

ATHINA KANELLOPOULOU | THE IVAPA PROJECT



CATALOG 2019

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Few words about the IVAPA Project

In contemporary art, research and experiential experimentation often play an important role for the visual artist. Exploring the maximum possible spectrum of the field are elements that are part of the art. Apart from the research carried out at the beginning of a project, there is also the realistic result of the project, which is often difficult to be documented with traditional methods for offering a similar experience to the viewer.

This study will explore the operation and functionality of a prototype of the performance art archive IVAPA (International Virtual Archive of Performance Art) which is developed in Virtual Reality environment, where the audience can navigate through the archive as well as experiencing the performance artwork. Through the topoanalytic method of Bachelard, the planning of a memory palace, the concept of realism and Neufert's architectural principles, the integration of this visual language into the virtual reality and the viewer's experience will be examined. The field of experimentation remains open and the project on-going, because its purpose is the constant integration of older and new performances so that the whole art scene of this kind of art can be included. The study is divided into three chapters. Firstly, the terms of performance art and archive are analyzed, as well as their relation to digitality. Then the

method of studying the problem and the spatiality of such an immaterial object is determined. Finally, a description of the realization of the project, audience's feedback and the possibilities of future extensions are listed. The purpose of IVAPA is to preserve, to showcase and to help the audience to immerse to performance art.

Athina Kanellopoulou
artist



I.V.A.P.A

VR Environment

IVAPA's Space

IVAPA is a walkable and extendable space; the space is divided in two big extendable rooms. The first one is the “entrance” and the second one is the “panopticon”. “Panopticon” is separated in other rooms around its’ center, based on decades of performance history, themed as “decade-rooms”.

The visitors are free to explore all the environment of IVAPA as well as teleport to the virtual place of his chosen performance of the archive and return back to IVAPA Space. The visitors can visit and witness as many performances as they wish.

The experience of IVAPA could be used by one visitor per VR headset & hand-set.

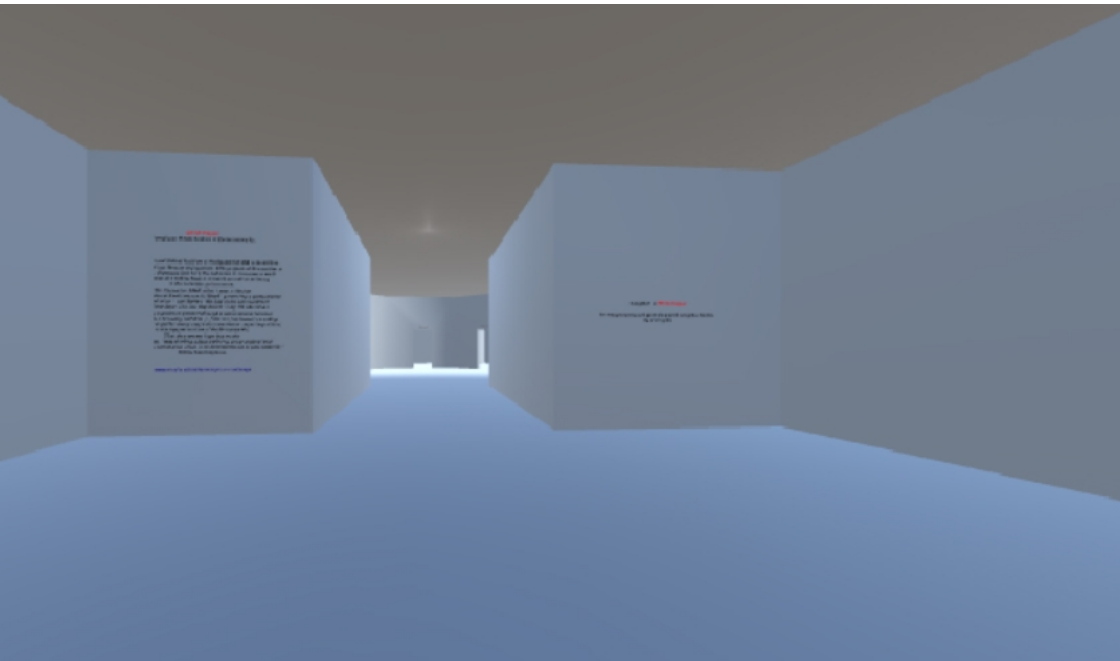


Image 01.
IVAPA's "entrance"
Virtual Environment of IVAPA
© Athina Kanellopoulou 2019 - courtesy of the artist

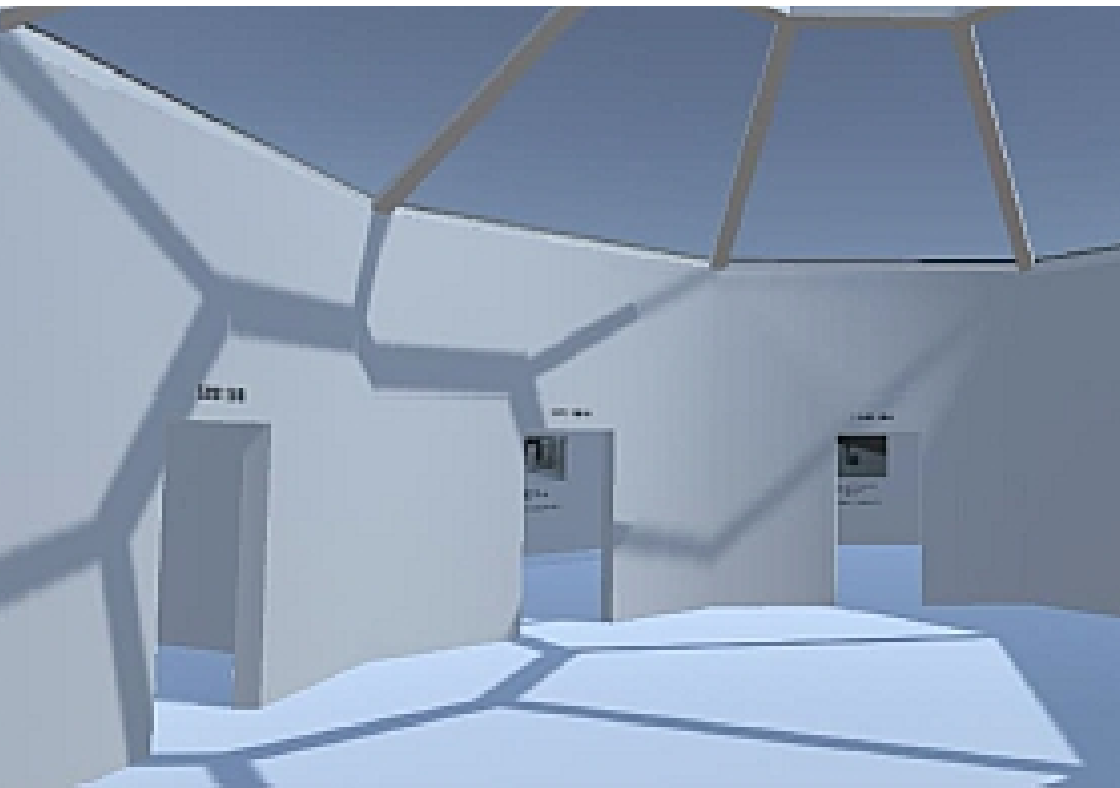
1950-1969



Photograph by Dr. R. J. ...
...
1950-1969



Image 02.
IVAPA's "decade-rooms"
Virtual Environment of IVAPA
© Athina Kanellopoulou 2019
courtesy of the artist



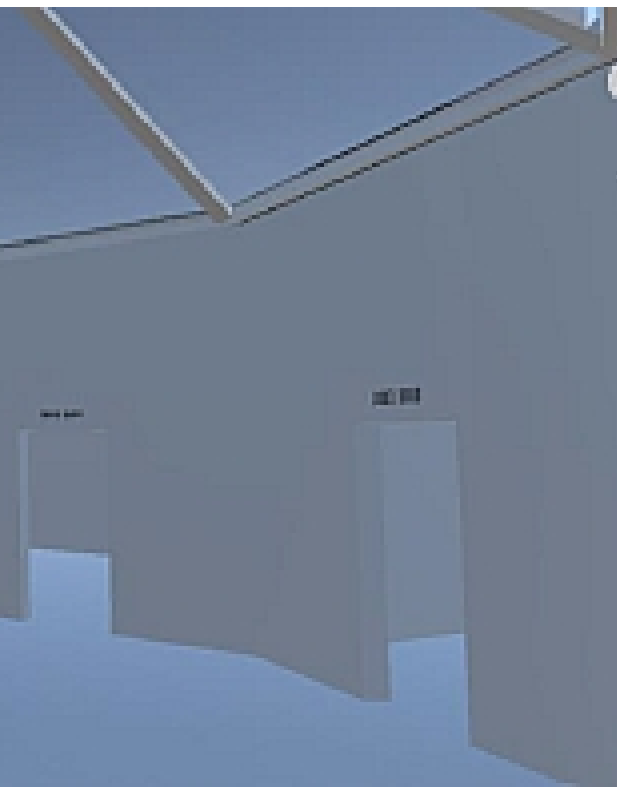


Image 03.
the “Panopticon” Space
Virtual Environment of IVAPA
© Athina Kanellopoulou 2019
courtesy of the artist



Scratching Both Walls at Once
Rebecca Horn
1974-5



Imponderabilia
Marina Abramovic & Ulay
1977

Press A to Teleport to Imponderabilia



Image 04.
A “decade-room”
Virtual Environment of IVAPA
© Athina Kanellopoulou 2019
courtesy of the artist



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VR Re-performances

IVAPA's Performances

IVAPA Project, as mentioned in the previous chapter, is a walk-able and approachable archive of performance art.

In each decade-room, the audience could choose a performance and experience it, like been in the same place back to the first time the artwork is done by its' performer/s.

In this catalog, one can find digital pictures / screenshots of digital reproductions of five existed performances; Imponderabilia of Marina Abramovic and Ulay, Mirror Check of Joan Jonas, Roadworks of Mona Hatoum, Scratching Both Walls at Once of Rebecca Horn, and Dance Or Exercise On The Perimeter Of A Square of Bruce Nauman.



Imponderabilia
Image 05.

VR Environment of *Imponderabilia* Performance before entering the museum
© Athina Kanellopoulou 2019
courtesy of the artist

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Image 06
VR Environment of *Imponderabilia* Performance
© Athina Kanellopoulou 2019 - courtesy of the artist



Image 07
Virtual Environment of Roadworks Performance
© Athina Kanellopoulou 2019 - courtesy of the artist





Image 08.

VR Environment of *Roadworks* Performance

© Athina Kanellopoulou 2019 - courtesy of the artist



Image 09
VR Environment of *Scratching Both Walls at Once* Performance
© Athina Kanellopoulou 2019 - courtesy of the artist



Image 10

VR Environment of *Mirror Check* Performance

© Athina Kanellopoulou 2019 - courtesy of the artist



Image 11.
VR Environment of *Dance Or Exercise On The Perimeter Of A Square* Performance
© Athina Kanellopoulou 2019 - courtesy of the artist





Image 12.
*VR Environment of Dance Or
Exercise On The Perimeter Of A
Square Performance*
© Athina Kanellopoulou 2019
courtesy of the artist



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**Audience in Virtual Reality
Installation & Actual Reactions**

IVAPA's Audience

IVAPA Project had the opportunity to be exhibited and reach its' audience in four art exhibitions, to be presented four times as a concept and to be demonstrated in the form of a workshop, during 2019.

- Febr.: Presentation of the concept of IVAPA, ATI, UP8, Paris, France
- March: Exhibition Recto VRSO 2019: Illusion Reelle| Illusion Virtuelle, Laval
- April: Festival des Arts Numériques: Multiprise, Paris, France
- May: Presentation of the concept of IVAPA- Vol.2, ATI, UP8, Paris, France
Exhibition Pause Talking! Start Gesture!, Frankfurt Oder, Germany
- Sept.: Exhibition DEX2019, Athens, Greece
Presentation of the concept of IVAPA, DEX2019, Athens, Greece
Workshop under the framework of the concept of IVAPA, DEX2019
- Dec.: Presentation "IVAPA Project", AKTO Art & Design College, Athens



Image 13

**Recto VRSO 2019: Illusion
Reelle | Illusion Virtuelle
March 2019, Laval, France**



Image 14

Image 13. Site specific installation of IVAPA Project at the Museum Musée-école de la Perrine

Image 14 & 15. Audience tries IVAPA Project and interacts with the performances



Image 15



Image 16

**Recto VRSO 2019: Illusion
Reelle | Illusion Virtuelle**
March 2019, Laval, France



Image 17

Image 16 & 17. Audience trying IVAPA Project
and interacts with the performances

**Exhibition Recto VRSO 2019: Illusion
Reelle | Illusion Virtuelle
March 2019, Laval, France**



Image 18



Image 19

Image 18 & 19. Audience tries IVAPA Project and interacts with the performances

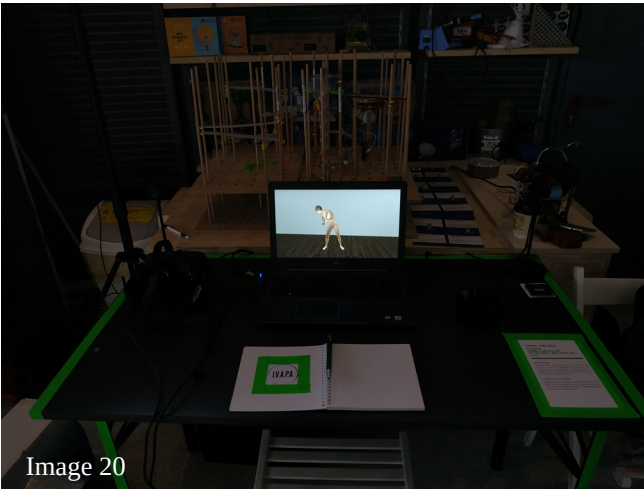


Image 20

Image 20. Site specific installation of IVAPA Project at art space Villette Makerz of Parc de la Villette

Image 21. Audience tries IVAPA Project and interacts with the performances

Festival des Arts Numériques:
Multiprise
April 2019, Paris, France



Image 21



Image 22

Image 22. Site specific installation of IVAPA Project at the Art Gallery of European University Viadrina Frankfurt (Oder)

Image 23. Audience tries IVAPA Project and interacts with the performancesc

**Exhibition *Pause Talking!*
Start Gesture!
May 2019, Frankfurt Oder,
Germany**



Image 23

**Exhibition DEX 2019,
September 2019,
Athens, Greece**



Image 24

Image 24. Audience trying IVAPA Project and interact with the performances

Image 25. Audience tries IVAPA Project and interacts with the performances



Image 25



Image 26

Image 26. Workshop about the idea of digital museum and archive for Performance Art. (photo courtesy of Digital Expo ©DEX2019)

Image 27. Presentation of the IVAPA Project and benefits of a virtual archive. (photo courtesy of Digital Expo ©DEX2019)

**Exhibition *DEX* 2019,
September 2019,
Athens, Greece**



Image 27



I.V.A.P.A.

IVAPA's Digital ID

IVAPA's information and demo could be found at the following link:
athinakanellopoulo.wixsite.com/ivapa

QR Code:



Video link of a trailer:
<https://www.youtube.com/watch?v=cBRO6iuEdLY&t=1s>



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IVAPA Project
is an original concept and creation of
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