

**REGINA
SILVEIRA**

Colloquium

São Paulo, February 2023

COLLOQUIUM

Regina Silveira, 2022

in collaboration with:

Marcos Cuzziol (software)

Rogéri Rochlitz (sound design)

Demetrio Portugal (technical coordination)

Colloquium is part of a series of artworks, in different media, made as an attempt to update, in contemporary times, the old biblical plagues, historical and mythical. Operating on the hypothesis of their possible transposition to other territories of significance, the revisited pests would be non-linear metaphors of the much more furious pests that now plague us, globally, on several fronts: social, environmental, cultural and "civilizing", threatening a future that seems increasingly unfeasible.

The evil insects were first conceived as an expanded graphic pattern that could occupy walls and façades of architectural spaces. *Mundus Admirabilis* was first shown in Brasília, as part of the exhibition *Gardens of Power* (Centro Cultural Banco do Brasil, 2007), where it was applied inside a gigantic glass building, sort of splendorous cage where the insects allegorically addressed meanings of deterioration, connected to the political life in Brazil.

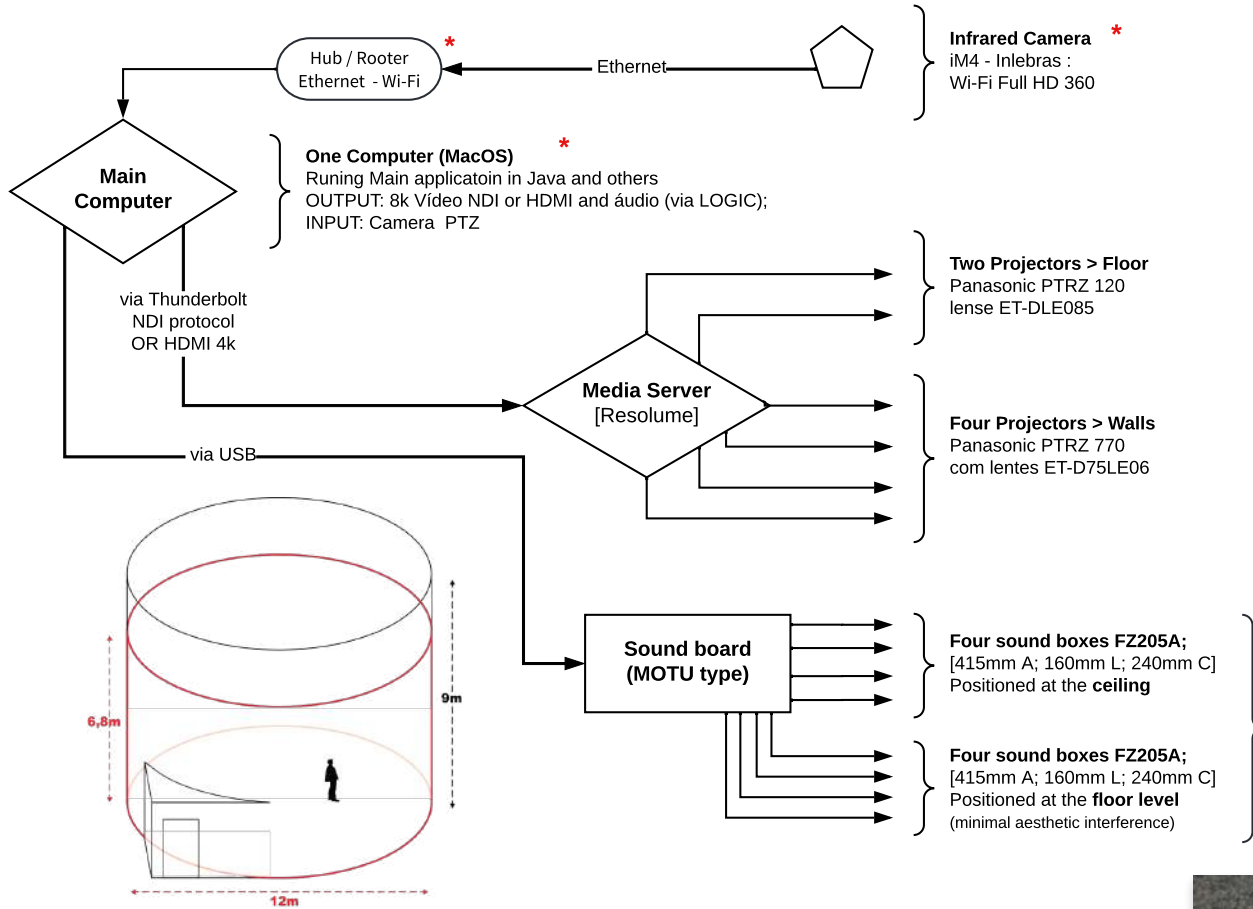
In other circumstances the accumulated insects were associated with domestic porcelains, such as in *Rerum Naturae with Mundus Admirabilis*, installed for the exhibition *PHILAGRAFIKA*, in Philadelphia (2010), directly alluding to plagues and the very present threat of global contamination.

Colloquium, the newest version, is an interactive virtual environment combining digital images and sounds. Conceptually, *Colloquium* came out as a poetical response to the ageless theme of the difficult dialogue between species.

Large virtual insects respond to human presence, or intrusion, metaphorically acting as an immunological system, dispersing or regrouping themselves depending on visitors' behavior.

In *Colloquium* the repulsion to contact between interactors and virtual insects – made explicit by the instantaneous erasure of insects and their successive multiplication through the walls – is reinforced by the environmental sound dimension. Formed by sound tracks specific to insects, the sound environment can become intolerable due to its disorderly accumulation.

From the start, *Colloquium* was conceived in terms of a technical collaboration involving specific software, environmental sound and a complex spatial grid for multiple projections, in order to provide the interactive experience and respond to the given space.



LINKS

backend.intelbras.com
Intelbras



ET-D75LE06 3-Chip DLP™
Projector Zoom Lens
Panasonic USA



ET-DLE085 1-Chip DLP™
Projector Short Throw
Zoom Lens
Panasonic USA



FZ : Seu som, definido.
Fzudio

Technical diagrama for MIS-SP
round room occupation.

Ambient with smooth, gray-painted walls and a floor covered with carpet in the same colour.

Carpet reference (floor):
Cinza 915



Paint reference (walls):

Imensidão Cinza
Coral

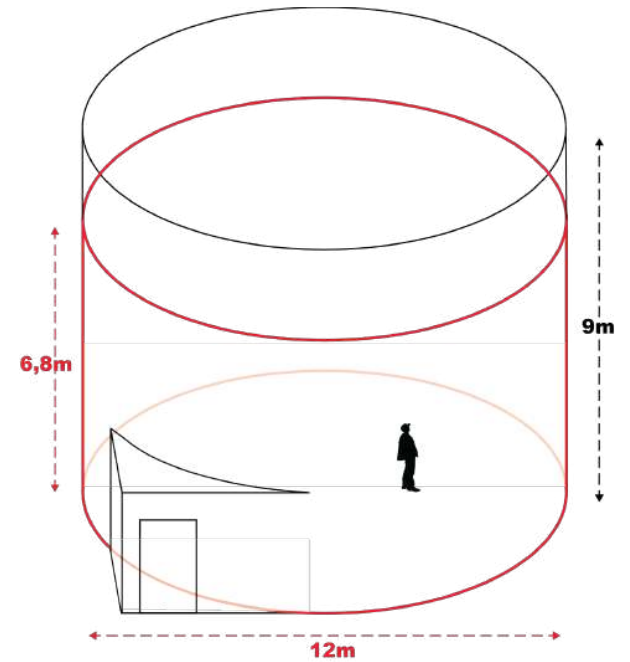
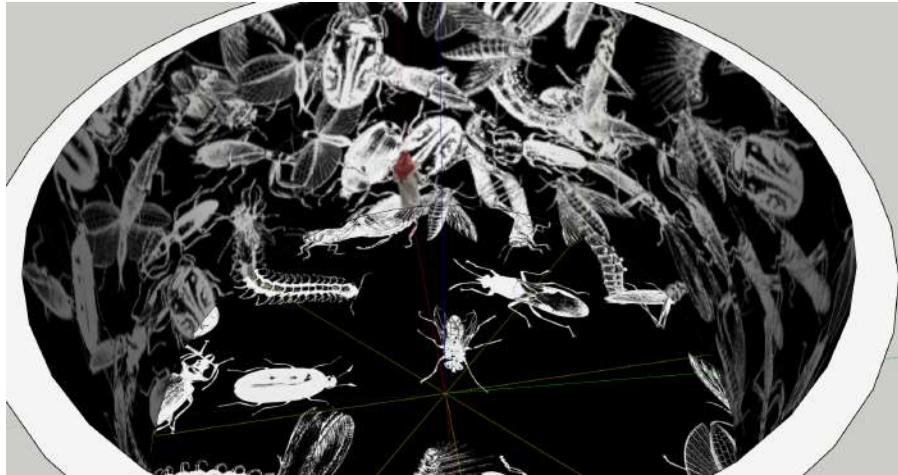
TECHINAL SET UP MAP FOR INTERACTIVE ART PIECE
COLLOQUIUM - by REGINA SILVEIRA

IMPORTANT:

The setup project for this piece is always sitespecific and, therefore will adapt - in struture and technology - to the envireonment it is destined. For bright environments Pitch 3mm LED (or with higher resolution) can be used, for projetors a dark room is needed.

The minimum area reccomended for this project is:

9m (L) x 5m (W) x 5m (H), occupying at least two walls and the floor area with images with good resolution and strong contrast.





Mundus Admirabilis

Mundus Admirabilis, 2007
adhesive vinyl
"Power of Garden". CCBB, Brasília, Brazil



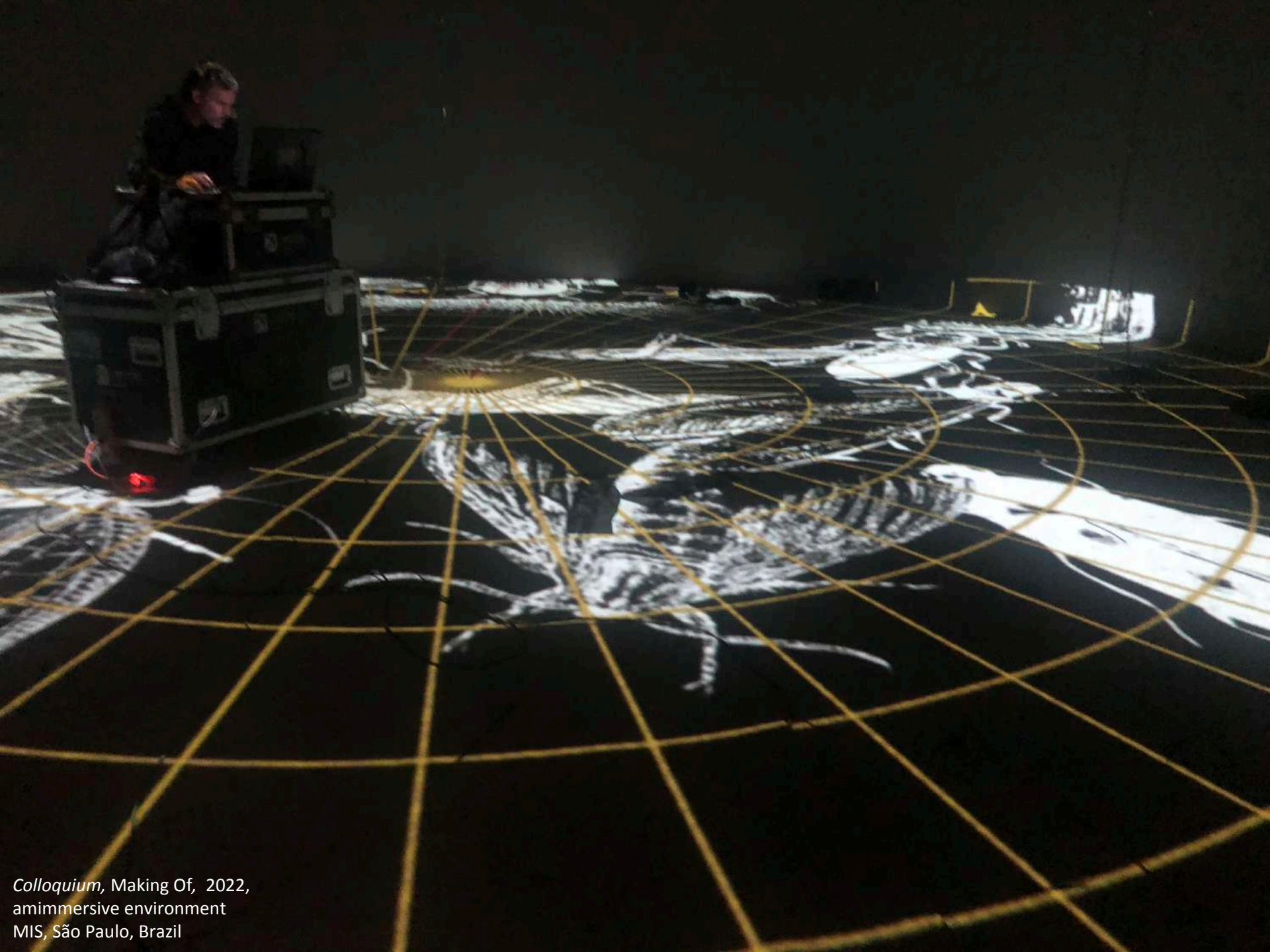
Mundus Admirabilis, 2007
adhesive vinyl
"Power of Garden". CCBB, Brasília, Brazil



Rerum Naturae, 2011
adhesive vinyl and porcelain over glass
"Philagrafika 2010", Philadelphia, USA

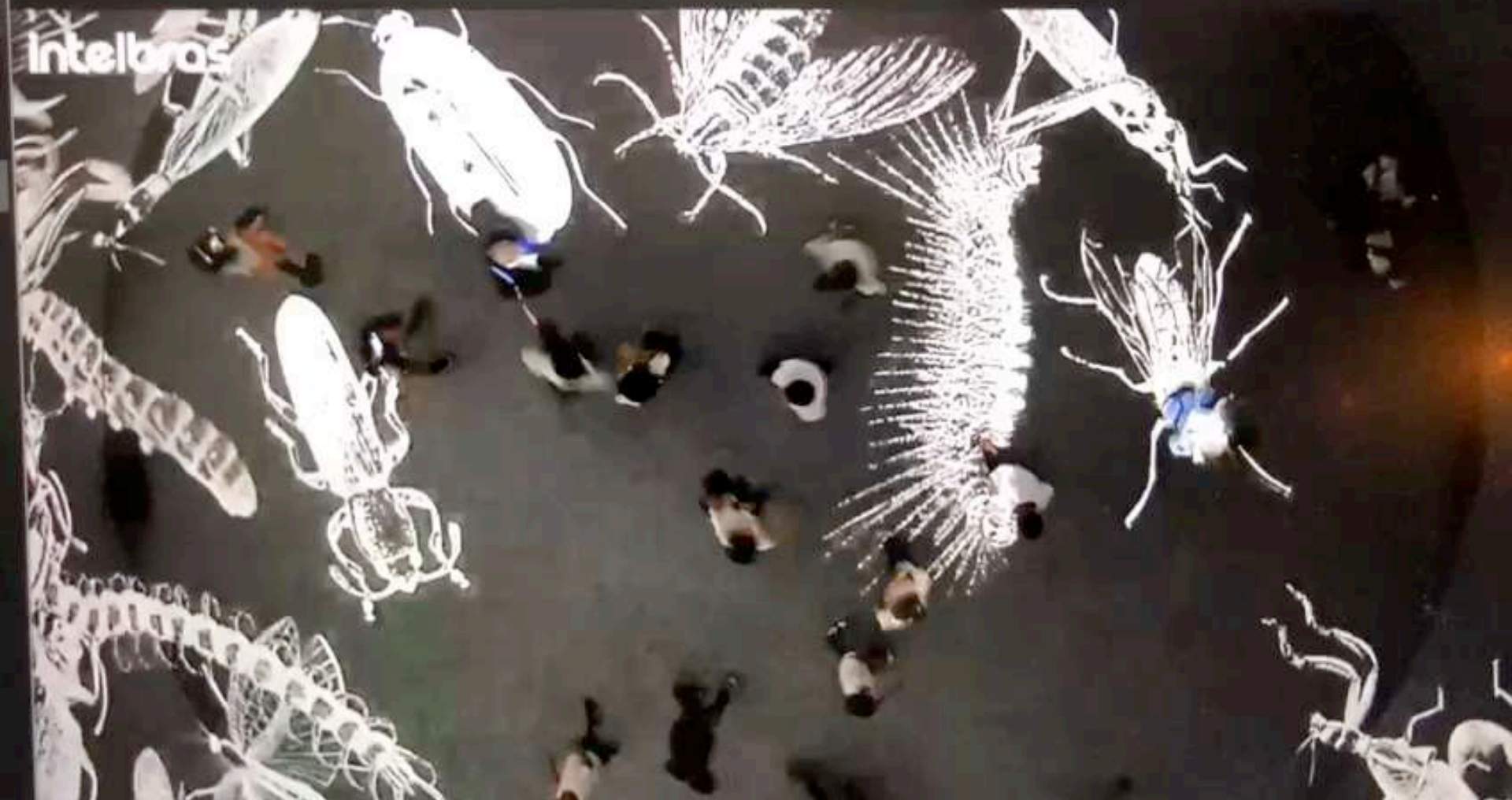


Mundus Admirabilis and Rerum Naturae, 2010
adhesive vinyl and porcelain overglaze
"Philagrafika 2010", Philadelphia, USA

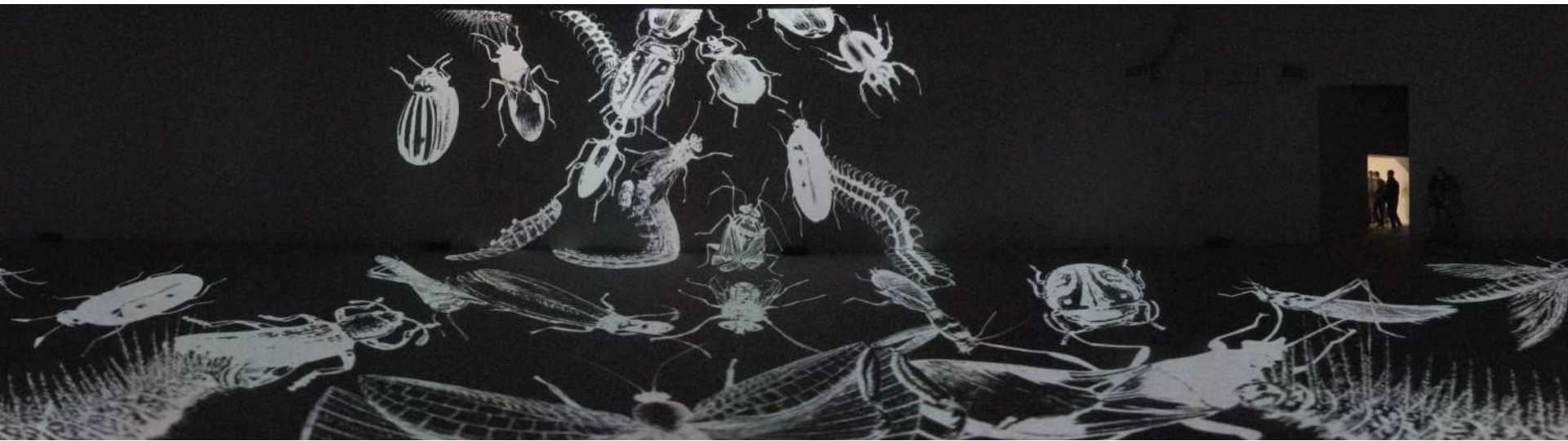


Colloquium, Making Of, 2022,
an immersive environment
MIS, São Paulo, Brazil





link to the video > <https://youtu.be/oJcvWAsdD2o>



link to the video >

<https://youtu.be/6CNrldJZ3Do>

Colloquium, 2022,
amimmersive environment
MIS, São Paulo, Brazil



Colloquium, 2022,
an immersive environment
MIS, São Paulo, Brazil



link to the video :

[https://www.youtube.com/shorts/
ikTf52rluQQ](https://www.youtube.com/shorts/ikTf52rluQQ)

bio_Regina Silveira

Regina Silveira (b.1939) was born in Porto Alegre, Brazil and lives in São Paulo. Throughout more than six decades, Silveira, a critical figure in Brazilian conceptual art, has investigated the tension between real space, spatial perspective and illusions, threading political meaning into graphic media and installations that respond to specific sites. Renowned for explorations of space through geometric constructs, Silveira's work, lately expanded by the use of digital media, is celebrated for both its conceptual rigor and formal impact.

Formed as a painter by the Art Institute of the University of Rio Grande do Sul in 1959, in the 60's she began her artistic training under the tutelage of expressionist painter Iberê Camargo, and soon included woodcut and lithography among her artistic practices. Working with expanded graphic media since her first stay in Spain (1967), with a grant from Instituto de Cultura Hispanica, she moved to Puerto Rico in 1969, to teach and work at the UPR Mayaguez Campos. Coming back to Brazil, in 1973, Silveira was hired to teach at the Fundação Armando Alvares Penteado and at the School of Arts and Communication of the University of Sao Paulo in 1974. With a PHD degree (1984) in ECA/USP, the artist has an extended teaching career.

Since the 60's exhibits individually and participates in several Biennials and group shows, nationally and internationally. Having received grants from the Guggenheim Foundation (1991), Pollock Krasner (1993) and Fubright Foundation (1994), her work is represented in several museums and collections, in Brazil and abroad.

