Confluence

The interdisciplinary exhibition Confluence by Czech and Slovak creators interconnects artistic, scientific, and environmental contexts. The collective exhibition will be held at Marignana Arte in Venice, Italy from October 6 to 30.

Exhibiting artists: Romana Drdová, Pavlína Čambalová, Beata Hlavenková, Lukáš Likavčan, Matyas Pavlik, Daniel Vlček

Curated by: Lucie Drdová and Mária Gálová

Opening: October 5, 2024 Exhibition: October 6–30, 2024

In the interdisciplinary exhibition Confluence, artistic voices from several fields mingle like water currents on the backdrop of scientific knowledge of the Venetian Lagoon. The original interpretation of the coexistence of humans, living and nonliving nature, and particularly their relationships—evolving and transforming with their interaction in space and time is articulated in a collective message of the actors. In these new forms of cooperation between art, science, and preservation, the artists participate in addressing environmental issues through the prism of art. The project does not seek to expose the negative impacts of human activity—on the contrary, it illuminates the positive adaptive power of nature. The communicated message is not activistic, but rather highly ethical.

The primary impulse for the exhibition was the experimental video documentary by visual artist and musician Daniel Vlček addressing the Metaphor Island with its own ecosystem which has recently formed in reaction to a human technical structure. Together with biologist Giovanni Cecconi, who helped construct the Mose system protecting the city from seasonal "acqua alta" flooding, Vlček set out to the Venetian Lagoon to map out this project.

Besides Vlček, several artists joined in the unique installation—visual artist Romana Drdová, glass artist Matyas Pavlik, composer and musician Beata Hlavenková, and philosopher and planetologist Lukáš Likavčan in collaboration with leading glass engraver Pavlína Čambalová. What is significant is not only the final form but also the creative process of the dynamic, evolving project. It reflects the diversity of different personalities with different artistic approaches while stimulating close cooperation and collective responsibility. Through their invention and mutual communication, the creators contribute to each stage of the process, from the concept and production of the objects to their presentation. The results will include interdisciplinary overlaps in the form of multimedia installation and live performance.

Thanks to the international context and rich experience of the artists, the shared message will bring a unique interpretation of the topic in a place that bears a historical legacy in all fields of art. To visual artists who usually work in other media, glass becomes an opportunity for a new experience, while it is undoubtedly—historically and currently—linked both to Venice and the Czech Republic. Glass as a material can symbolize the fragility of the relationships addressed above, yet at the same time, it can fully stand up to specific artistic intentions.

ABOUT THE ARTISTS

Lukáš Likavčan is a philosopher focused on emerging technologies, ecology, and astronomy. He works as a researcher for the Antikythera program incubated by Berggruen Institute, and he is an incoming fellow at University of Giessen's Panel for Planetary Thinking. He also often engages as a consultant with private companies, public institutions, and NGOs such as Waag Futurelab.

Previously, Lukáš held faculty positions at NYU Shanghai, FAMU in Prague, and Strelka Institute, where he also authored his book essay Introduction to Comparative Planetology (2019). His interdisciplinary work has been presented internationally at venues including CERN Arts, KW Berlin, Tallinn Art Hall, Sonic Arts, transmediale, Venice Biennale, Goldsmiths, Cambridge University, Vienna Biennale, and many others.

Confluence

<u>Daniel Vlček</u> is a multimedia artist, musician, and producer acclaimed for his geometric paintings, intricately crafted by carving circular patterns into layers using vinyl or CDs as stencils, referencing the history of media and visual culture. He is equally passionate about acoustic ecology and its transcription, enhancing his artistry with a profound connection to the auditory world. His work explores themes of industry, authenticity, and the interplay of opposites while seamlessly integrating sound installations and spatial interventions, resulting in a rich multisensory experience.

Daniel studied at the Academy of Fine Arts in Prague and Accademia di Brera in Milan. In recent years, he completed residencies of Emil Harvey Foundation in Venice and Guild Hall in East Hampton, NY under Laurie Anderson. His multimedia work has been presented in numerous Czech institutions including solo exhibitions in the House of Art České Budějovice and NoD Gallery as well as European galleries. Besides his own visual and music work, he has co-initiated multiple cultural and curatorial projects.

<u>Romana Drdová</u> is a visual artist addressing the human body in the context of internal and external identity. She explores the intimate and transformative relationship to the body and its interconnection with automation, synthetic biology, and new materiality. Romana works primarily in the media of object, photography, and installation. She employs a distinctive pure, almost coldly abstract aesthetic corresponding to her focus on the human psyche and an expanded notion of corporeality. Lately she has created works that touch more on intimacy and sexuality.

Romana graduated from the Academy of Fine Arts in Prague. She completed several study stays, among others at Korean National University in Seoul and Hochschule für Gestaltung in Karlsruhe, and art residencies. She was nominated for Jindřich Chalupecký Award. She has presented her work at solo exhibitions in Czech independent institutions such as National Gallery Prague, MeetFactory, and Futura, as well as international exhibitions in New York, Brussels, and Berlin.

<u>Matyas Pavlik</u> is a Czech-born glass artist who grew up in the United States, Mexico, and Portugal. He studied ceramics with the Purépecha in Michoacán, Mexico and graphic design at the University of San Francisco. He eventually found his artistic path to glass, particularly cast glass in his family background—both of his parents are renowned glass artists. Thanks to the international environment among other factors, his work is very open to all kinds of inspirations and able to naturally absorb diverse cultural influences, recognize their unique character, and blend them within his own unique style. Matyas explores cast glass in its physical aspects while seeking to "control/manage" glass as a material so it can fully stand up to specific artistic intentions. His glass artifacts are often inspired by nature. Many of his works capture his fascination by the water element. Rather than rendering their naturalistic or abstracted form, he tries to grasp natural phenomena as such.

<u>Beata Hlavenková</u>, a pianist, film composer, singer, arranger, and producer, is one of the most distinctive contemporary women musicians with an unmistakable authorial voice that transcends individual genres. Beata is very keen to experiment and to look for unconventional harmonies and arrangements. Genre freedom—supported by deep knowledge of jazz, modern classical music, pop, and songwriting—blends together in all her projects with a clearly recognizable concentrated and sensitive interpretation.

Beside her six solo records, Beata composes music for movies and theaters and arranges songs, from small acoustic pieces and sound design all the way to a symphonic orchestra. She was nominated for the Czech Lion 2021 award in the Best Music category for the soundtrack of the movie Zátopek and one year later for the soundtrack for the series The King of Šumava: The Phantom of the Dark Land.

<u>Pavlína Čambalová</u> is a glass artist specializing in engraving and cutting glass. Her artistic journey started at the Secondary School of Applied Arts in Turnov where she studied gemstone cutting and engraving. She continued to the Higher Vocational School of Glass in Nový Bor where she focused on glass design and engraving. After her studies, Pavlína spent several years gaining experience as a glass engraver at the prestigious Lobmeyr company in Vienna. In 2016, she decided to pursue an independent artistic career and opened her own studio in Železný Brod.

She had an opportunity to develop her talent as a residential artist at such prestigious institutions as Glashütte Valentin Eisch (D), Toyama Institute of Glass Art (JP), and Corning Museum of Glass (NY). She participated in many international exhibitions and symposia where she was highly praised for her technical precision, innovative approach, and skill in glass techniques. Her detailed engravings of glass objects are mainly inspired by nature and seemingly simple things of everyday life. The traditional technique of glass engraving gains an unconventional dimension in her work.

Confluence

<u>Giovanni Cecconi</u> is a socioecological engineer with over 35 years of service. He embodies the intersection of engineering, ecology, and community stewardship. He has made significant contributions to coastal management, storm surge barrier innovations, and habitat restoration, integrating the challenges of climate change into sustainable solutions. Founder of Venice Lab Wigwam Local Community, he has led projects in resilience and well-being for communities worldwide. As Director of the MOSE Control Room at the Venice Water Authority, he played a key role in managing the Venice Barriers, protecting the city's cultural heritage.

An advocate for "engineering with nature," he has worked on ecological restoration, coastal biostructuring, carbon sequestration, and disaster risk reduction globally. His participatory approach engages communities, students, and professionals in addressing environmental challenges. As an Honorary Member and mentor at Ca' Foscari University of Venice, he is a thought leader in coastal engineering, committed to sustainable solutions for resilient coastal communicate the wonder of nature and the value of cooperation.

Lucie Drdová is an art historian, gallerist, curator, and author. In her work, Lucie combines academic awareness and professional expertise from European exhibition institutions. In 2012, she founded Lucie Drdova Gallery with a focus on contemporary art based in Prague and Brussels. In 2022, she curated Rony Plesl's exhibition Trees Grow from the Sky included in the official program of La Biennale di Venezia within Collateral Events.

Lucie regularly writes and lectures on the institutional context of contemporary art, gallery practice, and work of contemporary artists as well as the art market for Czech professional media and newspapers.

<u>Mária Gálová</u> is an independent art advisor and curator specializing in the medium of glass. During Václav Havel presidency, she managed the Program Department of the Prague Castle Administration. For over sixteen years, she was director of the Czech branch of Dorotheum auction house. In 2021, Mária curated the exhibition Czech Glass, Quo Vadis?! in Venice which won the main award for the best project by the jury of experts at The Venice Glass Week. In 2023, she prepared the exhibition CZECH GLASS | FRAGILE at the same event, and in 2024, she curated a contemporary glass exposition at Karlštejn Hunting Castle and the exhibition The Magic of Czech Glass at the Vietnam National Museum of Fine Arts in Hanoi.

CONTACT FOR MEDIA:

Lenka Bakešová | lenka@sharpobjects.cz | Tel. +420 776 228 599

NOTES FOR MEDIA:

Confluence Marignana Arte, Dorsoduro, 141, Rio Terà dei Catecumeni, 30123 Venice Vaporetto stops: Line 1 Salute stop | Line 6 Spirito Santo

Instagram | https://www.instagram.com/confluencevenezia2024/

OPENING October 5 at 5pm

OPENING HOURS

October 6–30, Tuesday to Saturday 11 a.m.-7 p.m., Sunday to Monday by appointment only

The exhibition is supported by: Ministry of Culture Czech Republic, City of Prague, PPF Foundation, Veolia Partners of the project: Allianz, Czech Centres, DBK In cooperation with: Venice Art Factory, Marignana Arte Graphic Design: Sharp Objects











