

# HYPERMAREMMA

IS HYPER—  
COMMUNICATIVE

**Carola Bonfili**  
***Second Order Reality***

Saturday September 21st, from  
11.30am to 5pm  
Spacco della Regina,  
Ansedonia (GR)

Hypermaremma is pleased to present the installation *Second Order Reality* by Carola Bonfili, curated by Daniela Cotimbo and Ilaria Gianni, set up in the natural spaces of the Spacco della Regina in Ansedonia. The project, promoted and produced by the smART Foundation, was realized with the support of the Italian Council (XI edition, 2022) and is destined for the collection of the MAXXI - National Museum of XXI Century Arts in Rome.

In the cavities of the Spacco della Regina - a natural opening in the rock that winds its way from the sea to the heart of the high ground above - a double sculptural and audiovisual installation by the artist Carola Bonfili will find its natural setting. She has always been dedicated to the multi-layered narration of reality through the wide range of technological languages made available by the contemporary era.

The artist, winner of the 11th Italian Council, in *Second Order Reality* opens the question about the perceptual states of experience in the navigation of virtual worlds. Picking up on the literary expedients of Gustave Flaubert in *The Temptation of St. Anthony* (1872) and H.G. Wells in *The Island of Dr. Moreau* (1896), Carola Bonfili emphasizes the transient stages of connection to other virtual and imaginary worlds in a storytelling that recalls the adventurous attitude of the childhood.

The video work *The Stone Monkey* shows us, as in a video game, the physical and allegorical journey of the little monkey M'ling and his sidekick Tanky Pear towards healing and self-acceptance, through a series of changing and dynamic realities and horizons. The sound element, created by Francesco D'Abbraccio, is an essential part of the project that envelops the ambient work. The concrete sculptures of the two protagonists, M'ling and Tanky Pear, bring the experience of the video back to physicality, showing themselves as action figures typical of the gaming universe. With them comes real contact with the world narrated in the video installation.

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## Biography and general information

**Carola Bonfili** (1981) lives and works between Brescia and Rome. Inspired by natural forms and cognitive mechanics, her work is structured in layered narratives that develop around texts of heterogeneous origin. The principles of Artificial Intelligence, Computer Generated Imagery and Virtual Reality environments, and automatic writing are the main tools of his recent research; these elements are often found in the production processes underlying his sculptural works and installations of an immersive nature that tend towards forms of transmedia storytelling. His work has been presented in various institutions in Italy and abroad, including: MAXXI Museum, Rome; La Triennale, Milan; Italian Cultural Institute, Los Angeles; National Gallery of Modern and Contemporary Art, Rome; Ludwig Museum, Budapest; Centre d'Art Contemporain, Genève; MAMbo - Museum of Modern Art, Bologna; MACRO, Museum of Contemporary Art, Rome. He has won several prizes and awards including: Italian Council XI Edition, 2022; Re:Humanism Prize, 2020; Premio LUM, 2011; Rome Prize, 2008-2009; Premio Strozzi, Firenze, 2009 and has participated in residencies at the American Academy in Rome (2009) and MACRO, Rome (2012). Public collections include the MAXXI Museum collection, the Farnesina collection at the Ministry of Foreign Affairs and the MACRO Museum collection in Rome. Since 2004 he has collaborated with Nero Editions publishing *Names of Numbers* in 2011; a series of monographic books on drawing.

**Hypermaremma** was established in 2019 as a wide spread art festival in the Maremma region with a programme that stretches all year long. Founded by gallery owners Carlo Pratis and Giorgio Galotti together with collector Matteo d'Aloja, its objective is to involve the Maremma through the intervention of contemporary artists who, when invited to relate to the territory and its history, are capable of triggering a reinterpretation of the landscape and atmospheres of the place, leaving a mark that contributes to cultural tourism and the activation of synergies and collaborations with the local community and workers.

Hypermaremma enhances the territory through works that enhance portions of the landscape as a diffuse open-air museum. The works produced by Hypermaremma are exclusively in places with out territorial or temporal constraints, which can be visited at any time of day or night. In Hypermaremma's curatorial approach, the dialogue between place and artistic intervention is fundamental: the landscape becomes an integral part of the work and very often of its very meaning.