



THE VENUE

ArtLine Milano is a public art project set up by the Municipality of Milan: a collection of open-air art works installed in the public park in the new CityLife development.

Around twenty works, created from 2016 onwards, are arranged to form an “art walk”, an exhibit fully integrated with the surrounding architectures by Zaha Hadid, Arata Isozaki and Daniel Libeskind, and with the natural evolution of the CityLife park, which was designed by the Gustafson Porter architectural practice.

So far, works by Matteo Rubbi, Judith Hopf, Riccardo Benassi, Ornaghi & Prestinari, Pascale Marthine Tayou and Serena Vestrucci have been installed. Work is underway to install pieces by Maurizio Nannucci, Adrian Paci, and Wilfredo Prieto, which will be unveiled during ArtWeek. These will be followed in the course of 2020 by further works by Alfredo Jaar, Jeremy Deller, Mario Airò.

www.artlinemilano.com



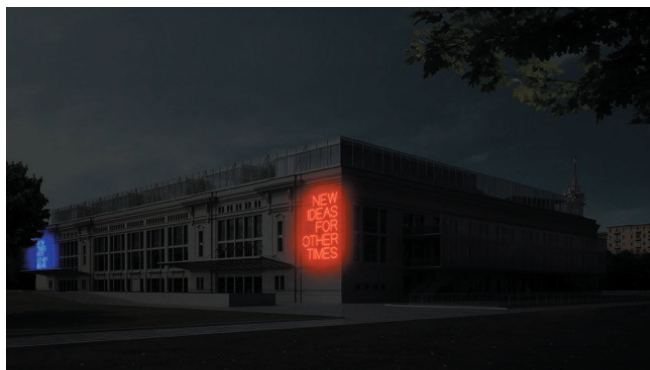
ARTWEEK 2020



Adrian Paci | *Rudere*

Rudere presents itself as a space for reflection on the relationship between humanity and nature, between the built environment and the natural one. It imagines a possible “withdrawal” of the human presence, which would give way to the uncontrolled growth of wild vegetation. The trace of human presence takes on a new significance, embodying new and old values and knowledge. Standing among skyscrapers, this work presents an almost archetypal form of a house, reduced to a ruin; it is inhabited by trees which, unlike those in the park, hark back to memories of residential courtyards. Some are fruit trees, connected with the idea of the everyday, while others are trees associated with the realm of eternity, such as the cypress, which is a reference to a sacred dimension.





Maurizio Nannucci | *New time for other ideas – New ideas for other times*

Two texts written in blue and red neon tubes, mounted on the façade of Padiglione 3; built in 1923, this is the only pavilion to have remained of the buildings that once housed the Fiera di Milano exhibition center. Rather than blend into their surroundings, Nannucci's neon texts stand out as though superimposed on them; as such, they underline how changes lead to a natural rewriting and re-elaboration of reality, stimulating reflection on how places change.



Wilfredo Prieto | *Beso*

Beso is a work formed by the union between two large stones placed side by side.

Both are spherical in shape, and they touch each other in just one place, simulating a kiss.

Set within a park surrounded by housing, offices and a shopping mall, this work offers a connection with Italian history of art and cultural tradition.

At the same time, *Beso* establishes a poetic rapport with its surroundings, through an everyday gesture of affection.

Mario Airò | *Atrio dello sguardo sul futuro*

This project will involve a small underground architecture/sculpture, a partially buried “room” built from a reinforced cement loadbearing structure, coated on the inside with a thick layer of rough mud mortar. The room is topped with a bronze dome, while inside the ceiling features a sculpture depicting three projecting shapes, and a design with slits that allow ambient light to filter through. The slits contain light sources, while LED spotlights are positioned in the dome, creating a diffused, sunlit effect.



Alfredo Jaar | working title *Padiglione Rosso*

A cubic space measuring around 20 feet on each side, designed to contain visitors and present them with a view of the skyscrapers and the city through a large red glass surface. The red glass alters the image of the park significantly, eliciting a divergence from the usual way in which we read reality. The perspective offered by Jaar can also be interpreted as a reference to the sun setting on the nineteenth- and twentieth-century revolutionary utopian ideologies that gave such fundamental impetus to the democratic transformation of society. The installation contains a basic chair in red resin, allowing visitors to sit and view the landscape filtered through the glass.

Jeremy Deller | *Octospider - Imaginary creature*

The imaginary creature designed by artist Jeremy Deller for the CityLife sculpture park is a comprehensive installation designed for children’s development from school age and up. The work allows children to interact with it through play, while learning and socializing. They can climb up it to different heights and varying levels of difficulty; they can slide down it, swing, spin and balance on it. Moreover, the structure contains spaces for socialization and imaginary themed play, to stimulate children’s creativity by allowing them to invent different roleplay games and challenges. Some of the ropes inside contain elements that make various sounds, to stimulate children’s sense of rhythm.

