studied in deep with the artist. Duration could be extended if needed.

Streaming

All the productions will be live on the [Periferica Instagram channel](#).

I am The Virus performance will be held every day starting from 12:00.

We are not the Virus streaming will be held every day at 18:00, but could change in accordance to the artwork. Streaming could be done together with the instagram channel of the artist involved in the production. A full program will be developed.

Casa Periferica

Casa Periferica is a co-created cultural park born from the regeneration of an area of 3000 square meters of an ex-kindergarten and an ancient tuff quarry in Mazara, Sicily, Italy. Multifunctional space, every year it hosts training, educational and cultural activities, including the International Festival of Urban Regeneration, which brings together hundreds of students and professionals of Architecture, Design and Communication from all over the world. With a strategy devoted to open-source methods, involving outside parties in the planning of new activities and services, Periferica runs a process involving people and places together. Since 2013, around 300 people have lived Periferica renovating the space through architecture projects, ephemeral installations, mural works, multimedia, usually sharing their know-hows and melting with the local community.

Spaces + Resources

Periferica is a complex of different spaces articulated on three different levels: a community hub, a park and a hypogean museum. While the hub has different services, the park have no specific purpose. Imagine every space as a white paper you can write as you want. In Periferica, there is a warehouse whit scraps of different materials, and tool: paints, brushes, wood, drills, [...] as well as computers, audio speakers, video projectors.

Tools

During our urban regeneration festival we carry out a participatory construction site of about 80 people. After, everything is preserved for the next edition.

The tools come from the warehouse, and from my personal resources:

- 1 Sliding compound miter saw, 1 orbital sander, 1 belt sander, 1 mouse sander
- 1 Impact Drill + Screws of different type, 20 brushes, 20 rollers
- 5 measuring tape of different length - max 50m
- 2 video projectors, 4x100 watt led spotlights, 1x600 watt audio case
- 1 Brother Printer A4+A3 formats
- 1 iPhone XR, 1 Macbook Pro, 1 iPad Pro
- 2D / 3D design software
- [+ everything that can become a tool]

Materials

- Paint: red, white, yellow, blue, black. Medium 4lt x color
- Wood: fir and larch, common dimensions: 5x5, 10x2, 12x2, 4x4, 8x8, + scraps of different sections
- Earth: dark, light earth, clayey earth
- Plants: about 50 *Chamaerops Humilis*, 50 *Cycas Revoluta*, 1 Monumental *Pinus Pinea*, 10 *Capparis Spinosa*, 400mq *Stenotaphrum Secundatum*.
Also, please consider vegetable scraps.
- Tuff: regular segments (20) 15x10x8 + different irregular and square sections
- Various stationery: A4, A3 sheets, pencils, pens, colors [...]
- Ropes of different thickness, color and length
- [+ everything that can become a material]

Carlo

I have not specifically skills for artwork production. In this experiment, please consider me as your un-skilled avatar, that you can follow through your artwork production. In Periferica, I am the creative director, manager and designer. I have designed, created and managed different formats for urban regeneration, as well as workshops, international competitions, mobility programs and artistic residences. Also, I love to make coffee for everyone.

Periferica

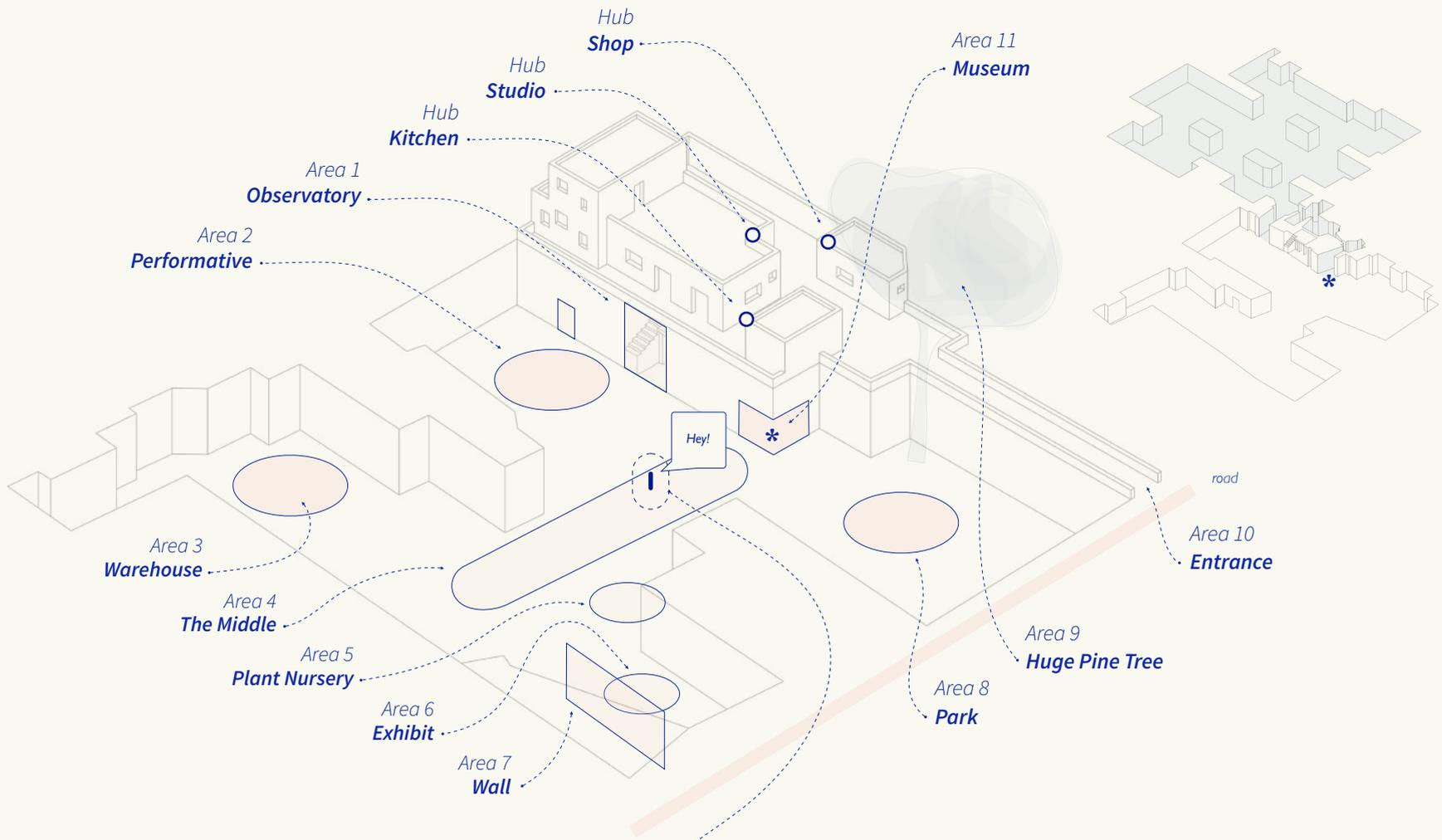
Periferica promotes urban regeneration through social, cultural and artistic processes to strengthen the link between communities and territories.

We help public and private subjects towards the development of **formats** capable of rehabilitating abandoned or underused areas, accompanying them from the analysis phase to the drafting of specific programs capable of including communities within a process that generates urban, social and cultural impact. We design processes to convert **abandoned areas** into useful spaces with-and-for the local community, developing solutions through a trans-disciplinary, multi-scalar and co-creative design approach, from architecture to multimedia.

Visit perifericaproject.org/iamthevirus

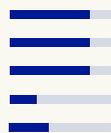
Creatives from all over the world are invited to the first art residency remotely performed through an avatar.

SPACES

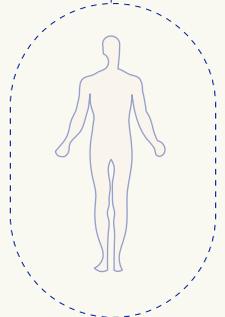
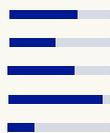


AVATAR

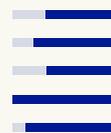
SOFTWARE
2D/3D
PHOTO
GRAPHIC
SOUND
VIDEO



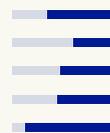
HARDWARE
SAW, DRILL
PAINT
CONSTRUCT
MAC + IPHONE
SOUND



CORE
STAMINA
COMMUNICATION
AGILITY
MOTIVATION
PERCEPTION



IDENTITY
WORK
PLAY
HELP
SHARE
EXPERIMENT

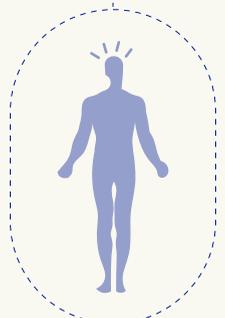


ARTIST

morphology free



extension free



dimension free

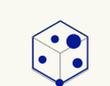


shape free

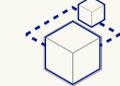
components digital / physical



materials available ones



production 1-3 days x 2h



medium whatever

PROJECT

artists from all over the world



no categories everyone is welcome



free themes about this period

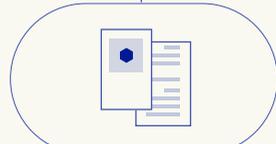


streaming every day on IG

SUBMISSION

Idea
A4 project - max 2000 letters
+ Pics/images - free layout

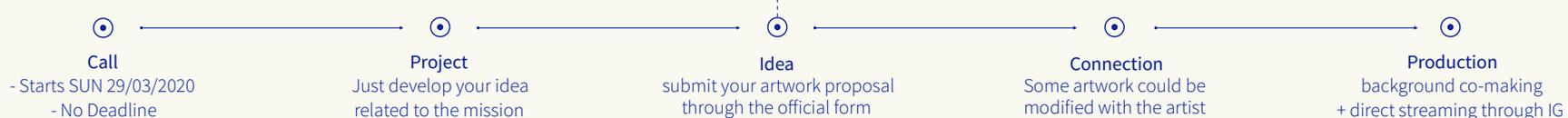
Denomination
username_[artwork name]_[category]_VIRUS2020



Submission
send your proposal only through official form

Format
PDF
Max 20 MB

ROADMAP



Call
- Starts SUN 29/03/2020
- No Deadline

Project
Just develop your idea related to the mission

Idea
submit your artwork proposal through the official form

Connection
Some artwork could be modified with the artist

Production
background co-making + direct streaming through IG

LINKED IN

WEBSITE

FORM

INSTAGRAM

FACE

QUARRY



HUB



MUSEUM



AVATAR





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I Am The Virus / We Are not The Virus
artist-in-through-residency

Periferica

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*Thanks for everyone who will support this project.
We are Humans. Let's spread humanity.*

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