



Imago is a project born in 2005: it's formed by images realized with the first camera phone, low definition of course (0.1 megapixel).

The work is based on a triptychs structure.

Our challenge was to create a language close to photo one, giving back the images a soul, a dignity, and above all a body, shooting in peculiar conditions of light (obviously combined to the subjects) and showing the images back by projectors on holographic films, through lightbox - Imago Solid Version - or others.

This is showed by the images themselves which have a certain thickness, a certain corporeality, but are at the same time ephemeral, already bursted pixels which are more and more expanding. Inscrutable faces, alien unphotomable faces, but not real people. In some ways this reminds the ancient study of Light Theory, in which sacred art becomes optical alchemy which has its best expression with the windows of medieval cathedrals, widening and magnifying the triptyc of the altarpiece. The luministic alchemy anticipate, even technically, the lenticolar developments which are at the basis of modern photography by a correspondence both symbolic and technological.

















