

ALTAROMA

A.I. Artisanal Intelligence
“Body for the Dress”

curated by Clara Tosi Pamphili and Alessio de' Navasques

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Ex Dogana

Via dello Scalo S. Lorenzo, 10

For more than five years, **A.I. Artisanal Intelligence**, a project conceived by **Altaroma**, has promoted the best Italian and international artisanal realities. For this edition, in the **Altaroma Atelier** section, **A.I.** presents “**Body for the Dress**”.

The relationship between the body and the dress, the attempt to identify the point of contact between the human being and its clothes: deformities, transparencies and the *silhouette* as proof of a passionate relationship.

In a post-industrial space, recently revamped but still in a state of abandonment, on the floors and walls that still bear traces of its past as Rome's old Customs House, A.I. has mounted “*Body for the Dress*”. Further inspired by the premises, designed by Angelo Mazzoni, one of the most important architects of Italian rationalism, the exhibition retains the character of a place used to control merchandise and objects in transit.

Three young artists interpret these correlations between the body and the dress: **Thomas De Falco** works on the archetypal idea of the dress, **Sacha Turchi** on its structure and **Paolo Roberto D'Alia** on the role played by fashion not only in the industrial system but also in everyday life. In these large space, like merchandise with its documents, the works of fashion designers, artisans and artists converse with objects such as the dummies of the 1940 video by Istituto Luce.

Each artist expresses their creative relationship with the body from the camisoles of **Brighenti**, an iconic name in Roman lingerie, to the jackets used as signs by **Roberto D'Alia**.

The participation of schools continues with **IUAV of Venice** and **Accademia Costume & Moda** as the first leg of a journey that each time constitutes a new organism of analysis on the relationship between art, fashion and craftsmanship.

In an environment of by now consolidated international exchange and collaboration, this year A.I. hosts four foreign designers including British luxury leather accessories designer and artist **Úna Burke**, who has produced looks for the likes of *Lady Gaga* and *Madonna* and costumes for *Hunger Games*.

DESIGNERS

Admater

Lavinia Fuksas and Alessandro Grimoldieu present a collection of jewelry in three variations of pink gold, silver and bronze that use the geometry of the triangular module as a sacred symbol of perfection and harmony to express love, fertility and passion.

Uncommon Matters

Amélie Riech grew up between Paris and Berlin and graduated in architecture. For her a jewel is a mixture between elegance and engineering made through artisanal methods. An accessory that contains ideas as well as real fragrances, in order to create an olfactory experience aside from being only a decorative object. Thanks to her being a top-end “contemporary artisan” she has collaborated with brands such as Paco Rabanne, Christofle and other luxury brands.

Gall

Men and women's clothing that breaks with the mold. *Limitless tribe* was invented in 2013 by Justin and Chiara, two young designers, real globetrotters, who draw inspiration from everything that surrounds them,

Kofta

Sculptural bags, leather pressed onto frames like a perfect casing designed to contain a concept. Each collection resembles an installation, the leather is raw and each bag appears to be moulded onto the body like an ancestral memory and an object of the future.

Melampo

White shirts resembling origami and project sheets. Clothing that Lulù and Anna Poletti invent based on their training in architecture at the Politecnico di Milano, combined with a passion for art and photography. The brand stems from the solid tradition of their family's factory and the perfection of modeling to create an intelligent, contemporary image

Ladina Steinegger

A Swiss, Rome-based Fashion and Textile designer. While working at Ratti Textiles in Como, Ladina Steinegger developed traditional and digital print projects for brands of the caliber of Givenchy, Lanvin and Balenciaga. Her inspiration for the pieces showcased stems from Brazil's late 50s Concrete Art Movement. Her patterns are printed on feminine silk nylon fabrics, a mix of transparent and non-transparent layers that create captivating optical effects.

Pugnetti Parma

A designer and an artisan, Filippo Pugnetti creates his innovative bags using the techniques handed down from the old masters of the 50s who assembled prototypes and cardboard patterns before designing them. He began producing his own-name creations after gaining experience at the couture houses of Laura Buccellati and Chloé.

Sadie Clayton

The dresses and sculptures by British designer Sadie Clayton draw inspiration from her inner spirituality causing her to conduct research on the shapes of stones or crystals, based on the concept of time and space. Archetypes that are restored to a real life thanks to the use of 3D printers. She has already worked with Skin, Fleur East and photographer Mark Lebon.

Úna Burke

Úna Burke creates accessories/garments that are presented as leather architectural constructions dyed with vegetable colours and developed with geometrical expertise. Bags, belts and sculptural bodices that are featured in the world of art and fashion. She has produced looks for *Madonna* and *Lady Gaga* and has worked in cinema creating costumes for *Hunger Games*.

ARTISTS

Paolo Roberto D'Alia

"Numero idoneo di profeti minori"

The simple jackets created by Paolo Roberto D'Alia assume another identity like numerous everyday objects often ignored. Invisible, seemingly ordinary objects become unique signs when re-engineered and exhibited in ways that imbue them with a new life: forms reinvented by a deformation that re-proposes them in a new dimension.

Sacha Turchi

"Bryonia"

A very young yet mature artist, Sacha Turchi works by experimenting with organic materials like a scientist in search of a solution. Her exhibit is a hybrid that changes from a spine to a braid, a synthesis of the female world that narrates the transmission of being from generation to generation. Culture and individuality sustain one another on our centre of balance, the spine.

Thomas De Falco

Thomas De Falco is an artist and an inventor of new stories, from installations to performances, that explore the relationship of the body with the dress, a sort of wrapping embellished with roots. The installation of the wrapping on exhibit has already been presented at the Triennale di Milano and worn by Benedetta Barzini for a performance. Designed by De Falco and created by Paolo Di Landro.

SCHOOLS

IUAV of Venice
Giacomo Frasson
Giulia Roman

Accademia Costume & Moda di Roma
Livia Francese
Arnheiður Rós Óskardóttir

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