

autobio

Born in 1997 in a family of physicists, I started my artistic career at the age of 5 in Russia as a cellist. At 19, I moved into the field of visual arts in search of more freedom and space for self-expression in Italy.

My educational background is a fusion of innovations and traditions from Italian, French, Swiss and German art schools.

I was honored to complete my Master's thesis at the Academy of Fine Arts of Bologna under the supervision of Massimo Bartolini.

My artworks have been exhibited in various European countries, the USA, and Russia. Some of them are in the private collections of European collectors.

artist statement

In my art, I focus on the concepts of space and freedom, as well as the relationship between nature and humanity and ecological issues.

My main interests include the development of interactive projects and the research of the space as an art medium, a living matter and a co-creator of the artist.

I always tend to capture and show the invisible and to delicately liberate the objects of my research from existing limits.

I am a chaotic artist: choosing to be free from the confines of one specific technique, I use different ones, such as sculpture, installations, photography, video, CGI, and others, based on the needs of the project.

CV

education

2020-2024. Master cum laude in Visual Arts, Sculpture, Academy of Fine Arts of Bologna, Italy

2023. Interactive Media Systems, Hochschule Augsburg (Erasmus+), Augsburg, Germany

2022. Designer of interactive installations
CONTENTED School of Design
Moscow (online)

2021. Data Science Technology and Software - IFOA, Bologna, Italy

2019-2020. Haute Ecole d'Art et de Design HEAD (Erasmus+), Geneva, Switzerland

2019. Villa Arson (Erasmus+), Nice, France

2017-2020. Bachelor cum laude in Visual Arts, Sculpture, Academy of Fine Arts of Bologna, Italy

2002-2011. Moscow Gnessin school of music, class Cello, Moscow, Russia

exhibitions

09.2024. Arcipelago - Vincitori Rocca dei Bentivoglio, Valsamoggia

07.2024. Spazio dei Mille Spazi Galleria Pescheria, Cesena (solo)

06.2024. The Mirror Galleria Enrico Astuni, Bologna

02.2024. Vita Brevis. Ars Longa ephemeral gallery Al di là, Bologna

07.2023. House of New Realities pop-up museum, Augsburg

06.2022. Sino Non Qua CAR DRDE gallery, Bologna

06.2022. CORNERAHOLIC Bologna

11.2021. Special Zucchelli Award Opificio Golinelli, Bologna (performance)

08.2020. CIP Festival, Chania

03.2020. Foley Gallery, New York

08.2019. La Fragilité, Timiryazev Library Space, St. Petersburg (solo)

06.2019. MIFA Winners 2019, Moscow PhotoCenter, Moscow

awards

2024. Arcipelago 2024 | 8° edizione

2023. Nuovo Grand Tour

2022. 2nd Prize Young Art Award

2019. Gold at Moscow International FotoAward 2019 (MIFA 2019), Fine Arts, Collage category

2019. Bronze at Moscow International FotoAward 2019 (MIFA 2019), Fine Arts, Collage category

residencies

2024. Domaine de Boisbuchet, Lessac, France

contacts

<https://mariasky.art/>

info@mariasky.art

+39 331 417 714 2

Lucia

p o r t f o l i o

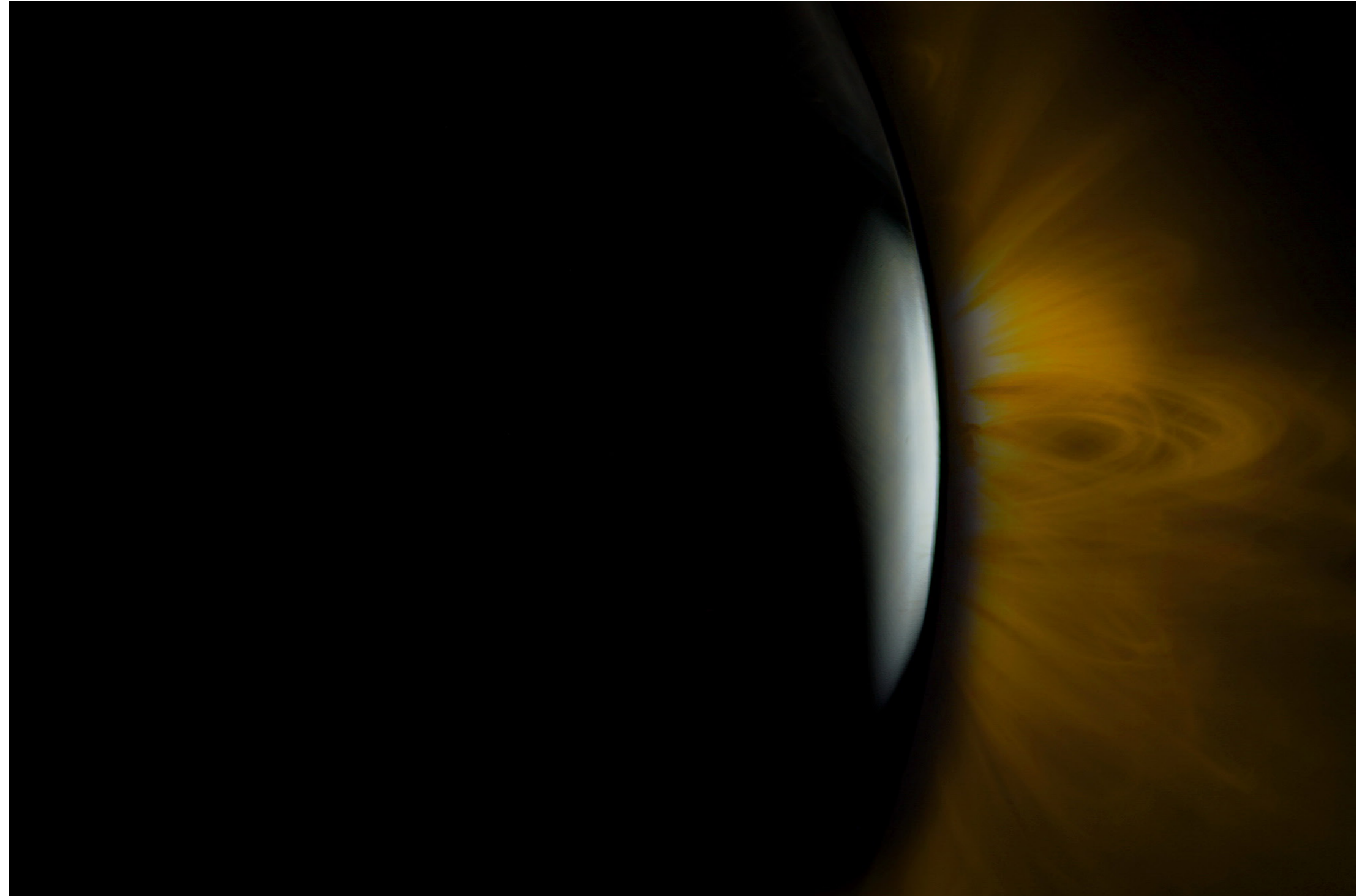
THE MIRROR

interactive installation
225x225x45mm + ambient measures

black obsidian, brain sensor, interactive algorithms,
up-to-date NASA video

“THE MIRROR” is an interactive installation that placing in dialogue solar and cerebral activities. Featuring the human brain and the Sun as protagonists, the project takes the form of a black obsidian mirror disk and an interactive algorithm that detects signals from the viewer’s brain and transforms them into real-time projections of solar flares, which, due to their natural aesthetics and the nature of their activity, bear a striking resemblance to the activity of our neurons during the thought process.

The project is directly linked to NASA’s solar activity video databases and regularly downloads videos recorded approximately 48 hours in advance. This is approximately the same time it takes for the solar wind to reach Earth. In this way, the solar particles that the viewer sees in the projection come into contact with the Earth’s atmosphere around the time he or she interacts with The Mirror.



detail



installation view at Galleria Enrico Astuni



spectator in the interaction with the project

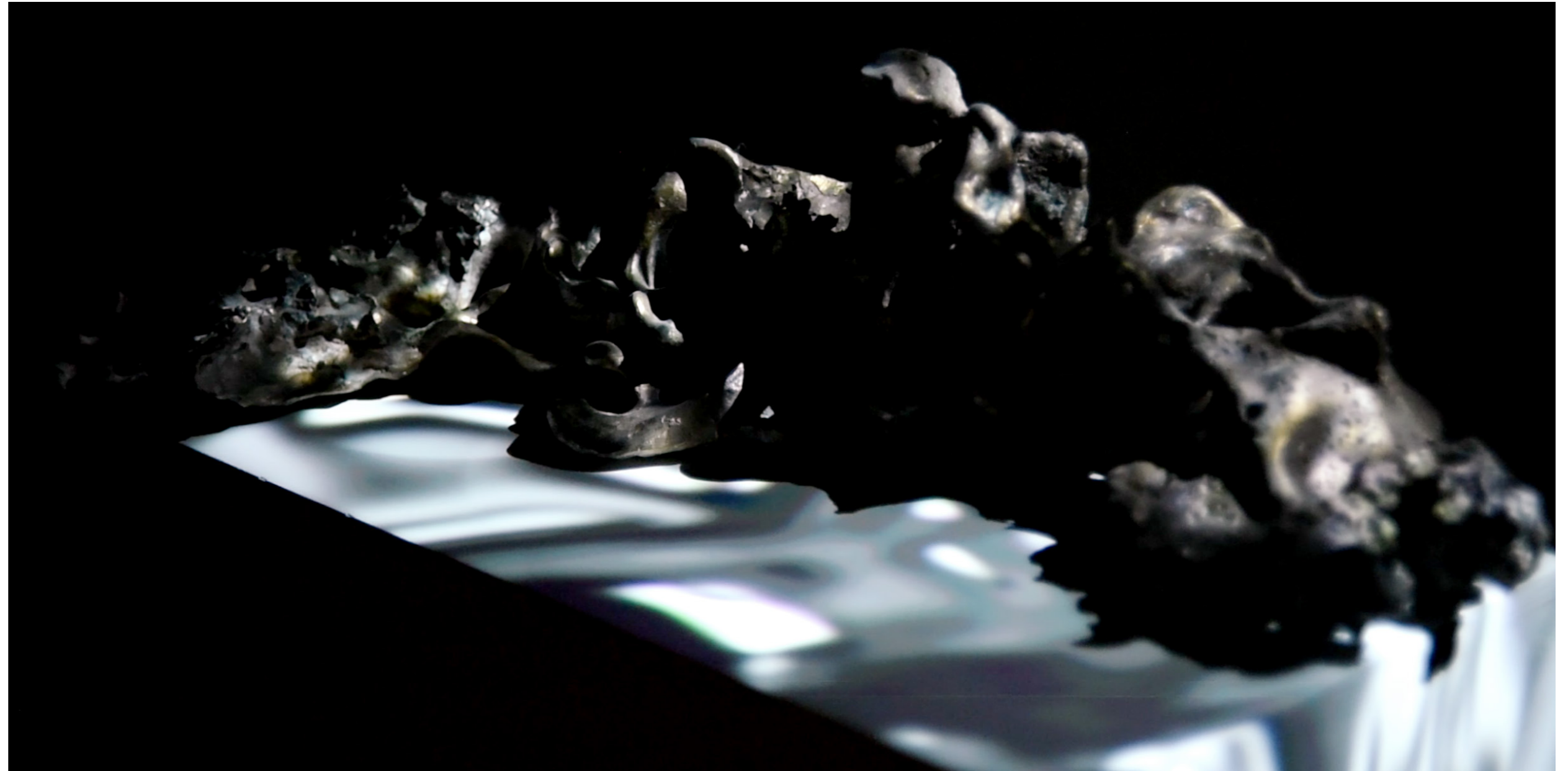
SPAZIO CHE CHIACCHIERA

interactive sculpture
73x22x19cm + ambiental projection
bronze, interactive algorithym,
2024

Spazio che chiacchiera” is a soundscape of place where every sound interacts with the space and the space responds them reciprocally.

It is, therefore, a changing portrait of living space, always moving and never frozen in time or in bronze.

It continues its life in interaction with us, it expands and flows freely, just as sound constant presence in our lives.



detail



installation view at Galleria Ex Pescheria



spectators in the interaction with the project

BALLARE CON LE STELLE

Serie di 24 fotografie
Varie misure

In corso dal 2024

“Dancing with the Stars” combines the micro and the macro, the personal and the universal. Inspired by Picasso’s light drawings, I sought out my optimal raw material for similar experiments and found it in the stars. Stopping in the star field, I focused on a single star or constellation and began to dance with them in very slow motion, holding the camera with a long exposure.

The duration of each drawing-dance ranges from 45 to 120 seconds. Upon reviewing the results of these dances, I noticed for the first time that the optical flicker of starlight, captured in my way, develops its unexpected multicolor quality. When viewed up close, it can be seen as a painting that lives in the night sky for millions and billions of years.







VITA BREVIS.ARS LONGA

site-specific projection in augmented reality (AR)

2024

“Vita brevis. Ars longa,” is an augmented reality project, that quietly reflects on life’s fragility and unpredictability.

It humbly considers how artists, through their creations, surpass the limits of time, influencing successive generations.

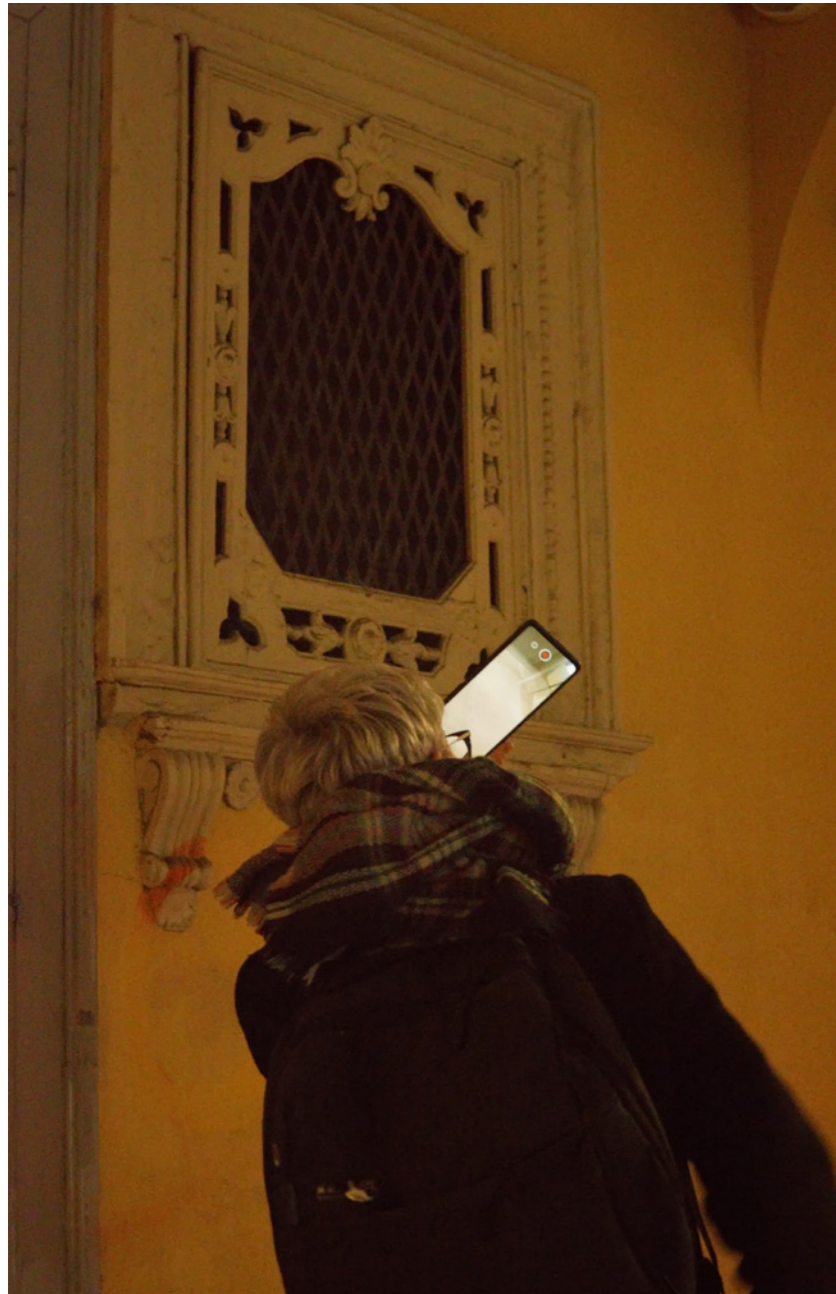
Inspired by Giorgio Morandi’s themes of time and silence, this project attends to intertwine timeless essence with innovative technology, aspiring to contribute to the enduring dialogue connecting past, present, and future.



installation view through AR application



installation view



the spectator in the interaction with project



installation view through AR application

SPAZIO ADDORMENTATO

sculpture
17x23x26cm
seeds of cattail, raw clay

2024

Environmentally harmful materials such as solvents, silicones and plastics are often used in the creative process, and this, I believe, should be a field for change. During my experiments started in 2022, I discovered that cattail seeds are a material composed entirely of cellulose and ready to be used without further processing. These seeds, even after being bleached with a natural remedy, remain alive and can germinate.

From those experiments comes the sculpture Spazio addormentato (eng. Sleeping Space), made of raw clay and thousands of dormant seeds. In contact with water, this sculpture can give life to entire groves of cattails, whose roots purify water, whose leaves provide food and shelter for small insects and animals, and whose stems and seeds could become the material for new works of art.







ONE GLANCE

gilding in the forests.
Documentation in 15 photographs
Various sizes

2024-on progress

Immersed in the wilderness, man often loses himself in its immense dimensions, perceiving only brushstrokes of colour, generic shapes and volumes, neglecting and failing to notice the details that actually give life to everything he sees. With the 'One Glance' project, I try to draw human attention to small details that catch my eye.

By applying gold leaf to living leaves, mushrooms, bark, I wish to show how just a drop of attention, a fleeting glance, can transform the invisible into the visible, revealing the beauty of the work of art already created by the greatest artist - Nature - and becoming its co-creator.







FUNGILLATION

Interactive site-specific installation
ambient size

Mycelium, digital set-up.
2023

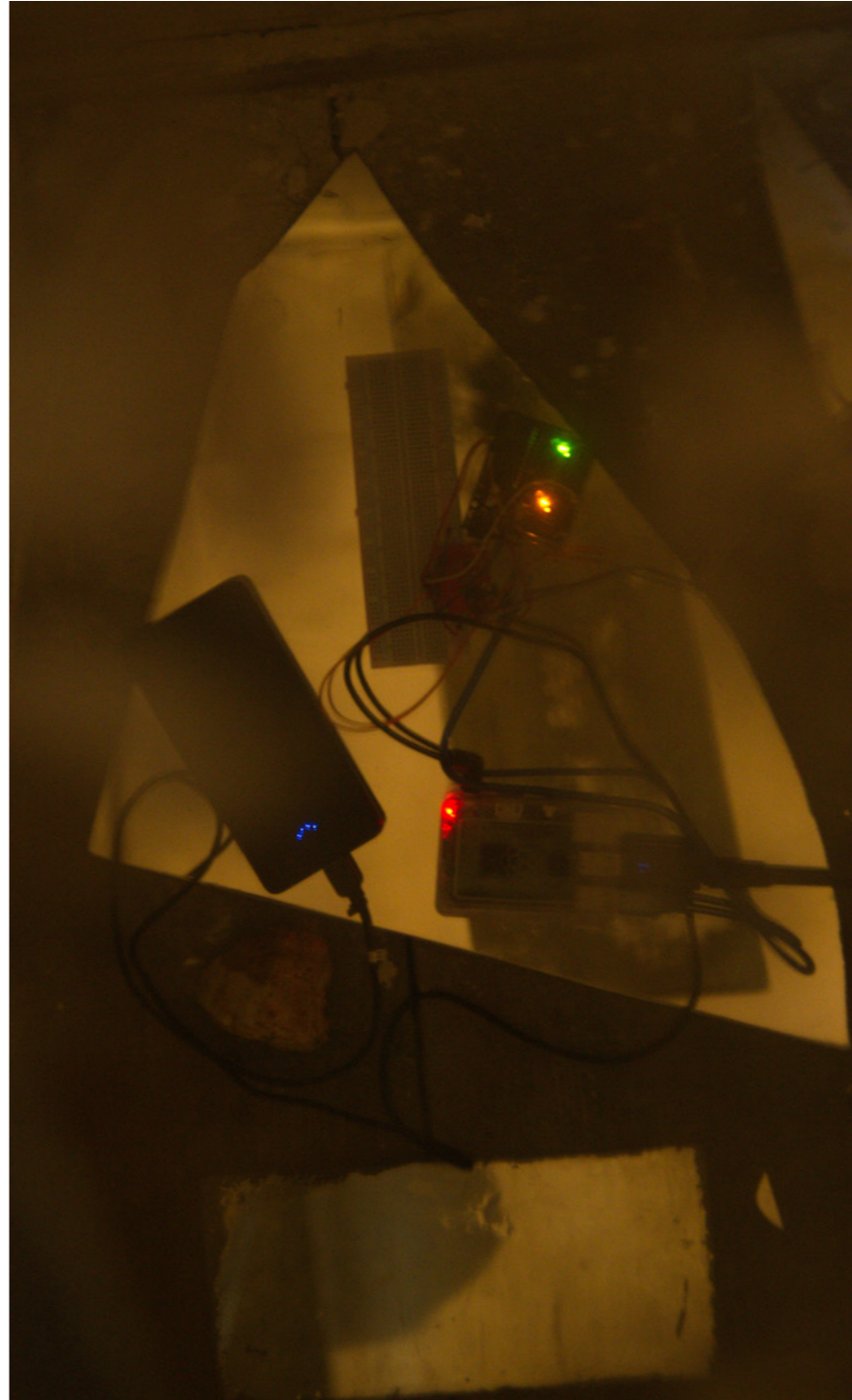
the project developed in collaboration with Adrian Ludwig
and Nassim Laarmann

‘Fungillation’ is a site-specific installation made of mycelium – the underground ‘neural system’ of the mushroom. Seeing, smelling, listening, and even touching the mycelium, spectators have a chance to interact with the unknown world of mushrooms and experience it from unexpected perspectives. The project uses communicative electric signals of mushrooms spread throughout the entire space as vibrations coming through the walls.

Therefore, the installation in the attic of an abandoned house confronts spectators with the question of whether the mycelium destroys or repairs the space: through vibrations generated by the electrical signals, the fungus has control over the state of that fragile space. On first glance, it looks as if the mycelium being transcends the boundaries and even breaks through the wall. Yet, at the same time, the mycelium has the remarkable ability to heal materials by growing through their particles and connecting it together.



installation view through the break in the wall



installation view on the digital set-up



Installation view through the pinhole

SPAZIO DI UN FIORE

Series of 19 photographs
Various sizes

2023, ongoing

'The Space of a Flower' is my way of discovering the beauty of a single flower as if it were an entire universe.

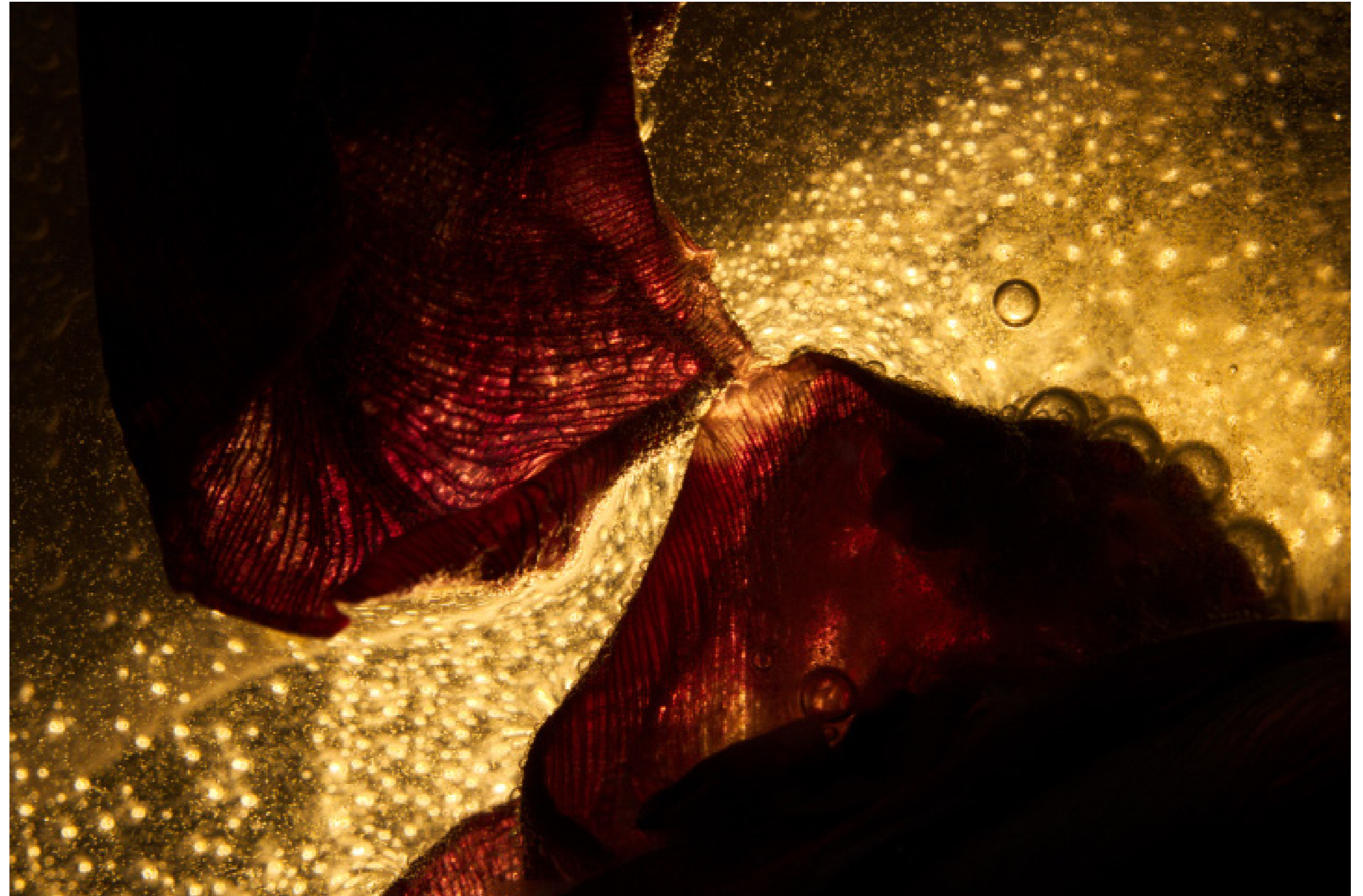
I observed each flower carefully and studied how its structure and architecture change over time, how the flower extends its space with colors from its petals, and how it creates constellations of pollen and bubbles.

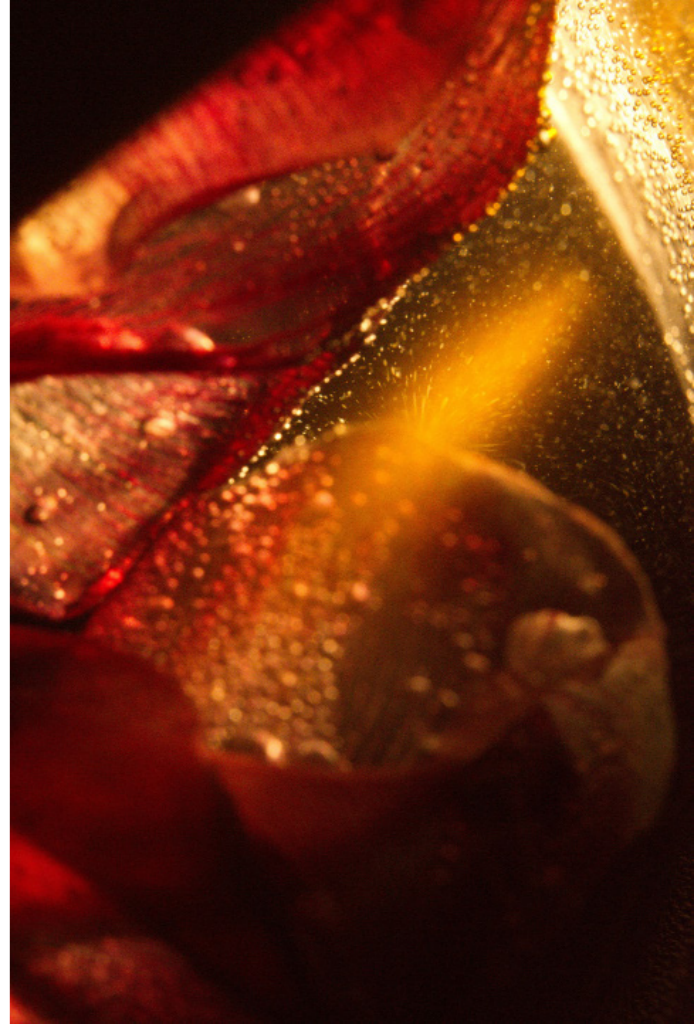
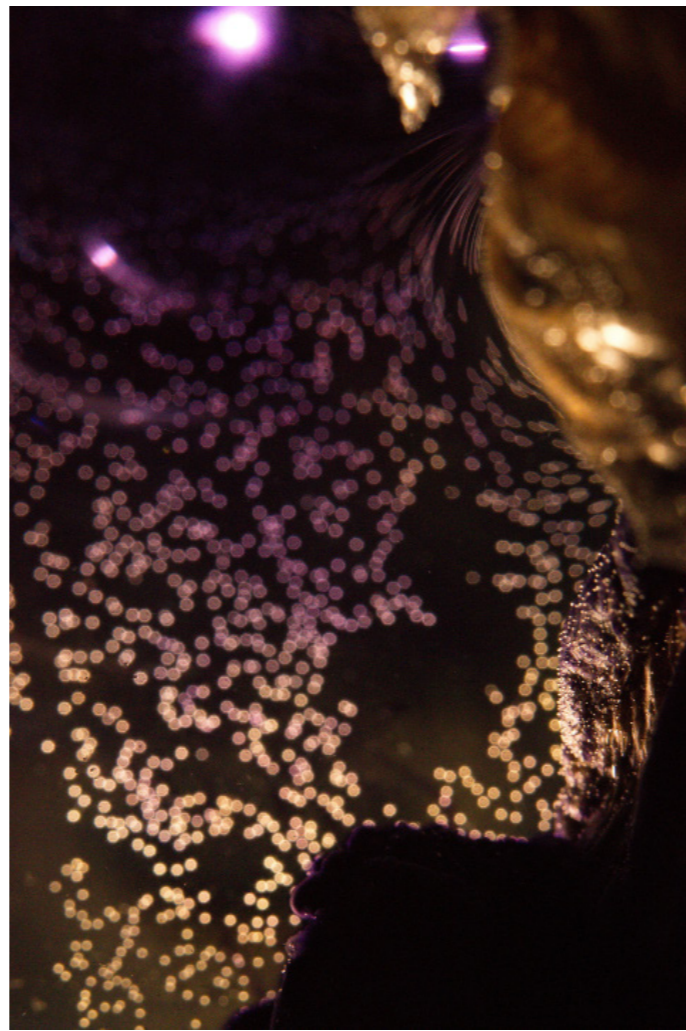
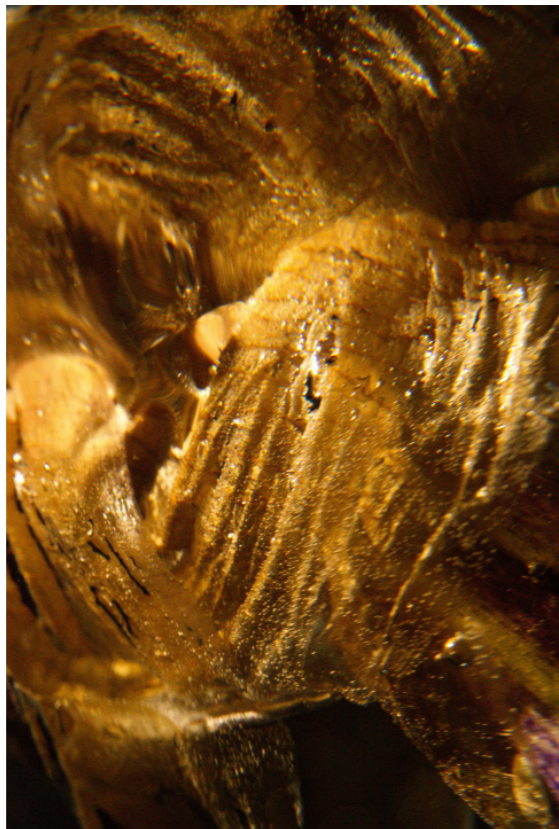
Working on this project, I always followed simple yet strict rules:

I work only at night.

There should be only one flower in the frame.

I photograph with only one source of light. I do not use any post-production, except for slight adjustments to the contrasts in case they were lost during the conversion from RAW to JPEG.





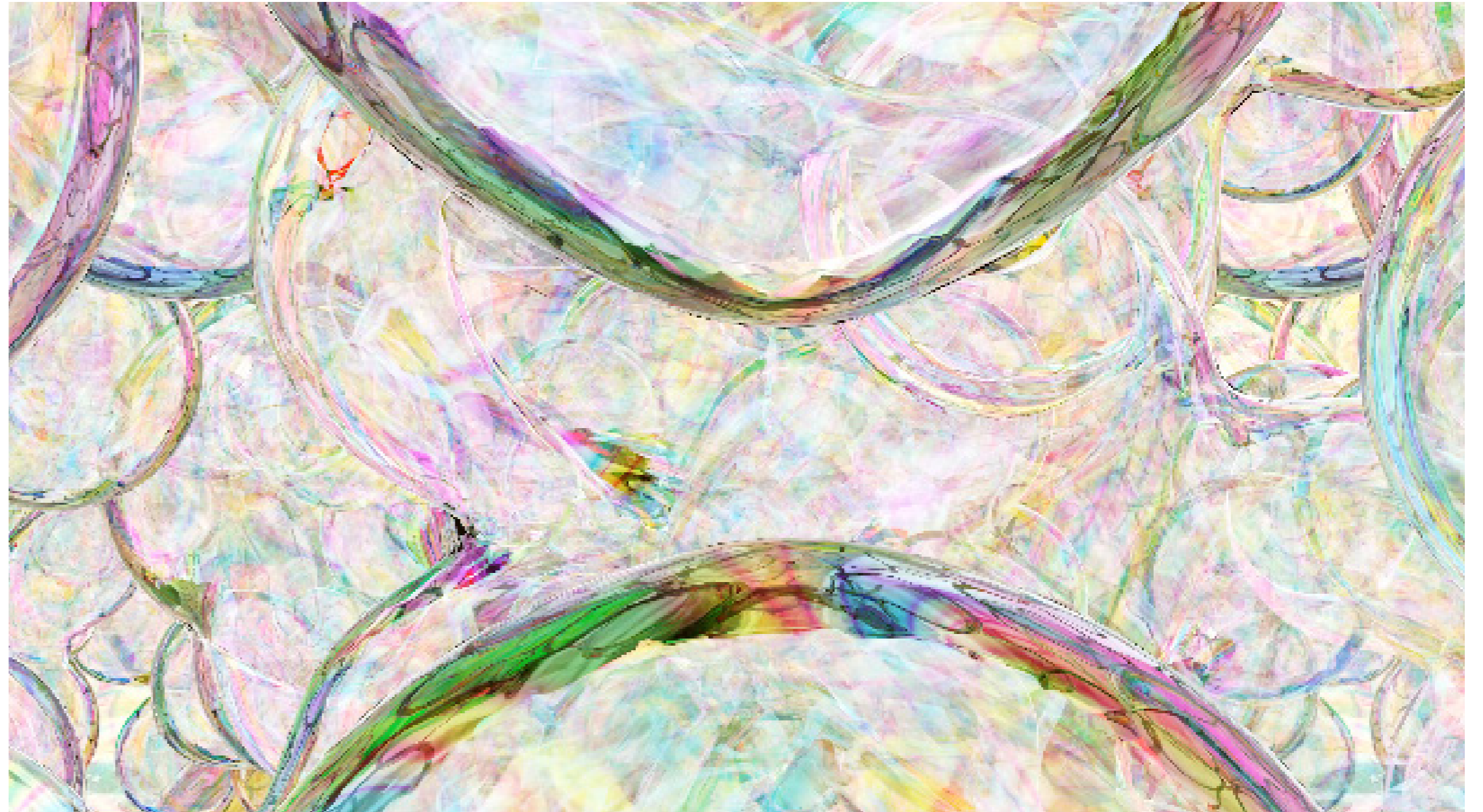


M: MITO.META.MAYA

Interactive video-projection
Ambient adapted measures

7 video, AI-based interactive algorithm
2022”

The influence of digital technologies such as Meta today becomes dominant. The physical and virtual worlds influence each other and are multiplying constantly. ‘M: Mito.Meta.Maya’ questions reality and the multiplicity of our worlds and the possibilities of choice in them. Are we gods or slaves of such a multiverse?





the spectator in the interaction with project

<https://mariasky.art/>

info@mariasky.art

+39 331 417 714 2