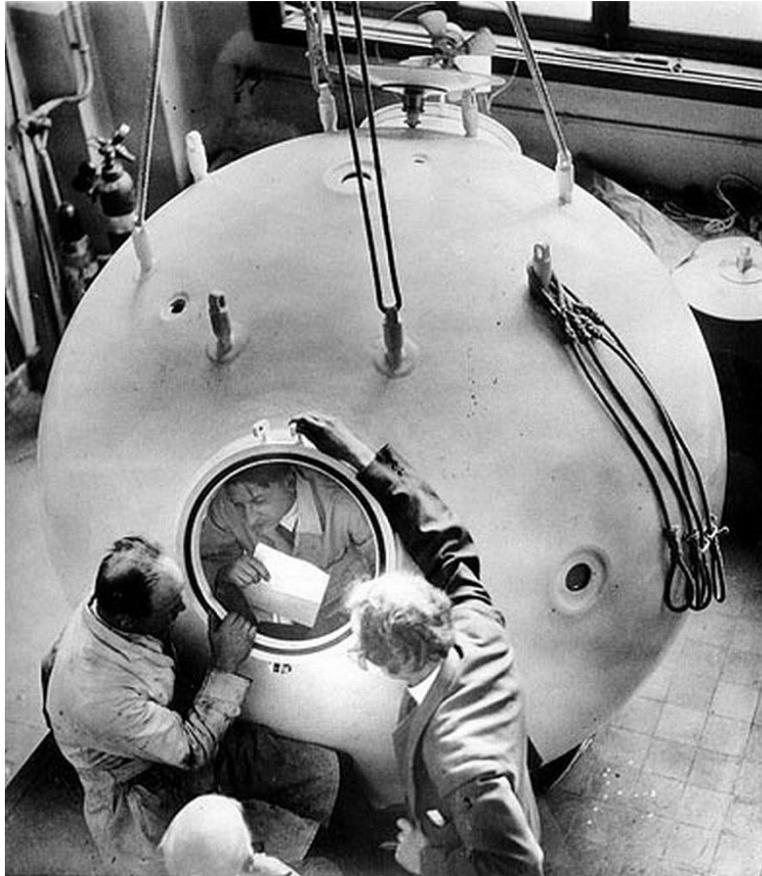


Storefront for Art and Architecture

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CLOSED WORLDS OPENS TUESDAY 2/16
EXHIBITION BRINGS 41+1 CLOSED SYSTEM PROTOTYPES TO STOREFRONT GALLERY



Auguste Piccard's Aluminum Balloon Gondola for Two Aeronauts, 1931.
Closed Worlds, 2016. Lydia Kallipoliti.
Commissioned by Storefront for Art and Architecture.

February 17th - April 9th, 2016

Press and Members' Preview: Tuesday, 2/16 from 6-7 pm [RSVP]

Public Opening: Tuesday, 2/16 from 7-9 pm [RSVP]

Conference - Closed Worlds: Encounters That Never Happened: Saturday, 2/27 from 12-6 pm [RSVP]

#closedworlds
@storefrontnyc

New York, NY -- On Tuesday, February 16th, Storefront for Art and Architecture will open *Closed Worlds*, an exhibition curated by Lydia Kallipoliti that presents an archive of 41 living prototypes of closed resource regeneration systems built over the last century. The archive represents an unexplored genealogy of closed

systems in architectural practice. The exhibition will also feature *Some World Games*, a virtual reality installation by Farzin Farzin that presents a contemporary 42nd prototype of a closed system inside the walls of Storefront's gallery space at 97 Kenmare Street. A related public conference that further explores closed worlds will take place at The Cooper Union on Saturday, February 27th from 12-6 pm.

About the Closed Worlds Exhibition

What do outer space capsules, submarines, and office buildings have in common? Each was conceived as a closed system: a self-sustaining physical environment demarcated from its surroundings by a boundary that does not allow for the transfer of matter or energy.

The history of twentieth century architecture, design, and engineering has been strongly linked to the conceptualization and production of closed systems. As partial reconstructions of the world in time and in space, closed systems identify and secure the cycling of materials necessary for the sustenance of life. Contemporary discussions about global warming, recycling, and sustainability have emerged as direct conceptual constructs related to the study and analysis of closed systems.

Closed Worlds, curated by Lydia Kallipoliti, exhibits an archive of 41 historical living prototypes built over the last century that present an unexplored genealogy of closed resource regeneration systems. The exhibition also features *Some World Games*, a virtual reality ecosystem by Farzin Farzin that presents a contemporary 42nd prototype selected as the winner of the *Closed Worlds Design Competition* hosted by Storefront in November 2015.

From the space program to countercultural architectural groups experimenting with autonomous living, *Closed Worlds* documents a disciplinary transformation and the rise of a new environmental consensus in the form of a synthetic naturalism, where the laws of nature and metabolism are displaced from the domain of wilderness to the domain of cities and buildings. While these ideas derive from a deeply rooted fantasy of architecture producing nature, *Closed Worlds* displays their integration into the very fabric of reality in our contemporary cities and buildings.

About the 42nd Prototype

Some World Games, the winning installation of the *Closed Worlds Design Competition*, is an immersive environment that urges visitors to explore and experiment with virtual prototypes generated from the archive of 41 closed systems exhibited as part of the larger *Closed Worlds* exhibition. Participants are guided through the installation on a looped track that channels their kinetic motion through an orbiting virtual environment.

Some World Games harnesses the expended energy of exhibition exploration—the acts of reading, viewing, and wandering—and puts this agency on display. Entering the installation is a decisive act in which the visitor consents to a moment of vulnerability, plugging into the universe of the archive and engaging with its content through virtual immersion in physical space.

For more information about the competition and the winning design, see [here](#).

Closed Worlds: Encounters That Never Happened

On Saturday, February 27th, Storefront and The Irwin S. Chanin School of Architecture of The Cooper Union will jointly present a public conference, *Closed Worlds: Encounters That Never Happened*. Presenters and discussants will engage in debate and discussion and the history and future of closed systems in architecture and design.

Participants include such luminaries as **Reyner Banham, Buckminster Fuller, Jacques Cousteau, Victor Olgay, Neil Armstrong, Ray and Charles Eames, Walt Disney, Peter van Dresser, Hans Hollein, and John McHale.**

The conference will take place at The Cooper Union Rose Auditorium from 12 to 6 pm. RSVP here.

Members of the Press

If you would like to arrange an interview with the curator, the winner of the *Closed Worlds Competition*, the design team; RSVP for the press preview; or cover the public conference, contact jk@storefrontnews.org.

Credits

Closed Worlds Exhibition:

Curator and Principal Researcher: Lydia Kallipoliti

Research: Alyssa Goraieb, Hamza Hasan, Tiffany Montanez, Catherine Walker, Royd Zhang, Miguel Lantigua-Inoa, Emily Estes, Danielle Griffo and Chendru Starkloff

Graphic and Exhibition Design: Pentagram / Natasha Jen with Melodie Yashar and JangHyun Han

Feedback Drawings: Tope Olujobi with Lydia Kallipoliti

Lexicon Editor: Hamza Hasan

Special Thanks: Bess Krietemeyer, Andreas Theodoridis, Cecilia Ramos, Alex Miller

42nd Prototype, Some World Games:

Installation Design, Concept, and Fabrication: Farzin Farzin (Farzin Lotfi-Jam, Sharif Anous, John Arnold)

Fabrication Assistance: Joseph Vidich, Kin & Company

Lighting Design Assistance: Christopher Adam Architectural Illumination Engineering

Support

This exhibition is supported by the Graham Foundation and the New York State Council for the Arts. The research for this exhibition has been supported by Syracuse University School of Architecture and Rensselaer Polytechnic Institute.

42nd Prototype 3D printing resources provided by MakerBot.

3D printing provided by Voodoo Manufacturing.

General support for Storefront exhibitions is provided by the New York State Council for the Arts, the New York City Department of Cultural Affairs, Arup, KPF, Sciam Construction, DS+R, and ODA.

About Storefront for Art and Architecture

Founded in 1982, Storefront for Art and Architecture is a nonprofit organization that advances innovative positions in architecture, art, and design. Our exhibitions, events, competitions, publications, projects, and platforms generate dialogue and collaboration across geographic, ideological, and disciplinary boundaries.

General Information

Storefront for Art and Architecture

Gallery Address: 97 Kenmare Street, New York, NY 10012

Phone: (212) 431-5795

Hours: Tuesday - Saturday, 11 am - 6 pm

www.storefrontnews.org

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