

proyecto / project

sandpit

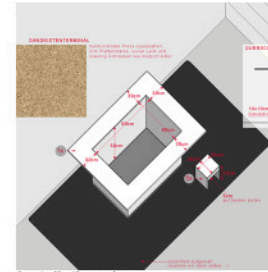
de / by > calc

tiempo / time > 2001

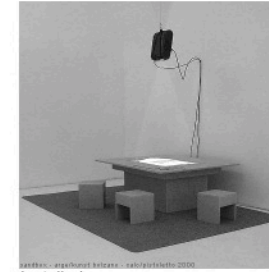
campo / field > art, communication

dirección / address > Galleria Ar/Ge and the Free University of Bolzano

vista / glance



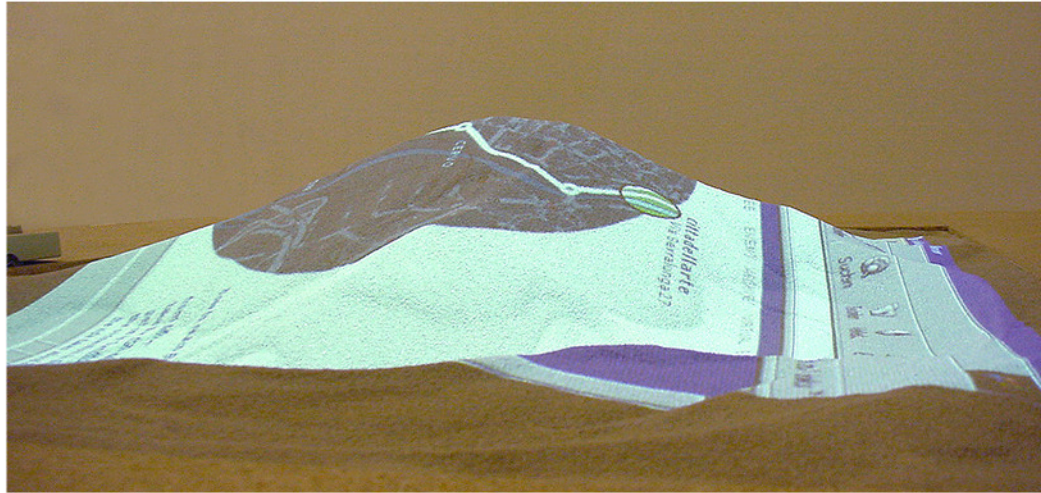
installation plan



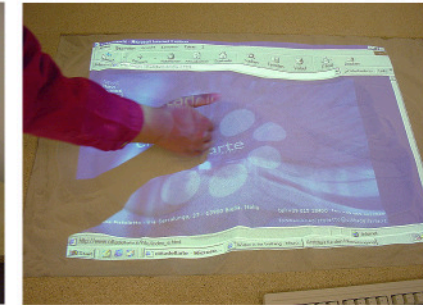
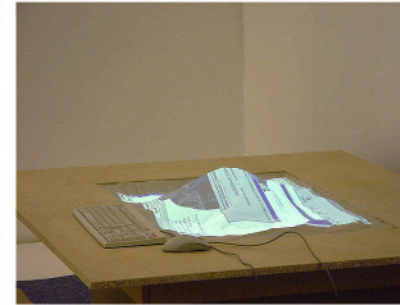
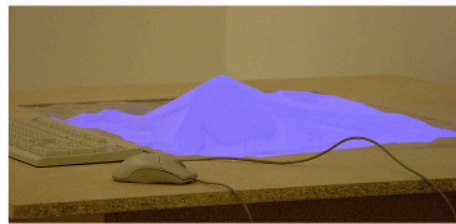
installed



working



details of sandpit



resumen / brief description >

In 2001 we showed *sandpit* in *Galleria Ar/Ge* in Bolzano. This box full of sand was a "sculptural sketch" for a bigger installation for which we were invited by the *Free University of Bolzano* (*Galleria Ar/Ge* was showing all models from all invited artists). *sandpit* we described as a telematic terminal for a group of persons (not a PC - Personal Computer, but a CC - Community Computer) and with the possibility to bring the "flat information" into the third dimension: above the box of plywood which was filled with quartz sand (white and with the +- size of a pixel) there was a net-connected projector installed which projected contents people were visiting in the internet. This way we wanted to give an idea for what we were planning to realize on a bigger scale for the students of the university: a CC which steps out of his personal frame and permits to have and to investigate the possibilities of a telematic forum, open to all the students of informatics and design - the faculty where our work was placed two years later. Unfortunately we had to develop something less innovative then, because the responsables from the university were afraid that *sandpit* ends up as a huge ashtray.

en colaboración con / in collaboration with > Michelangelo Pistoletto and Tal Adler