

Livia Ribichini

website	www.liviaribichini.com
email	livia.rib@hotmail.com
mobile	+31 (0)6 25 11 57 14
instagram	@frytto_misto
linkedin	livia-ribichini-fulminate-duo

Livia Ribichini is an Italian mixed media artist and set designer based in The Netherlands. Her focus is on technology and the interactions between digital and physical spaces.

She is founder member of the artistic duo Fulminate based on light art and fffjpg based on noise.

Her practise explores a variety of media and technologies: from video format or A/V performances to interactive mixed media installations. She exposed at media art festivals, cultural locations and academic institutes.

Experiences

2017 - 2022

Artist and designer for: Museo Nazionale Scienza e Tecnologia Leonardo da Vinci, Bepart, DOOR Foundation, Museum DR8888, City of Bologna, Rewire Festival, LCF Live Cinema Festival, Kunstpunt Groningen, RGB Roma Glocal Brightness, RE:Search Gallery, Pyramid produzioni, Inter-University Center for Dance Berlin (HZT) and different collaborations with artists, musicians and performers.

2021

Supported artist from **Mondrian Fund**.
Grant Lucht from **Kunstpunt**.

2020

Nominated for **LCF Live Cinema Festival made in Italy**.

Generative Art workshop at Frank Mohr Institute, Groningen for MADTech students.
Founded noise duo fffjpg

2018

Founded artistic duo Fulminate.

2017

Lighting designer at the Cat Theatre during French Woods Festival of the Performing Arts, Hancock, New York.

Education

2019 - 2021

MADtech (Media, Art, Design and Technology)
Frank Mohr Institute, Groningen, The Netherlands

2019

Art and Technology
Minerva Academie, Groningen, The Netherlands

2014 - 2017

Scenography
Academy of Fine Arts, Rome, Italy

Skills/Softwares/Languages

AR, VR, ML, 3d graphics, motion graphics, audiovisuals, art and creative direction, film making, graphic design, installations, set design, light design, interaction design, media art, performative visuals, projection mapping, performance, web design, coding, live coding.

Adobe Creative Suite (After Effects, Premiere, Photoshop, InDesign, Illustrator), Arduino, Blender, Cinema 4D, Nuke, Processing, OpenCV, Spark AR, TouchDesigner, Unity, HTML, CSS, C#, OpenGL, Javascript

Exhibitions and Performances

- 2022 "La Visione di Leonardo"
Residency, AR work, Museo Nazionale Scienza e Tecnologia Leonardo da Vinci, Milan, Italy
- "Glitches and Clubs"
VR work, TogetherApArt, WILLOW online Art Space, Groningen, The Netherlands
- "The Circle of Truth"
Digital artist and digital narrative direction, NDSM, Amsterdam, Netherlands
- "Mars Base"
VR work with Kawaii Agency, New Art City Festival 2022, online
- "Mirror Me"
VR performance with Sophie Mars, Exposed Arts Projects, London, UK
- 2021 "Even Goede Vrienden"
Artist residency, Museum DR8888, Drachten, The Netherlands
- "dYXcourze"
Collective exhibition Fried Together, Kunstpodium T, Tillburg, The Netherlands
- "DREAMSCREENS"
Screening at Urban Labyrinth, MOCK JUNGLE and City of Bologna, Chapel of Santa Maria dei Carcerati, Bologna, Italy
- "DREAMSCREENS#1"
Billboard exhibition and grant winner, Lucht, Kunstpunt, Groningen, The Netherlands
- "DREAMSCREENS"
VR installation, SWERVE/DETOUR, MOBi, Groningen, The Netherlands
- "Mindful Mutations"
Performance and workshop with Sophie Mars, Rewire Festival - online edition, The Hague, The Netherlands
- 2020 "Epicenter 11.11"
RE:Search:Gallery, Groningen, The Netherlands
- "dYXcourZe"
Audiovisual performance and installation, LCF Live Cinema Festival, Rome
- "Avant Hyper Manifesto"
Np3, RE:Present | RE:Mote, Groningen, The Netherlands
- 2019 "ffjpg"
Audiovisual performance, Atrabilious Amsterdam experimental film festival, Film Huiscavia, Amsterdam
- "Dejavu"
Natuurmuseum Praedinuissingel, Groningen, The Netherlands
- "Hyperworld"
Interactive Audiovisual, OrbitFest: De Spelende Man futurisch winterlicht festival, Synagoge Folkingestraat, Groningen, The Netherlands
- "Collaborative Performance Session"
Audiovisuals performance, The Lonely Organized Arts Festival, Hochschulübergreifendes Zentrum Tanz Berlin (HZT), Berlin, Germany
- "Cleaner Beamer"
Interactive Audiovisual Installation, with the sound the Slovenian performer Tisa Neža Herlec, 24H, SIGN Gallery, Groningen, The Netherlands
- "Journey of the Carbon Atom"
Audiovisuals, Artech Expo, ARTisBOOK, Groningen, The Netherlands

Interviews and Interventions

Publications

- 2021 Interview for FMInterviews, from Reon Cordova, Groningen
- Live Interview for Hanze Cultuur & Debat - Meet the artist, DETOUR, Groningen
- 2020 Interview from Belinda Haak&Gisanne Hendriks, RE:PRESENT #2 The exhibition that never took place turned into an online presence, Groningen
- Online lecture on SURF = Surface Unused Realities Forum about 'Adversarial Attack: Can we Topple Surveillance Capitalism? Can be the code a weapon to be more free, less consumers more citizens?' and 'How has the internet changed personal / collective perceptions of the physicality?'
- Lecture on Generative Art, organized by Michiel Koelink, for What Matters Groningen
- 2018 Interview from GDG PRESS and Daniela Bruni about RGB - Roma Global Brightness, Il Sogno Lucido, Rome

- FORME WEB TV: DREAMSCREENS
- Dialogue with the curator Linda Carluccio and the artist Giorgia Errero, Magazine Apriori
- Jonathan Joy: From Attendance to Performance: The Spectatorial Experience and the Emergence of Live Cinema
- Homezeen Issue#3: DEEP SEA
- Elisabetta Cuccaro: Travelling the Catalogue, Sense Interactivity & Technology, Expanded Proprioception