



PALMANOVA(S)

Y otras cartografías imaginadas

ENGLISH

Exhibition: May 17 to June 17, 2025

The starting point for my projects is sometimes anecdotal: I always found it curious that two such disparate towns share the same name, Palmanova.

The Italian city is an ideal city that was created from scratch in 1593 with the intention of being a model of perfection: geometric, radial, centralized, and symbolic. However, it has barely grown in the last hundred years. Palmanova in Mallorca, on the other hand, is an example of excessive urban growth, overcrowded in the summer and empty in the winter. Neither town seems to function as a model.

The images in this project emerge from the collection of data from my actual trips around Palmanova/Friuli-Venezia Giulia and Palmanova/Mallorca. Observation, chance, and emotion (the Drift) facilitated my work process. I obtained the matrices from mobile screenshots (Google Maps) of these routes, which I then translated into an appropriationist game, using the language of graphics and printmaking.

I used the real layouts of both locations to create imagined cartographies and poetize possible parallel realities. What kind of city do we want?

The result was a multidisciplinary work (graphic work, sound archives, and video creation) linked to art history, literature, mathematics, music, and numerology.

The production of this graphic work was supported by a grant from the General Directorate of Visual Arts/Crida 23. In this project, I used printmaking not as a reproduction technique but as a visual resource. Working without the intention of a print run (each work is unique) is a method that I find creative, free, and experimental.

Carlos Danús at MA Contemporary Art