

# *You speak of soft landing spheres*

Pietro Bardini - LOA open call finalist 2020

Opens 13th August 2020, 6-9 pm (GMT+1) Zoom meeting room 85082467760

Exhibition online/ on your screen 24/7 at [www.leaveofabsence.london](http://www.leaveofabsence.london)

Pietro Bardini's initial proposal for the LOA Open Call was a sound installation exploring the relationship between ICT (information and communication technologies), the sound of language and its role in preserving the cultural identity of transnational communities.

In response to the outbreak of COVID-19, the Italian artist adapted the proposed 4-channel composition into a video game. Players navigate a digital recreation of the LOA gallery, erected in a landscape enclosed by mountain peaks. This medium - one both necessitated and made possible by the outbreak of coronavirus - is now the only form in which the installation will exist. The piece mirrors the social isolation and experiences of separation from migrants' first cultures.

*'The sounds around us shape our perception and connection with space. Growing up in Italy, my mind has been built up with sounds specific to my village – I'm familiarised to the sounds of cicadas, to the local church bells marking the hour, to the clanking of the communal elevator at my parent's house. Sounds are imprinted in our conscious awareness; they are fundamentally private and are an essential element, often overlooked, that defines our identity.'*

*Having built a life outside my native country I often find the need to connect with familiar sounds to preserve my identity and find refuge, from a sometimes overwhelmingly different-sounding environment. With technology I can bridge nations and be transported to the idiosyncratic sounds of my mother tongue through 4G-based phone conversations.*

*Encoded in language is a primal symphony, and in its rhythms, tones and pauses is the key to our home.'*

- Pietro

**Pietro Bardini** (b.1993, Reggio Emilia, Italy )

Pietro is a composer and multimedia artist working with sounds, installations and performances. He is an alumnus of Barbican Young Visual Arts Group (2018) and Barbican DesignYourself (2019), and Co-founder of Concrete Assembly: a curatorial project funded by Arts Council England and supported by Yinka Shonibare's Guest Projects. Pietro also hosts Breakfast On The Grass, a monthly radio show about Italian library music on Soho Radio.

The artist often explores the Italian heritage - in Home (Barbican Centre, 2018) the installation featured recordings of his grandmother singing, while in Blank (Guest Projects, 2018) I explored the conflictual relationship of two languages, hybridizing and erasing each other in the head of the migrant.

<https://pietro.cargo.site/>

Players arrive in a landscape, created by Bardini, from around the world. A shared space mimics the virtual intimacy that occurs when migrants, expatriates communicate with their home culture. The player enters the LOA gallery, losing their sense of distance, navigates around and slowly approaches the light sources while the soundtrack composes itself - unique and new for each player.

The micro screen displays a conversation between two environments. The gamified sound installation preserves real time memories while we are physically apart. In essence, creating a shared space without a land.

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**Download : [www.leaveofabsence.london](http://www.leaveofabsence.london)**

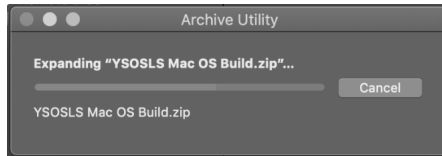
Game play on lab top and desk top only. The headphone is essential for the best experience of the work.

Please make sure your operating system is OX S 10.14.6 (or later) Window 10 (or later).

Do not worry if any technical issue occurs at any stage below, we will walk it through in the first hour of the opening on the 13th August at 6pm (UK).



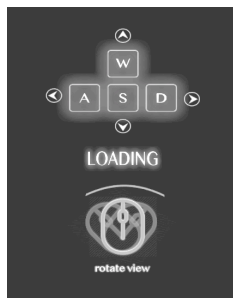
Please download the **whole file** from the landing page as above. No Dropbox sign in needed. Once downloaded unzip as usual.



**Right click** on the unzip file ( instead of double click, this is to avoid complication of verifying the developer in system preference. ) Then choose **Open**.



This should launch the game automatically.



**Controls:**  
 W=Forwards  
 S=Backwards  
 A=Left  
 D=Right  
 Trackpad/Mouse=Look Around  
 Esc=Back to Menu