

Biography:

f’ is a visual artist who traces his research path between exploration and experience.

Through the intricate relationship between humanity and nature, f' examines pressing political and social issues. By synthesizing collective data with personal practice, f' creates poetic and visionary intermedia works.f' investigates how digital episteme shapes social imagery and the perception of reality—examining how technological mediation influences perception across cultural, social, and environmental contexts.

The human body is at the epicenter of f' practice, regarded as both an object of control and a site of resistance, whether in terms of physical mobility or perceptual management. This concern has led f' to intentionally live for extended periods in border regions—places where people undergo profound biographical transformations.

f' artistic approach is grounded in direct action and responsive exchange with encountered realities, realized through participatory, inter-present processes. Complementing this, f' methodology operates through collective intelligence in synergy with professional networks.

Since 2019, f' has been part of the Wurmkos collective and serves as P.M. & Advisor for Recipient.cc.

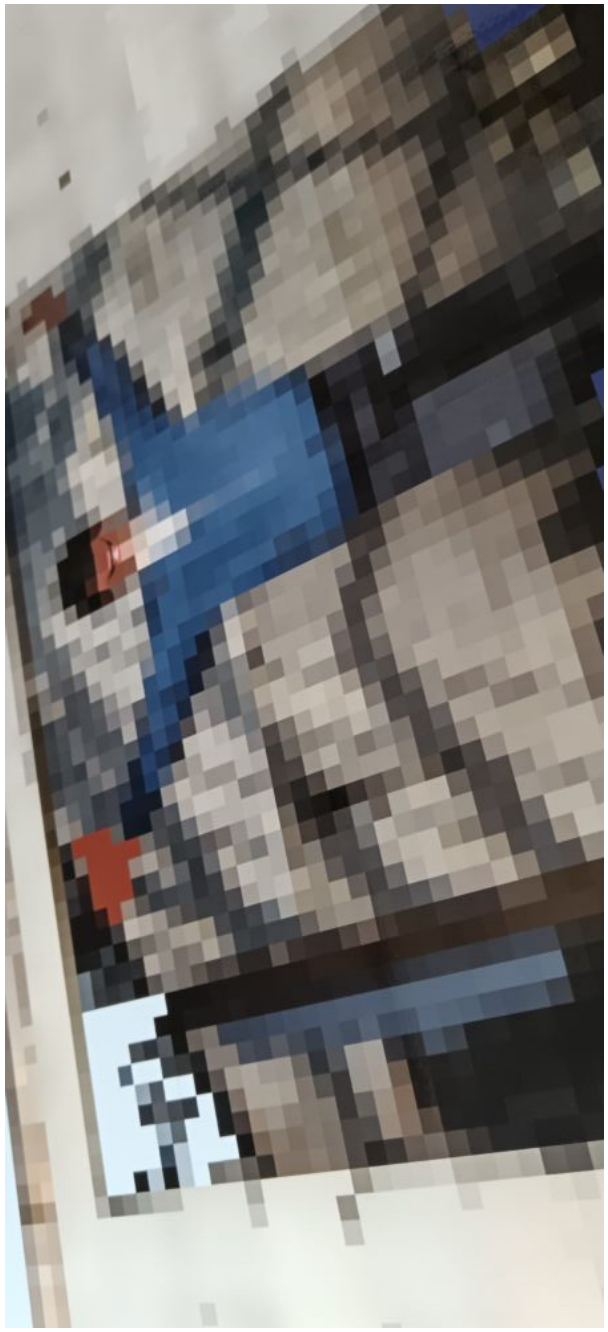
f' is the founder and artistic director of a2410.it, Carrozzeria Margot, and Mobeel.

f' archive and studio are based in Canzo, Italy.

Since 2019, f’ has been part of the Wurmkos collective and serves as P.M. & Advisor for Recipient.cc.

f’ is the founder and artistic director of various collective projects , the most recent are a2410 , Carrozzeria Margot

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Sandbox serie

fb ss24
CORPUS: sandbox serie
../Related Objects

KEYWORD: #photo #serie #spectacularization #aestheticization

CULTURAL DEFINITION:
../Edition: 5+1

TECHNICAL DATA:
../Object: simple
../Matter and technique: Print on photosatin paper on Dibond and glossy lamination
../Measures: 400x600 mm

DESCRIPTION:
A series of photographs taken in the field, subsequently digitally processed and printed on satin photo paper. Sandbox games are often associated with an open world concept which gives the players freedom of movement and progression in the game's world. The operation, which naturally references so-called "sandbox games" in the text, refers to online multiplayer role-playing games often associated with an open-world concept that grants players freedom of movement and progression within the game world. This world is divided into different biomes, such as deserts, forests, or jungles, each with its own unique characteristics and sometimes specific creatures. The game features two main modes: a survival mode, where players must gather resources to stay alive, and a creative mode, where they have unlimited resources and the ability to fly. These characteristics of the game mirror another game—referred to as "the game" by people on the move who face migratory routes, especially along the Balkan route. The reworking of the imagery, which fits into my broader research on ‘**critical visual topology’,** is thus a result of these associations—a way to counteract the dynamics of an aestheticized iconography of "migration", which is influenced by social media mechanisms that consume images so quickly that they prevent them from becoming meaningful signs. It is a visual critique of that type of photographic documentation that has undergone a technological process of discriminatory normalization, rendering attempts at denunciation not only ineffective but also unwitting accomplices in a process of *spectacularization*. By provocatively placing images of people and places I have personally encountered in a dissonant dimension that hints at an ideal elsewhere, I highlight how that gaming context is the blatant and normalized result of what I would call an almost absolute "gamification" of social structures and the perception of territory. However, this aesthetic reworking also serves a contradictory and irresolvable function: to bring to the forefront the complexity of individuals and their biographical dimension beyond suffering or violence. These works aim to be a site of conflict—a platform from which constructive dialogue can emerge, preventing both sides of the "debate arena" from becoming entrenched in their respective worldviews.

https://francescobertele.net/progetto/mide/

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Sandbox serie

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Curriculum Vitae:

Francesco Bertelé
b. 1978.
Visual artist
P.M. & Advisor at Recipient.cc
f' archive is in Canzo (Italy)

since 2023 // P.M. & Advisor at Recipient.cc
2021- 2024 // Team member and artistic director of Balkan Rope in Bihac, Bosnia and Herzegovina . Balkan Rope is an humanitarian project of Mediterranean Hope (the refugee and migrant programme of the Federation of Protestant Churches in Italy (FCEI).
since 2019// Wurmkos collective member
since 2017 // Founder and artistic director of a2410
2009-2014 // Founder and artistic director of Carrozzeria Margot
2005-2009 // Founder and artistic director of Mobeel

Solo exhibitions (selection)
2026 // - Antopia, interactive, site-specific installation at the former Mirafiori South air-raid shelter. Fondazione della Comunità di Mirafiori.
- Repertoire in intermedial mode, Thematic Pavillion. Curated by Sara D'Alessandro Mannozzo and Caterina Riva. Malta biennale 2026
2025 // - Else Space #5. I conflitti di un altrove, curated by Chiara Pirozzi. Palazzo Ducale - Urbino, Galleria nazionale delle Marche.
2024 // - Hooked Together, Historical Museum of Bosnia and Herzegovina, Sarajevo
- Flamingo loophole. Bulevard Art & Media Institute, Tirana.
- ES#1, curated by Sara d'Alessandro Mannozzo. Carrozzeria900, Milano.
- Centocapre, the film. Bulevard Art & Media Institute, Tirana.
2023 // Else space - Es#1 , curated by Waiting Room Residency, Jonas Psychoanalytic Clinic Center, Trento.
- Flamingo loophole. Gradska Galerija Bihac, Bihac, Bosnia and Herzegovina.
2022 // HSD show case, Museo Madre, Napoli.
- Kabarè 6/10, Carico Massimo, Livorno.
2019 // Walking through the walls, curated by Chiara Pirozzi, Fondazione Arnaldo Pomodoro, Milano.
- Walking through the walls, curated by Chiara Pirozzi, Mediamatic, Amsterdam.
2017// L'amoureuse initiation, "Unità d'artista", Galleria Rossana Ciocca, Milano.
2016 // I will seed princess pearls in a cave, curated by Gabi Scardi, NCTM studio Legale, Milano.
2015 // Guha, Skaftfell project space, Center for Visual Art, East Iceland.
- Centocapre "looking for yule goats" video-performance, Auditorium Kunstnernes Hus - KHIO, Oslo
2014// Centocapre, curated by Bianco Valente e Pasquale Campanella, site-specific project for 'A cielo aperto', Latronico (PZ).

Group exhibitions (selection)
2025 // "ctrl+wood" Milkit Film Studio, Cantù.

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2023 // JetLag, curated by Waiting Room Residency, Trento.
2022 // Erosive Forces Shape (Inner) Landscapes. Curated by Alessandra Troncone. Galleria Doris Ghetta, Ortisei.
- Isola prossima, curated by Matteo Pacini. Isola Polvese.
2020 // Maker Faire & Rai Cinema, curated by Valentino Catricalà e Simone Arcagni, Roma.
2019// miAbito, curated by Gabi Scardi, Museo del Novecento, Milano.
- Biennolo 2019, curated by ArtCityLab, Matteo Bergamini e Carlo Vanoni, Ex Laboratorio Panettoni Giovanni Cova, Milano.
2017// A house, halfway - curated by Andrew de Brún, Inês Geraldes, Kateryna Filyuk, Fondazione Sandretto Re Rebaudengo, Torino.
2016// The End of the world, curated by Fabio Cavallucci, Centro per l'Arte Contemporanea Luigi Pecci, Prato.
2015// Making Sense, curated by Guido Bartorelli, Caterina Benvegnù, Stefano Volpato, Fondazione Palazzo Pretorio, Cittadella (PD)
2014// Men & animals, curated by Vera Tollmann, 3rd Land Art Biennial LAM 360°, Mongolia
2012// Sinopale IV, curated by Francesco Urbano Ragazzi, Sinop Biennale, Sinop (Tuchia).
- The Wordly House, project by Tue Greenfort, dOCUMENTA (13), Kassel.

Artistic directions (selection)
2024// The Urgent (artist) Toolkit. Bulevard Art and Media Institute, Tirana.
- Diario Di Bordo, resQ people saving people. Cascina Cuccagna, Milano.
2021-2024// Flamingo loophole. Site specific civic-action. Kulturni Centar ex Dom USOJ, Bihac, BIH.
2017// a2410.it
2013// [CM] start up, Bureau, Viafarini DOCVA
2012// [CM] Manifesta, KunstArt, Bolzano.
2011// [CM] Artissima Lido - Torino / [CM] On Osloo, a project by FOS, Danish Pavillion, 54^ Biennale di Venezia.
2008 // [Mobeel] Manifesta 7, parallel events, Trento, produced by Fondazione Bevilacqua La Masa and Moleskine s.r.l.

Awards (selection)
2021//semifinalists of the STARTS Prize for Social Good.
2018// Hic sunt dracones, project Winner of the Italian Council program 4 th Edition, 2018 - MiBACT, curated by Chiara Pirozzi.
Project made possible by the support of the Directorate-General for Contemporary Creativity and Urban Regeneration an organism of the Italian Ministry of Cultural Heritage and Activities and Tourism. Receiving museum: Fondazione Donnaregina per le arti contemporanee / museo MADRE.
2015// NCTM e l'arte: Artist in residence.

_____Residency/ Internship/ workshop (selection)
2026// Mirafiori dopo il Mito | L'Oro di Mirafiori program, promoted by the Fondazione della Comunità di Mirafiori (Torino) in collaboration with the scientific committee of experts from the Tavolo delle Idee.
2015// Skaftfell - Center for Visual Art, East Iceland
2014// LAM360° - Land Art Mongolia
2013// [CM] Viafarini DOCVA
2012// Prima Visione, curated by Associazione e, National Gallery of Cosenza.
2007-2008// Atelier Bevilacqua La Masa, Venezia. (with Mobeel Cultural

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Association)
2006// Professor assistant internship at the Ratti Foundation's CSAV, visiting professor Marjetica Potrc.

_____Talk&Conferences (selection)
2025 // "Borders and Movements. Exploring the impact of their negotiation on art and culture in Albania and beyond". Academy of Sciences, Center for Art Studies, Tirana.
- Flamingo Loophole: The climbing gym in Bihac (Bosnia and Herzegovina). An artistic practice as “civic commissioning”. Casa degli Artisti, Milano
- VII Escapes Conference - Memories and Places of Exile. MUDEC Museo delle Culture, Milano.
2024 // This must be the place, Università di Verona.

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