

THE PROJECT

plot:

Study-abroad studio in Rome; discovery of 'talking board' in Porta Portese market, use in studio, involvement with sites at Bomarzo, Venice, Lisbon, London, Macau, Rome. Members of the studio begin to go missing. A detective is invited to investigate, hunt coincides with discovery of element predicted by the talking board initially.

products:

Exhibition of works of the 'lost studio'. Notebooks. Sketches. Models — all potentially clues in the mysterious disappearances. Background: 'occult' connections from 16c. architectural theorists of the Veneto, Rosicrucians, theories of architecture, religion, sacrifice, etc.

web site
interactive on-line talking board
sketchbooks
maps
photos (on-line gallery)
fictionalized chat rooms, email
novel
documentary film(s)
symposium (as in 'second life')

PLACES

Rome
Bomarzo
Venice
Caserta
New York
Lisbon
London
Paris
Asheville
Macau
Brussels
Leuven
Maastricht
Amsterdam

PEOPLE

Lull
Vico
Piranesi
Vanvitelli
Turing
Poe
Magritte
Soane
Duchamp
Borges
Greenaway
Hitchcock
Lynch
Roussel

MODELS

Jason Bourne films
Novels of W. F. Sebald
L'élégance du hérisson
Johnstonian travel
Saturn & Melancholy (Saxl *et alia*)
Origins of Western Thought (Onians)
Eleusis, Trophonius, etc.
Poe's chiasmus
Le Procédé of Raymond Roussel
Vico's verum-factum

OUTCOMES:

- Establish a network of collaborators working on different parts of the project, same scenario but different possible outcomes, all speculative.
- Use 'real theory' (Lacan, Aristotle, Vico, etc.) to ground the principles of divination, architectural creation, etc. Use actual historical relationships to provide background.
- Develop productions (i.e. the 'Ouija-style' board) that actually work.
- Develop 'guides' to various aspects of the projects
- Sponsor spin-offs.