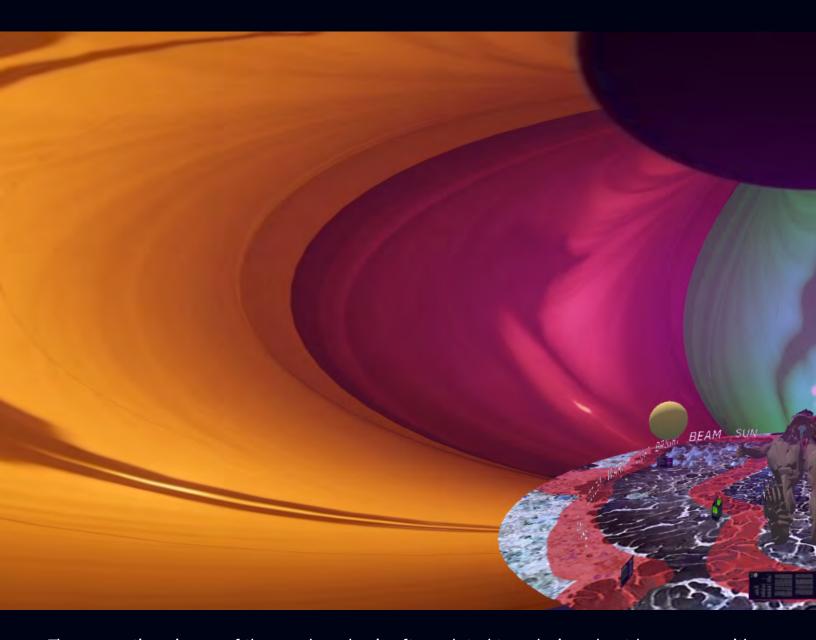


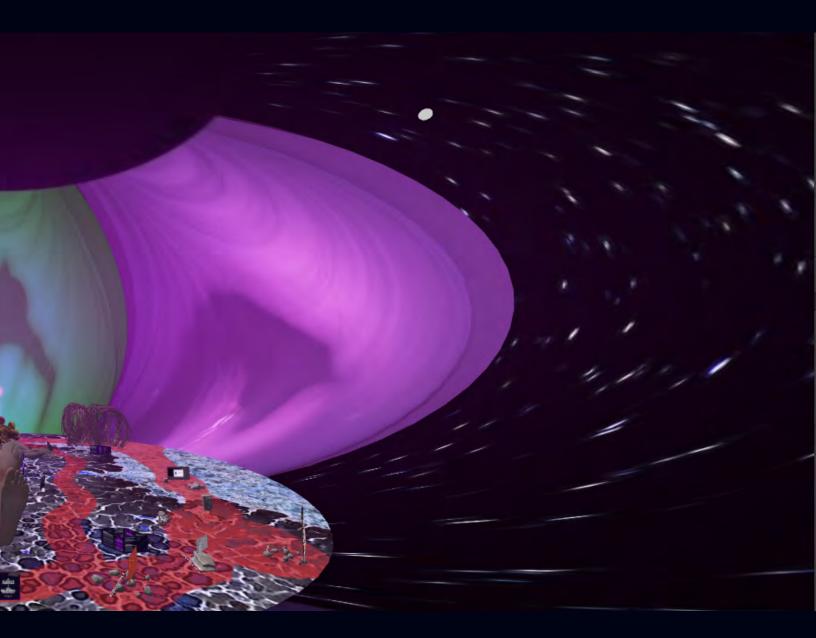
A FUNGUS GARDEN



The semantic universe of the word garden is often related to a designed outdoor space, either for leisure or the cultivation of edible plants. In the same idealized imagery, the Fungi Kingdom is represented through bright and colorful mushrooms, like the famous Amanita muscaria. But, what is the role of Fungi within a garden?

Invisible organisms acting underneath the soil, carrying information through the ecosystem, digesting dead matter; Fungi are one of the most active components in a garden's sustainability. However, by today it is estimated we only know 5% of the world's fungal biodiversity. In times when human activity is altering our entire planet, learning from our natural recyclers will definitely contribute to a more sustainable future for humanity.

How would a fungus-only garden look like? There are some known fungus gardens that are made by termites and ants. These insects cultivate fungal mycelium inside their underground galleries in order to feed from it. Both organisms, insect and fungus, create a symbiosis that maintains the balance.



A Fungus Garden is a digital exhibition which invites you to know more about the importance of Fungi and the marginality in which they have been for being associated with death. Through this online experience around the Fungi Kingdom within a variety of media, A fungus garden approaches degeneration in the human body as a symbol of mystery and beauty, noticing about the invisible webs in which we are imbedded.



Curator JUAN FERRER

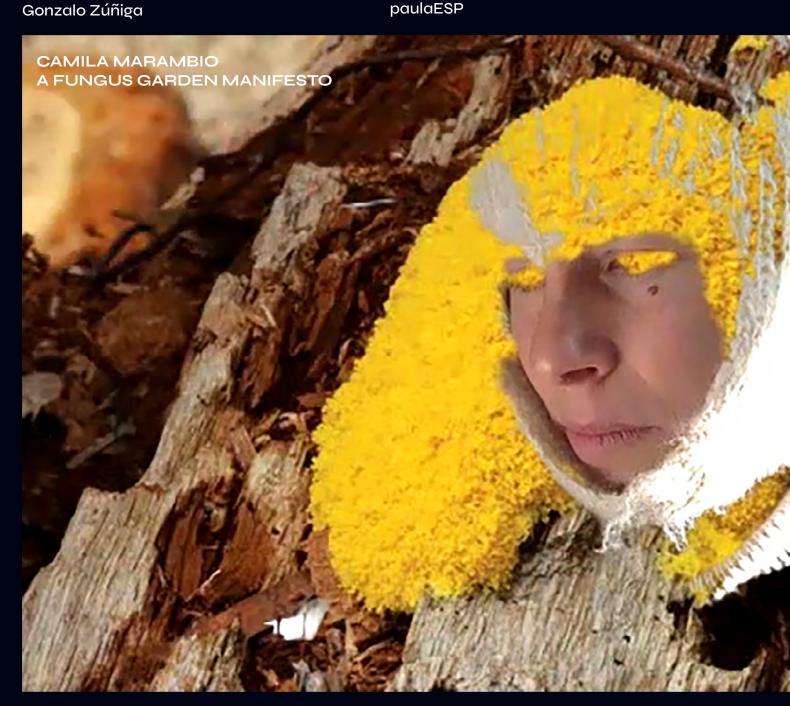


IVÁN NAVARRO
JOSÉ BIDEGAIN
FUTURO FÓSIL
KONANTÜ (Courtney Smith & Iván Navarro)
SEBASTIÁN CALFUQUEO
ALEXANDRA MABES
NICOLÁS OYARCE
ANA ROSA IBÁÑEZ
JUAN FERRER

Special thanks to all ollaborators

AXIAL
Sala de Máquinas
Fungi Foundation
Giuliana Furci
Camila Marambio
Valentina Riquelme
Eva Isensee
Pascale Descazeaux
Matilde Amigo
Fernanda Campos
Pascual Mena
Miguel Cárcamo

Bruno Torres
Ange Valderrama
Claudia Müller
Rodrigo Arteaga
Constanza Guëll
Sebastián González
Rosario Ureta
Carola Roa
Eli Wewentxu
Jorge Pérez
Jacqueline Caniguan
Sebastián Rodríguez
paulaESP



Fernanda Acuña
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Bastián Oviedo
Demian Hernández
Francisco Calbacho
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Rodrigo Guerra
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Pedro Tugas
Isabel Torres
Rosario Riveros
Camila Garretón
Rocío Hormazábal

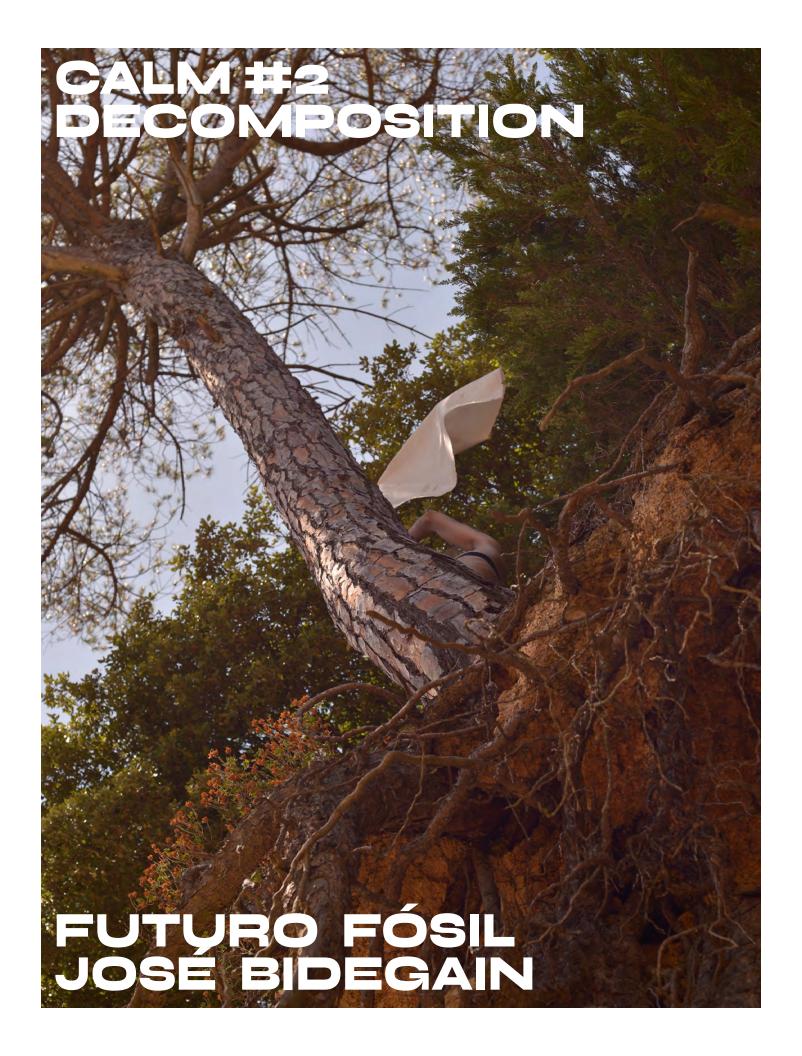


Caleb Gutrod
Gabi Superqueer
Huga González Escobar
Luta Cruz
Yopo
Yermén Dinamarca
Cam Carona
Pablo Calisto
Daniel Marabolí
Random Atlas
Roman S Persona
Andrea Paz
Alex June
Cholita Sound
Dj Haití

This project is a cooperation between the Ministeriodelas Culturas, las Artes y el Patrimonio, the Ministerio de Relaciones Exteriores | Gobierno de Chile and Ars Electronica







CALM (Constelaciones a la Muerte) is a series of performances co-created by José Bidegain and other artists, in which points of light that give space, form and matter to reflections about death, are traced. In this second part of the series, concepts such as organic decomposition, up and down, north and south, external and internal, origin and rooting appear as a field of underground poetry.

The concern for the only sure thing that gives us life, death, opens organic and delirious poetics about states, organisms, processes and links. The moment when a living body stops being alive, it is due to a process of organic inability to transmit energy to the organs. The process begins when the muscles solidify-rigor mortisso that later by chemical reactions all the tissues are broken down and bacteria and fungi appear destructuring the complexity, simplifying it into a new matter.

This phenomenon of transmutation inspires the performatic exploration that reconfigures bodies as a whole (cultural, individual, political and social). From here, the property of its parts opens up the autopoietic nature of life. In the exercise of observing organic nature in decomposition, we poeticize time and its junctures.

CALM #2 is traced upon six moments: one poetry, four videos and a sound work; the exploration of Futuro Fósil, who channels fossilized/crystallized sounds to release them by creating an atmosphere of the living, with the performative installation of the dead body's material transmutation in its time-space relationship developed by the designer and performer José Bidegain.

- AXIAL





ME RINDO A TU ESPECIE Poetry. Tasteful listening. (Video, 00:02:13)

2. BANDERA BLANCA

Truce, peace, blank sheet, field of possibilities, mapping the crisis. Smell of change. (*Video*, 00:01:45)

3. ENRAIZAR

Body-nature symbiosis. (Video, 00:04:52)

4. TIERRA ARCILLA

Preparation of the paste, clay, red and white, participatory. Making touch. (Video, 00:01:30)

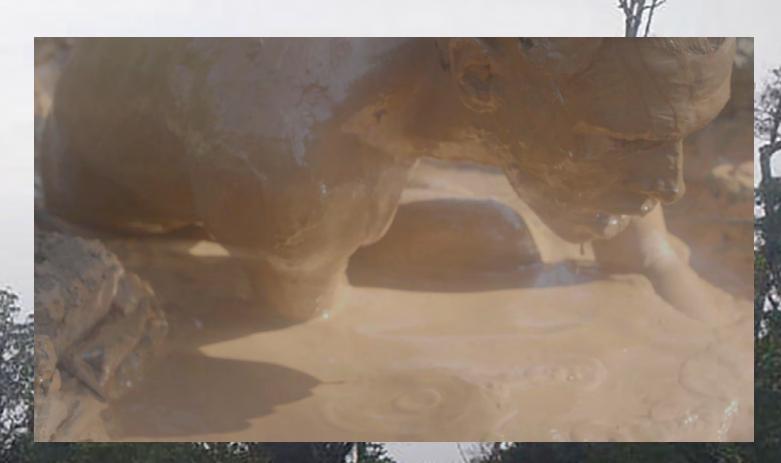
5. RECONFIGURACIÓN

Live broadcast 10 de september 17:00 CET (Video, 00:23:11)

6. DE-COMPOSICIÓN

Humidity, reconfiguration, organic creation, interior and passage sounds. Sonic root. (Audio, 00:03:26)





CREDITS

Camera:

Pascale Descazeaux Arze Matilde Amigo Fernández

Edit:

Especie Axial José Bidegain Elisita Balbontín

Special thanks to: Dominga Del Campo José Pouchucq Jordi Puigdefabregas

a X i a l

ROTTEN BODY





ALEXANDRA MABES ANA ROSA IBAÑEZ NICOLAS OYARCE

Decomposition is the process by which dead organic substances are converted into simpler organic or inorganic matter, such as carbon dioxide, water, simple sugars and mineral salts. The process is part of the nutrient cycle and is essential for recycling the finite matter that occupies physical space in the biosphere.

The bodies of living organisms begin to decompose shortly after death. Some animals, such as worms, also help decompose organic materials, but there are specialized organisms that do this that are known as decomposers, and the Fungi Kingdom leads this group. The science that studies decomposition is generally known as taphonomy from the Greek word taphos, which means grave.



ROTTENBODY is a material and sound exploration, where the deformation of the body in the process of rotting, the collapse of the limits, the fall of our anatomy, organic matter available for fungi, bacteria and animals to recycle and reconstitute our body. The work portrays the transformation of the state through shadows that surround the room, accompanied by a rotten vocal exercise.

(Video, 00:08:49)

ABOUT THE ARTISTS



NICOLÁS OYARCE

Santiago-based transdisciplinary artist and queer activist. Nicolás through different works media, including production design, art direction, video and performance, state of the art research. He is currently the director of Research and Curatorship **Patrimonio** PAM at Audiovisual Musical Chile. In 2016 he co-founded the LGBT film festival + AMOR and also works as the creative director of the Museo de Hongo.

w w w . v i m e o . c o m / user3513455



ANA ROSA IBÁÑEZ

Berlin based performance artist and curator. Having performed as a ceremonial singer from a young age, today her artistic practice and investigation approach new understandings of the ritual, using the body as an instrument to connect to divinity and access altered consciousness. states of Sound, breath, and meditation techniques are often present in her works, where poetry and improvisation become collective rituals for human and non-human dialogue

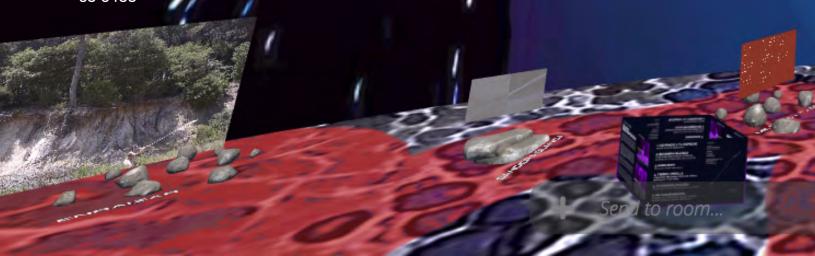
www.anarosadechile.com



ALEXANDRA MABES

Santiago based dancer. In 2013 she joined NadaProductions collective based in Austria, touring with them through Chile, Austria. Holland, Slovenia, Belgium, Finland and Belgium. She has collaborated with several local artists acting as creative director of the awarded project "The dance of the Future". Currently, she directs Sala de Maguinas, a space that promotes the development of the arts of movement.

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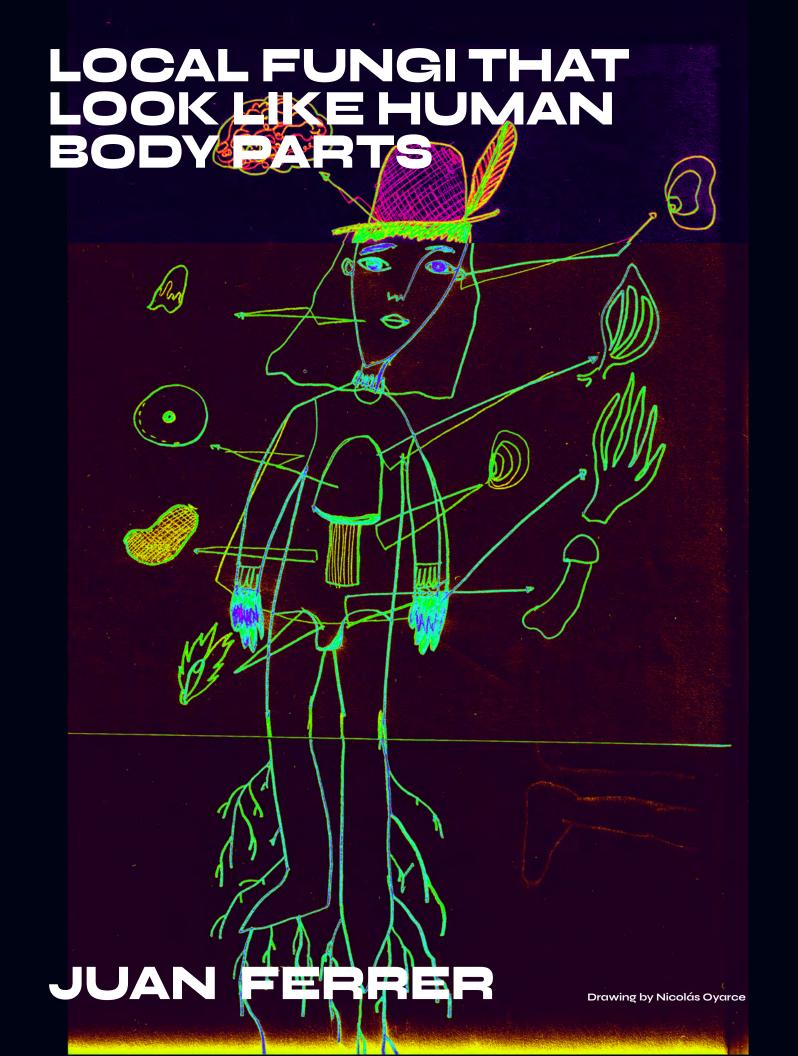




Nicolás Oyarce Giuliana Furci Rodrigo Arteaga Camila Marambio Carola Roa Rosario Ureta Claudia Müller Sebastián González Constanza Güell José Bidegain

Ana Rosa Ibáñez Juan F<u>errer</u>





ABOUT THE ARTIST

3D MODEL
 by Sebastián Rodríguez

2. VÍDEO

Co-directed by Juan Ferrer and Nicolás Oyarce (00:33:40)

Observing the sporomes or fruiting bodies of some fungi, we can notice that their forms resemble other organic structures, other tissues belonging even to species from other Kingdoms. We can find fungi that look like brains, other intestines, a lot of genitalia, a heart, a breast with a nipple. Even the common names of some allude to parts of the human body such as Xylaria polymorpha or deadman's fingers, or Hydnellum peckii, the bleeding tooth.

In the current pandemic context, the collective consciousness that emerged around the microorganisms that surround us allows us to clearly see how our bodies are fertile substrates for the proliferation of microorganisms; in our feet, in our genitals, in our armpits, in our mouths, in our hair, in our intestines and everywhere.

Both reflections are translated into LOCAL FUNGI THAT LOOKS LIKE HUMAN BODY PARTS, the installation composed by the 3D model of the body where mushrooms that resemble the organ where it is located bear fruit and the video where a diversity of bodies that transgress the hegemony of binarism grow a fungus present in Chile, on their body. The invitation is to think of our bodies as not our own, to live in symbiosis, and to recognize each human body as a unique and endangered ecosystem.



JUAN FERRER

Santiago-based designer, artist, and curator. Since 2016 he has been directing and curating Museo del Hongo, in which his thrill for science and passion for art converge. Through his work, he questions disciplinary boundaries by proposing new concepts in scientific engagement through artistic, immersive, and interactive experiences in a museum space that has brought together an interdisciplinary team and audience to engage with the Fungi Kingdom.

www.juanferrer.cl

CREDITS

3D Model: Sebastián Rodríguez

VIDEO

Co-Direction: Juan Ferrer, Nicolás Oyarce

Production: Sebastián González

Co-production: EQUECO, Maltrato Films,

paulaESP Producciones.

Art Direction: Nicolás Oyarce, Juan Ferrer

Make-up: Fernanda Acuña

Make-up assistant: José Francisco

Calbacho

Photography direction: paulaESP

Gaffer: Alejandra Torres

Performers (in order of appearance):

Sebastian Calfuqueo

Rocío Hormazábal

Demian Sanchez

Caleb Gutrod

Gabi Superqueer

Francisco Calbacho

Huga González Escobar

Luta Cruz

Yopo



Lighting technique: Pedro Tugas Edit and post production: Eva Isensee, <u>Nicolás Oy</u>arce

Text adaptation and voice: Isabel Torres Texts based on:

Furci, G. Hongos de Chile, Vol. I (2016) Fundación Fungi. Santiago, Chile. Furci, G. Hongos de Chile, Vol. II (2018) Fundación Fungi. Santiago, Chile. Ubillos, F.J. Cofradía Vasca de Gastronomía, www.fichasmicologicas. com País Vasco. Yermen Dinamarca Cam Cardona

Music by:

Daniel Marabolí, Futuro Fósil, Random Atlas, Roman S Persona, Andrea Paz, Akex June, Cholita Sound, Dj Haiti.

Special thanks to:

Pablo Calisto, Giuliana Furci, Fundación Fungi,

Rosario Riveros, Camila Garretón.









EQUECO





VIGILANTES 360° GUIDED TOUR

Journey guided tour in immersive 360° footage of Vigilantes, Museo del Hongo's second exhibition at Museo de Arte Contemporáneo de Valdivia in 2018's winter. In this journey, the curator of the show Juan Ferrer will tell you the main ideas for the exhibition, where three species of mushrooms were grown and displayed in the museum's underground vaults, illuminated by Navarro's light sculptures, creating a biomimetic exhibition in relation with termites and ants fungus gardens.

(360° video, 00:15:39)

IVÁN NAVARRO



ABOUT THE ARTIST



IVÁN NAVARRO

New York-based Chilean artist. His work is part of important public and private collections world wide and has been present in numerous international exhibitions. Navarro's work reflects on recent history, exploring the aesthetic and political dimension of electricity, mainly through sculptures and installations that use industrial materials such as fluorescent lights, neon, and mirrors. In addition to art production, he works as a music producer for the experimental label Hueso Records.

www.ivan-navarro.com

CREDITS

Camera:
Sebastián González
Gonzalo Zúñiga
Rodrigo Guerra
Nicolás Oyarce
Miguel Cárcamo

Voice & Edit: Juan Ferrer

Sound design: CreativoGlobal

Special thanks to: Natalia Cabrera Elisita Balbontín







CREDITS

Direction Sebastián Calfuqueo

Text and voice Ange Valderrama

3D Animation Valentina Riquelme

Sound Sebastian Calfuqueo

Trompe sound Eli Wewentxu

English translation Jorge Pérez

Mapudungun translation: Jaqueline Caniguan Special thanks: Juan Ferrer Nicolás Oyarce Fer Walüng Felipe Maltés

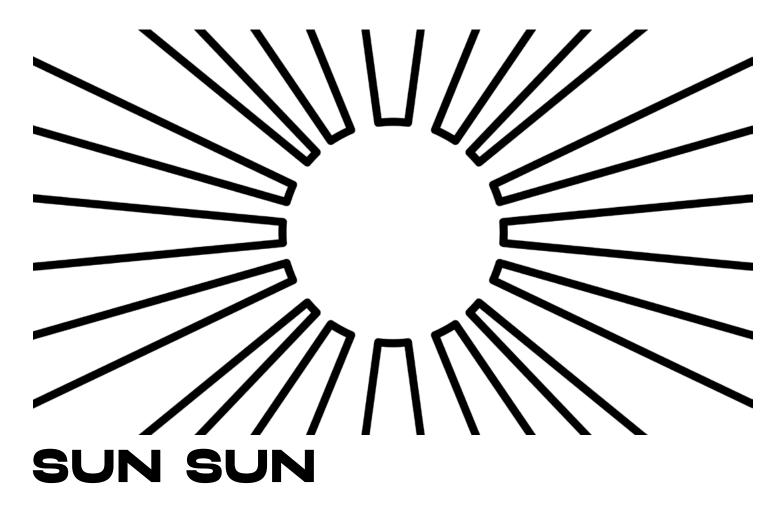


SEBASTIÁN CALFUQUEO

From Mapuche origin, their work appeals to his cultural inheritance in order to propose a critical reflection on the social, cultural and political status of the Mapuche subject in contemporary Chilean society and Latin America. Their Work includes installation, ceramics, performance and video art in order to explore the cultural similarities and differences as well as the stereotypes produced from the cross between indigenous and western ways of thinking.

www.sebastiancalfuqueo.com





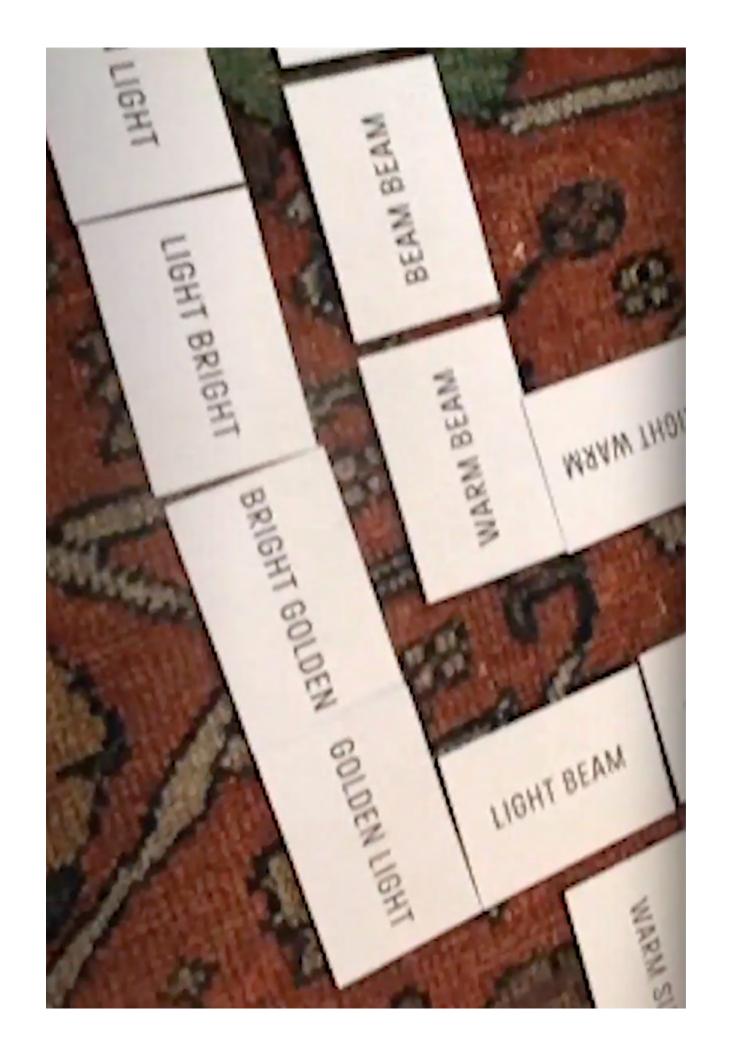
SUN SUN cards are designed according to the logic of dominos. There are 8 words: SUN, SHINE, RAY, GOLDEN, LIGHT, BEAM, BRIGHT, WARM. Each word is combined with each other word, so 8x8, producing 64 cards of 2-word combinations.

The game can be played with 2 or more players (or even solo), but ideally 4. Each player begins with 8 cards and the remaining cards remain apart as a reserve stack. The game begins randomly when one player places a card on the table. From there, the next player must match the first word of a new card with the last word of the card on the table, for example if the card on the table is SHINE GOLDEN then the next card must either begin with GOLDEN or end with SHINE.

The players move in turn, connecting the words on the table so that "poem" grows at both ends, snaking across the table in order to fit the space. When a player does not have a card with one of the two words necessary to grow the "poem", they must choose one from the reserve. If that card also cannot be used, the game continues to the next player.

The object of the game is not to win but to exhaust the chain of connectivity. The game is only over when none of the remaining cards can be matched to the words at each end of the "poem".

KONANTÜ (Courtney Smith & Iván Navarro)

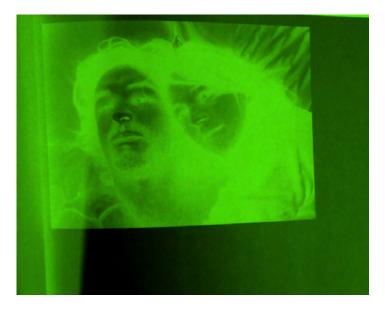


The SUN SUN game is meant as a collective invocation of the sun. The players are calling for the warm rays of bright golden sunlight to beam down and shine upon us all as we cross this time of darkness. The players are encouraged to recite the words on the cards as they lay them down, starting from the beginning each time a new card is added. As the "poem" grows the players are repeatedly chanting the same string of words backwards or forwards, according to the placement of each new card. The recitation can be performed individually or in unison. The result is a mantric chant that unites the players in a ritual of endurance and faith.

- KONANTÜ

(Video 2 players, 00:55:48 Video 4 players, 00:26:15)

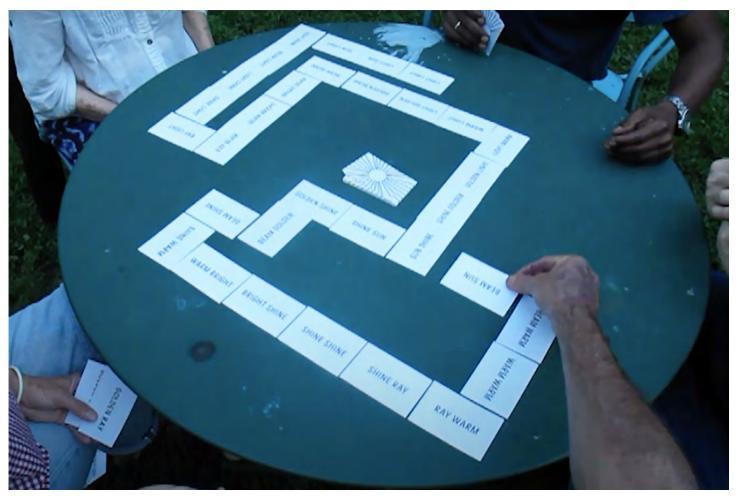
ABOUT THE ARTISTS



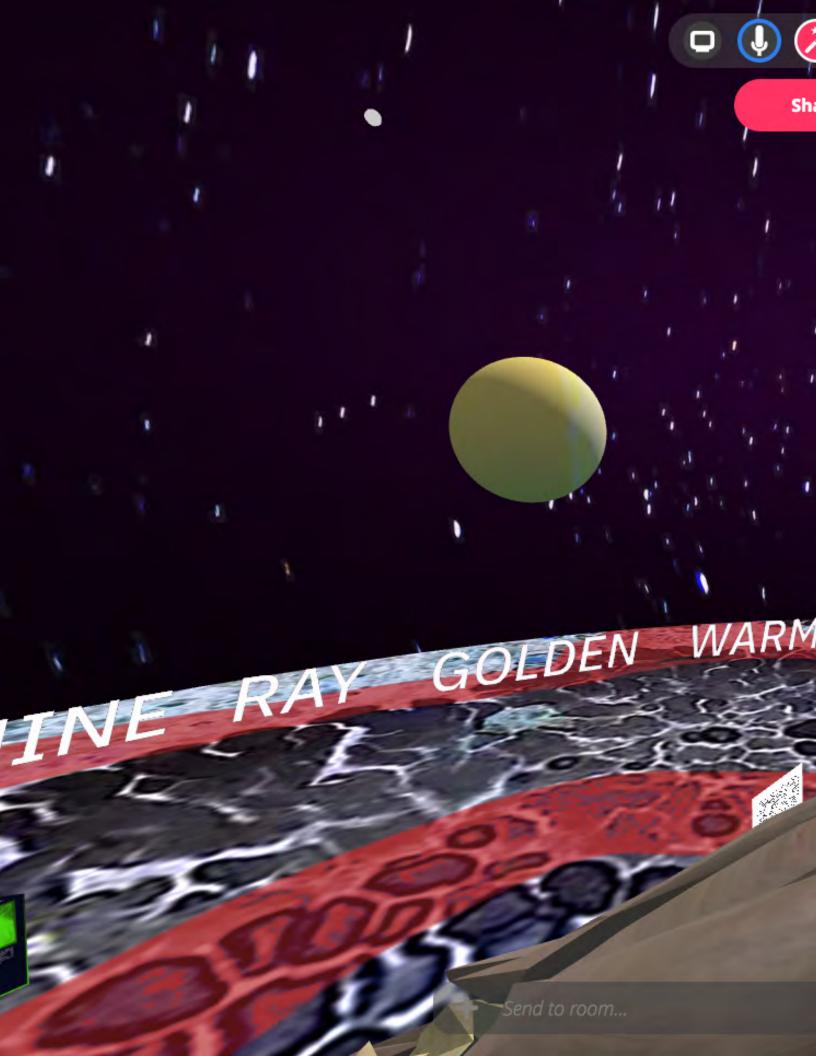
KONANTÜ

As a long time couple and regular collaborators, Courtney Smith (FR) and Iván Navarro (CL) began a formal collective project in 2015, comprised of an ongoing series of participatory performed works. Their works take place within an enclosed field of action designed to focus on a particular type or aspect of social exchange, relying on a pattern of systematic rotation of situational combinations in order to achieve forced and/or unforced reciprocities.

www.konantu.org









ARS ELECTRONICA 2020 Festival for Art, Technology & Society

Garden SANTIAGO DE CHILE

by Museo del Hongo



FUNGUS GARDEN

Museo del Hongo 2020

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