How do exhibitions reverberate?

In 2016, due to my research in the field of exhibition histories and temporal dimensions of exhibiting the Goethe Institut invited me to be the second participant in their newly constituted Residency Program in Salvador Bahia, Brazil. During my residence, I asked two art educators that were part of the 3rd edition of the Bahia Biennial (2014), to take me to the former exhibition venues. The 3rd Bahia Biennial was curated and initiated by Marcelo Rezende, Ana Pato and Ayrson Heráclito with co-curators Fernando Oliva and Alejandra Muñoz; it unfolded in 2014 over the course of 100 days at various locations – amongst many a monastery, a cinema, a public archive as well as museum spaces acted as hosts and collaborators – and included the re-enactments of the biennials of 1966 and 1968. During our (archaeological) site visits, Ana Beatriz and Felix re-activated the works, the history as much as current conditions, the working process, their own experiences as mediators and the visitors’ voices. The reverberations of a curatorial project mediated not simply a past exhibition, it emphasized how exhibiting operates as a medium.

With specials thanks to the Goethe Institut Salvador Bahia, Manfred Stoffl, Felix Torro, Gabriela, Ana Beatriz, Marcelo, Maria, Fernando und dem Archivo Publico.
JOURNAL OF JUST ONE DAY

SCIENCE FICTION | COSMOLOGY | UTOPIA-DYSTOPIA • CURATOR STUDY

JUANPE PARAISO
Science Fiction • Cosmology • Utopia-Dystopia

This exhibition presents pieces of fictional science fiction from an interpretation proposed by the artist himself (the author of the method). The concept of time in the context of science fiction and utopian dystopian narratives are dealt with in this work.

This exhibition can be understood as a "mirror of the future". However, at a future time, today will be the projection of the past, a projection of fiction in the present.

Science fiction: an identification in the present and otherworldly perspectives on the daily working of the machine age, the ritual of the present age, a reflection of the image of utopia and dystopia, works of art and objects of art that form the universe of the future today.

Equipment: always in contact with the machine age, the image of the present, and the reflection of the future through science fiction, works of art and objects of art.