

# PARASITE 2.0

## Selected works 2018

Parasite 2.0 was founded in 2010 by Stefano Colombo, Eugenio Cosentino and Luca Marullo . They investigate the status of human habitat acting within a hybrid of architecture, art, and design. They are the 2016 winners of YAP MAXXI. Their works have been exhibited at the XX Chilean Architecture Biennale (2017), the Shenzhen Architecture Biennale (2015) and at the Venice Architecture Biennale (2014 and 2012). They have published the book Primitive Future Office. They are Professor at the NABA Nuova Accademia Belle Arti Milano and at the MADE Program-Accademia di Belle Arti R. Gagliardi in Siracusa. Parasite 2.0 is represented by Operativa Arte Contemporanea Gallery, Galleria Corraini Arte Contemporanea and is based between Brussels and Milan.

[parasiteparasite.com](http://parasiteparasite.com)

## MOONSCAPE

Moonscape is a pavilion for the Terni's 2018 Theater and performing arts festival. Connected to the curatorial frame of the festival, the pavilion works on the difference between interior and exterior, open and close space. A simple circular shape made of wooden panels and held up by a steel structure hides inside a complex spatiality. The floor inside is covered with a PVC hologram film and cushions and benches made of pale pink sponge let the visitors seat and live the space.









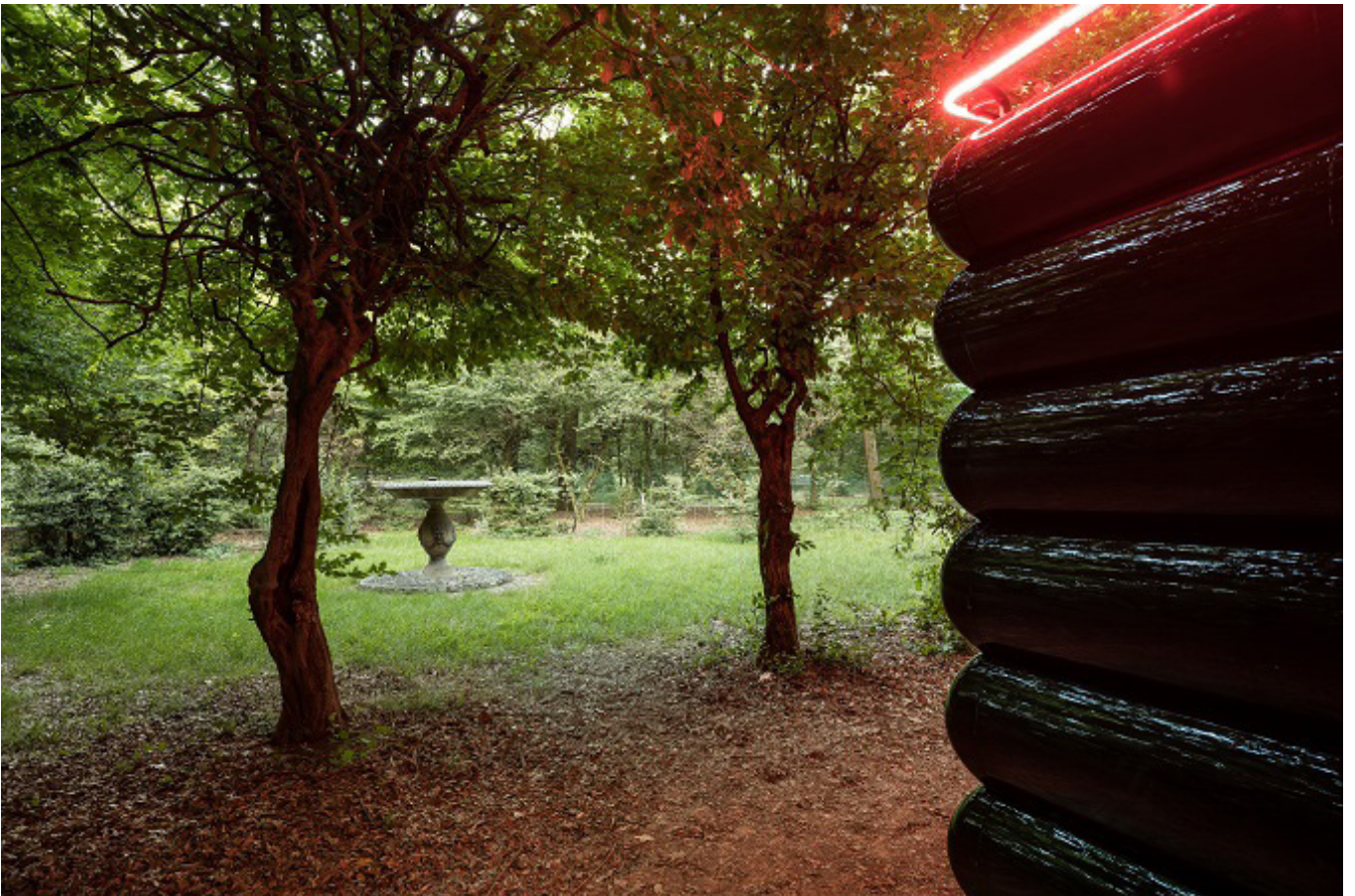
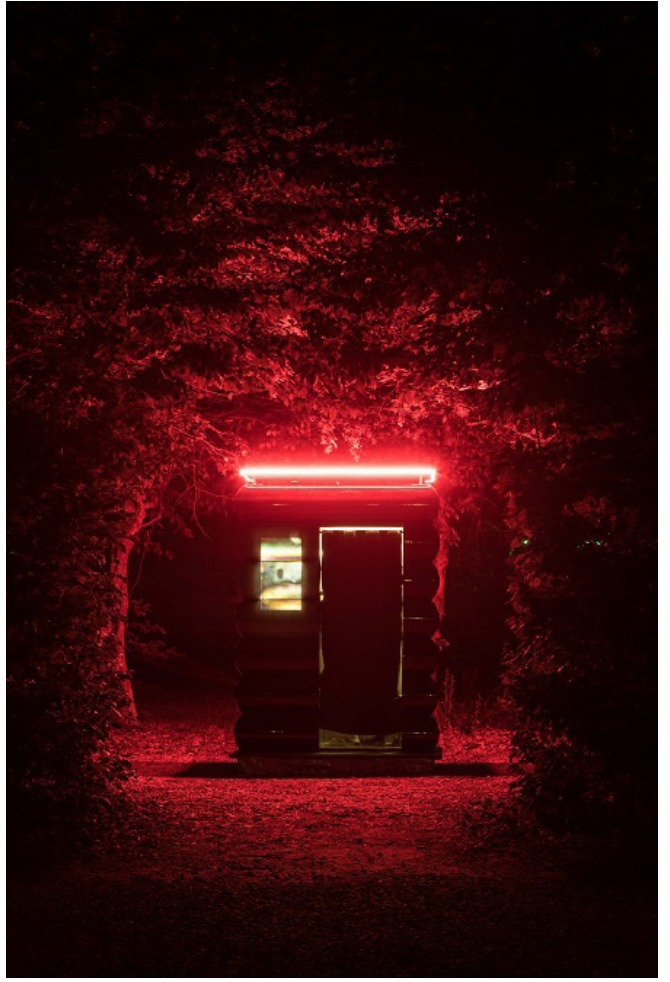
## MONOLITHIC RITUALS

Monolithic Rituals is the fruit of the collaboration between Dedem, the historical italian photo-booth factory, and Parasite 2.0 with his hybrid between art and design. From their synergy a prototype of a new photo-booth will be presented in an unprecedented unveiling. The project, called Monolithic Rituals intends to reinvent the iconic and traditional photo-booth appearance with new futuristic shapes yet full of archaic memories. The project transform the photo-booth into a sort of metropolitan totem from outer space.

Daforma Gallery, from 17th to 25th May 2018, Rome  
Terraforma Festival, from 29th June to 01th July 2018,  
Milan



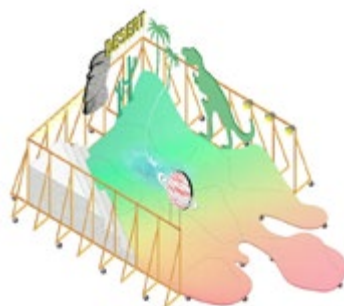
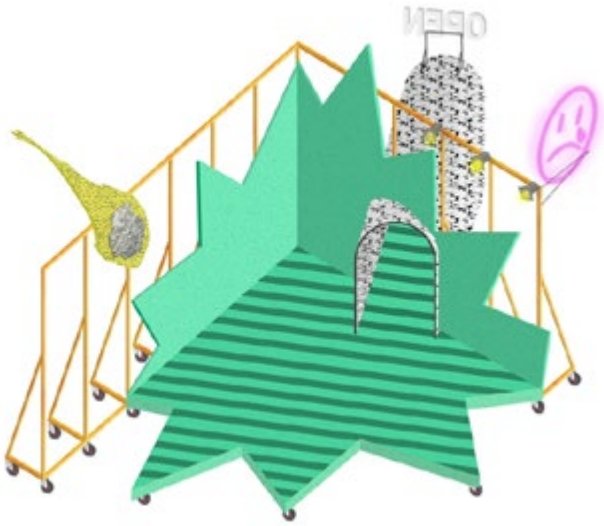




## MAXXI TEMPORARY SCHOOL

MAXXI Temporary School: The museum is a school. A school is a battleground is the winning project of YAP MAXXI 2016. Since the "Age of Anxiety", the "Risk Society" and the "New Middle Age", today the architect lives in precarious times, difficult to read and to interpret. The difficulty of building the architectural object, has transformed the architect into a competition-machine that only produces numerous projects each year, without any proactive contribution to the issues that today should be urgently investigated. Have we arrived at the Instagram Architecture in which the only task of the architect is to create the most upsetting scenography for a one-thousand-likes selfie? First of all the project wants to be a producer of contents and research, with the physical installation as a background. The "MAXXI Temporary school" will transform the public square of the museum into a "temporary school" with a cultural program and a pedagogical app for smartphones. The pavilion is seen just as the infrastructure/ support and not as the most important part of the intervention.





# MAXXI TEMPORARY SCHOOL PROGRAM

6 July 2016: Techno-utopia or de-growth and deceleration?

Freddy Grunert, Giuseppe Longhi, Marco Petroni and Tiziana Terranova. Moderated by Luciana Parisi.

13 July 2016: Artificial Nature!

Leonardo Caffo, Giacomo Certini, Cristian Fuschetto and Riccardo Scalenghe  
Moderated by Silvia Franceschini.

20 July 2016: Rethinking anthropization.

Alessandro Bava, Pedro Gadanho, Liam Young. Moderated by Tamar Shafrir.

App design: Alessio D'Ellena, Danilo Di Cuia  
and Silvio Lorusso

Video: Bolleria Industrial

Collaborators: Matteo Bassi

Photography: Francesco Stelitano and  
Cecilia Forenza





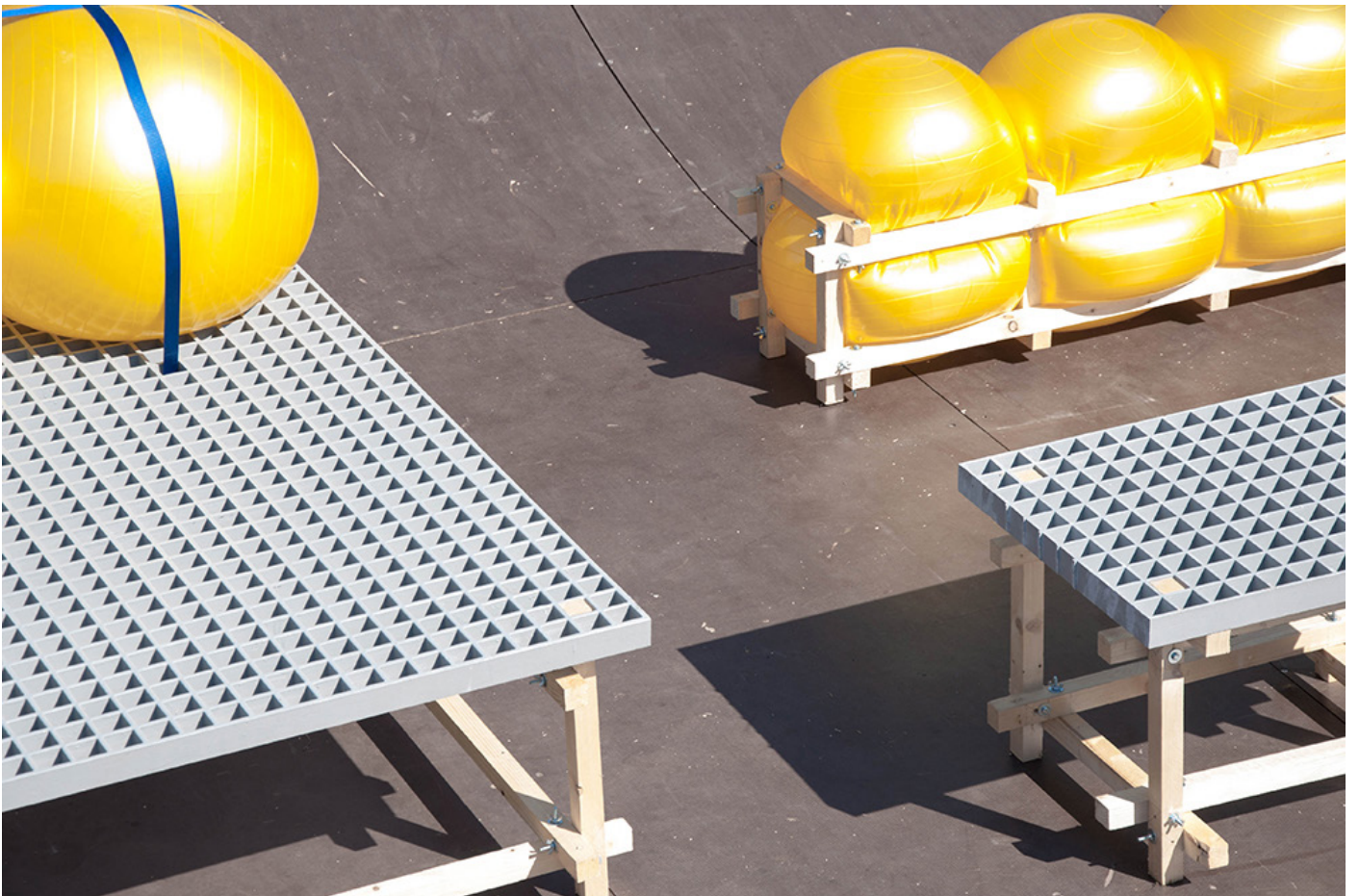
# CINEMA PEPE

Cinemapepe was developed on occasion of the 16th Architecture Venice Biennale for the French Pavilion's intervention inside Caserma Pepe at Lido di Venezia.











## TERRAFORMA PLAYGROUND

Terraforma Playground is a place for interaction largely based on the activities that it can support. Sitting on Terraforma Playground, for instance, means to be disturbed by the soft, vulnerable shapes capable of brooding about the actions done and accomplished. Terraforma Playground is the sum of all the colors that an early summer park may donate; a vision that can be actually moulded as a substantial shape. Terraforma Playground can be an architecture or – even more – a place where kids get together every day asking it: are you an enemy or an animal? Terraforma Playground is conceived as a non-regulated free game. The project is based on the tradition of the post-war adventure playgrounds; a pedagogical interaction tool in which all-age children users can experience new ways of collective thinking and synergy between different subjects and habitats. Terraforma Playground is a structure made by Parasite 2.0 with the support of Agreement to Zinedine within the space of Villa Arconati during the Terraforma Festival 2017.

Photography: Delfino Sisto Legnani





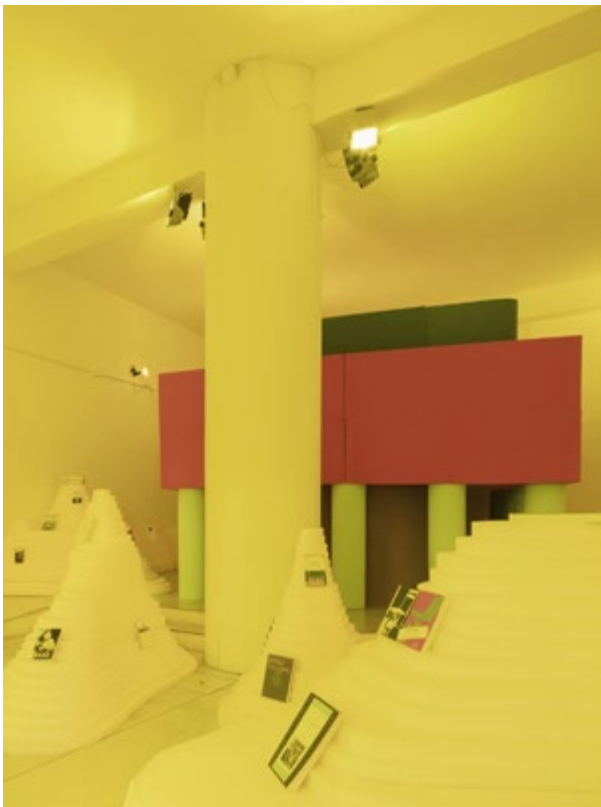


## BOOKS FROM THE WILDERNESS

The installation Books from the Wilderness has naturalised the interior of a Milanese bookshop. The group's three architects have built an immersive setting for the shop's space and selected an original collection of books to display in it. The volumes cover a wide range of tastes, for instance the artist Bruno Munari, the Japanese manga Fist of the North Star and the Bible. Combined with shapes made of sponge and yellow lights, the 60 books printed by different publishing houses tell the tale of a long biblical voyage through the desert, a story of decadence and rebirth. "The project is an interpretation of the desert as a place of purification. It's a habitat where the bequests of modernity become free elements devoid of their reciprocal relations. These loose elements allow us to imagine new formulations and realities." One symbol of modernity is given by a scale reproduction of the Le Corbusier's Villa Savoye. Here, it is built from blocks of sponge meant to be taken apart and put back together in different ways by the public, according to circumstances or inclination.

Photography: Davide Galli







## ARCHITECTURE AS FICTIONAL REALITY

Architecture has the power to define spaces and possible other worlds, dividing interiors and exteriors, and thus transforming itself into the place where claiming a unique and extremely personal vision of life. Through the use of simple struts and walls, architecture – primary artifact in juxtaposition with the natural habitat – can shape an exception within the conventional environment. Today, in an era in which the human element seems to have metabolized the reality, can the architectural fiction be conceived as a new nature, impressed on the city? Can it become the place to envision new collective solutions? Can we imagine a world made of a continuous series of interiors, a continuous series of microcosms, artificial constructions of a human scale planet? The topic was investigated during a workshop, whose other aim was the realization of the display of Piazza Ganganelli for the festival.

Santarcangelo dei Teatri: Santarcangelo Festival 2016, from 8th to 17th July 2016, Santarcangelo di Romagna (RN)  
Photography: Francesco Stelitano





# Cosmology: New Model from the Extreme Present











## PANTONE LAB

Pantone Lab is a pavilion realized for Nicola Ciancio's communication agency, for Brand Licencing Exhibition 2017. The project for Pantone, curated in Europe by CrazyBell Licencing Company, has references in the laboratories where the company analyzes the colours. The laboratory, as an aseptic space for excellence, becomes the scenery in which different activities can be done. The communicative role of architecture is lost. In a homogeneous monochromatic space characterized by blink material such as steel, plastic and glass, the colour becomes the subject of the performances that take place during the fair. A conveyor belt moves small bottles filled with colors, replaced three times per day. A screen printer, on his table full of ampoules, print small personalized books. Two scientists apply colour tattoos on visitors' skin. The users are called to enter a micro-world of which they become part.

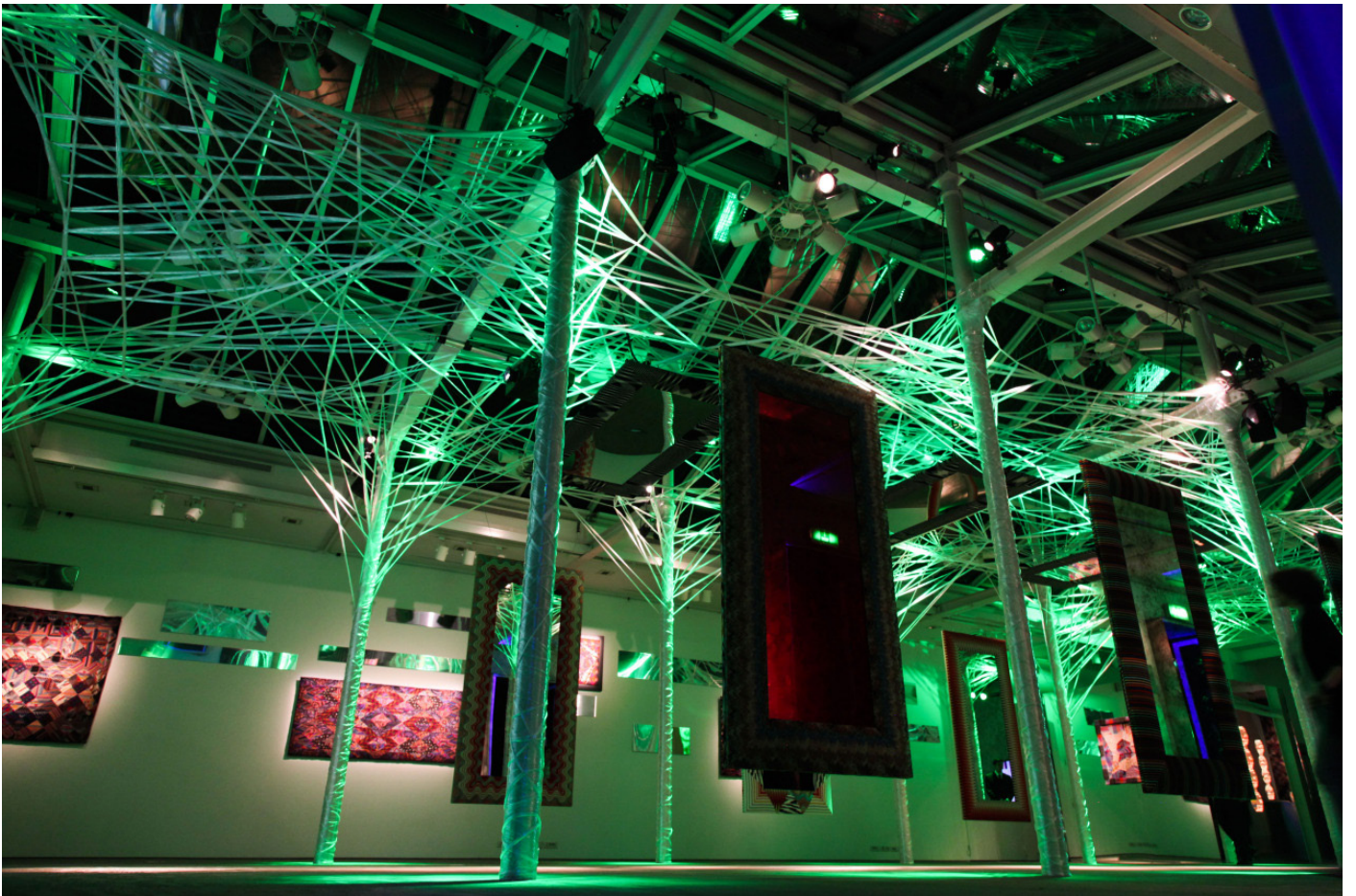
Brand Licencing Exhibition (BLE) 2017,  
Olympia Fair Center, London.





# WEB HOUSE

Web House, made within the Angelo Jelmini's display for Missoni, is a site specific installation for the 2015 Milan Design Week. The project re-interprets its previous versions made of nylon wire, by looking at the Missoni history and at its textile works. Through a manual process, 11 km move within the space, they "dress" it, as it happens for a body with the Missoni's fabrics. Thanks to a lighting installation, the web constantly changes colours and atmospheres.





## CINEMODERNO

The Set up realized at the Fabbrica del Vapore in Milan was dedicated to the project Cinemoderno curated by Martina Angelotti for Careof. Cinemoderno is a project by Careof, that hour by hour investigates the relationship between the moving image and performance. The project prepares the space for a one-month-series of events, five different performances, which required different space configurations. The project is a bleacher inspired by the ones of the cinemas, but that can be easily divided in various pieces of different height and dimension for many possibilities of configuration. Every artist gave birth to his own disposition moving and placing the elements into the space. The installation was entirely built with modular drilled metal profiles that permit future possibilities of dis-assembly and re-assembly in new forms.

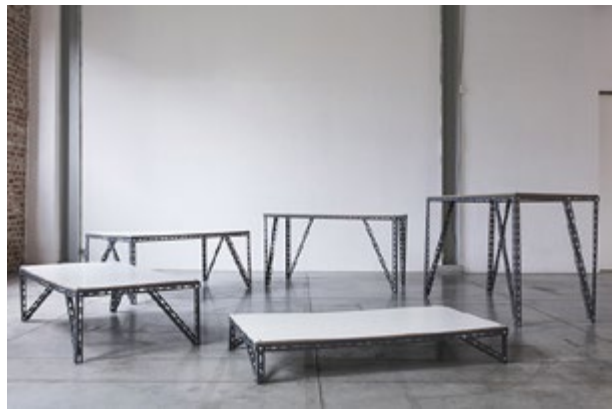
Curated by Martina Angelotti

Artists Live and set: Eva & Franco Mattes,  
Anna Franceschini & Diego Marcon,

Teresa Cos, Francesco Fonassi

Prologue: Massimo Carozzi

Photo: Francesco Stelitano, The cool couple



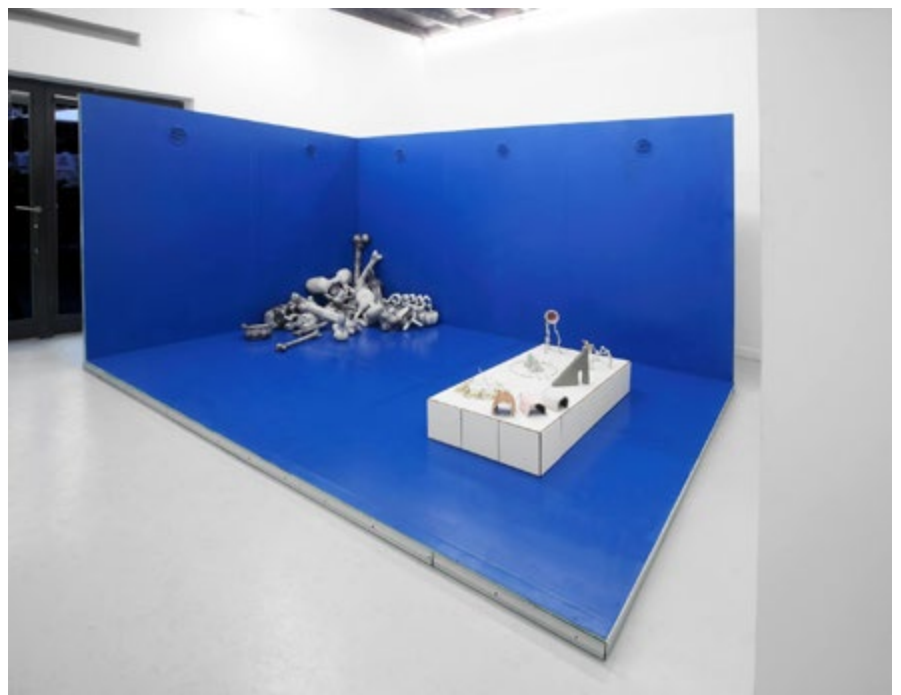


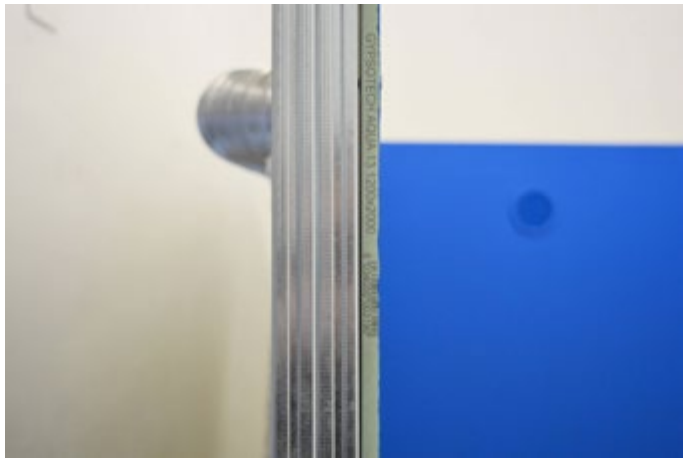


THE DESERT, THE NET AND THE BONES.  
The exhibition looks critically at the concept of the home, thus imposing us to rethink about the processes of contemporary life. This project talks about the moments in which man was obliged to change modalities that we used to give form to our habitat: in recent years, in fact, in Ukraine and Holland, the rests of particular constructions were discovered, and they were defined "Mammoth Bones House", clusters of circular-formed habitations, which had been built during the last ice age using bones of Mammoths. Parasite 2.0 approach concept of "shelter" in contemporary age: to shape a new vision of this "primary artifact" is like narrating and imagining a new phase of anthropization, a new civilization. The house is transformed into a set design, a fiction in opposition to nature, able to bring us in another world.

Operativa Arte Contemporanea Gallery,  
16th Art Quadriennale, 2016, Rome.









## THE MAKER FAIRE HOME

The Maker Faire Home is a pavilion commissioned by Casa Jasmina and Arduino. The project is part of the research that Parasite 2.0 has been carrying on about the concept of "architecture as a scenography", able to create different scenarios in complete opposition with nature. The starting reference was the Arduino board: a fixed hardware and an re-configurable software with its infinite uses and plug-in elements. Thus the pavilion becomes a framework, made of struts for drywalls (hardware), which every element can be added. Emoji which represent different emotional reactions and moods appear on the structure like between the lines of an online chat. The internal space is divided in 3 areas, that, exactly like for the house, are populated with a selection of domestic objects such as futuristic mirrors or kitchens chosen by Casa Jasmina. The pavilion works on the strong juxtaposition between exterior and interior: on one side a bare structure made of struts and rough drywalls, on the other side an open and eternal "building site" ready to be characterized.





# INFLATABLES







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