

A woman's face is partially obscured by a blue, shimmering, ethereal fabric or light effect against a dark background. The fabric has a grid-like pattern and a shimmering texture, creating a dreamlike atmosphere. The woman's eyes are closed, and her expression is serene. The lighting is soft and focused on her face, highlighting the texture of the fabric and the contours of her face.

Spaces

by Cecilia Rosso

This is me...



I'm Cecilia Rosso, an Italian mixed media artist with a training background in circus based in Tilburg, the Netherlands. I first attended Cirko Vertigo (2015/2017) in Grugliasco, Italy and continued my studies at the Academy of Circus and Performance Art (2017/2021) in Tilburg.

In my work I combine the fields of performance (circus), visual arts, and plastic arts. More precisely, I am using my circus disciplines, straps and hair-hanging, in combination with structures meant to reflect, absorb and manipulate lights to express myself. My work talks about self-perception, self-reflection and Identity both as an individual, as well as in society.

...and this is my work.

Spaces will be an exposition that will recreate naturalistic spaces using non-natural materials. Spaces will be an experience that will combine circus performances with installations. The installations will be created using materials such as: mirrors, fabrics, technological components such as sensors and LEDs/lights brought to life through performers inside of it that become one with the materials.

I see them as an element of the installation that works in symbiosis with their environment, where technique is in function and in service to the experience, I want my public to feel.

I envision 4 different rooms/installation for this exposition:

Vulcano will be a performance/installation of a straps performer interacting with a circular structure suspended from the ceiling. The structure consists of a metal ring with a diameter of 180cm from which an iridescent fabric called organza is suspended. Integrated LED strips in the ring illuminate both the fabric and the performer who is hanging from the straps in the center of the ring. The interplay between performer and installation will be recreating the organic feeling of waves rolling onto the shore at the sea.

Geyser will be a transformed version of Vulcano. Here, the structure remains on the floor and through generated wind the organza will be moved and manipulated. Rather than a performer interacting with the structure, the audience is invited to take this role here.

Starry Sky will be an experience in which the audience, as the name suggests, can experience the stars of the night sky. The room will be dark, the audience is invited to sit or lay down on the floor and to look up. Hundreds of mirrors suspended from the ceiling reflect the light that comes from a performer in the space wearing a light costume and climbing up and down a rope through the stars in the center of the space.

Tornado will create an experience of the desert. The room will be composed using organza fabric laying on the floor. The public will walk on it and their movements will be captured by sensors that will activate fans manipulating the fabric. They will find themselves inside an ever changing environment that reacts to their movements and changes together with their own changes in relation to the space.

Forest on fire will be a sensorial experience. I want to create a double experience for my public: using colors, wind sources and light I will create the experience of the freshness of a forest and the warmness of the fire.

The installations will be created using mirrors, reflective and transparent fabrics, technological components such as movement sensors and lights.

The circus element will be used to bring the installations to life. I see the performers as an element of the installation that works in symbiosis with their environment, where technique is in function and in service to the experience I want my public to feel.

For the realization of this project, I have started to reach out and form a small team supporting me. Currently this team consists of Jakob Lohmann (Rigging + Material Experimentation/Prototyping) and Raphael Albanese (Light and Sound design + 3D Virtualization). With them I will work through the creation of the exposition.





With my installation I want to create a sense of infinity related to naturalistic spaces. This sense that can be experienced when we watch the dunes in the desert and the sand being transported by the wind carrying along the dunes, or the waves rolling onto the seashore. The movement created by the sand, or the waves has a constant rhythm, yet it is void of repetition.

With Spaces I want to give the possibility to my public to reconnect with themselves, find their time to breathe and be, experience infinity. Give them the freedom to explore, walking around between the different installations, and at the same time be part of a community with a shared experience.

Spaces wants to give this moment of self-perception and reflection in research of identity to the public as single entities: giving them the time to perceive themselves in the space in relation with the installation and connect to their inner feelings. But at the same time wants to create a sense of community involving the public in sensorial experiences in the different rooms.

Video material

QR Code to
the trailer of Vulcano



QR Code
experimentation black box mirror
and light
- reference to Starry sky room



QR Code
experimentation fan and fabric (organza)
- reference to Tornado

