

For Pitti Immagine Uomo 108

IED + C2C Festival in cooperation with Mirror Digital Agency present the installation called

INTERGALACTIC

curated by producer and designer **Bill Kouligas**

INTERGALACTIC is an installation that combines fashion, sound, graphic design, technology, and visual arts: the result of a collective project involving a team of IED students from campuses in Italy and Spain, curated by Bill Kouligas.

Florence, 18 June 2025 – The project, called INTERGALACTIC, is an immersive installation that Istituto Europeo di Design and C2C Festival - in collaboration with Mirror Digital Agency - are presenting on the occasion of Pitti Immagine Uomo 108. The event, curated by Bill Kouligas (an artist, musician, and designer among the most radical figures in contemporary experimentation), offers a new blend of fashion, avant-pop, interaction design, and visual research. It is an installation where fashion, sound design, technology, and visual arts come together, transforming the space of the former Teatro dell'Oriuolo (Oriuolo Theatre) into a unique sensory experience.

INTERGALACTIC is, above all, the result of a collective project that involved IED students from campuses in Italy and Spain (Milan, Cagliari, Florence, Rome, Turin, Madrid, Barcelona, Bilbao, and the Accademia di Como Aldo). It encompasses a range of subjects including fashion design, sound design, graphic design, textile design, marketing, visual communication, video, and motion graphics.

"Working with the students was an open-ended process: ideas unfolded organically, without a fixed trajectory. The outcome is Intergalactic, a collective artwork that explores sound as a connective force and mirrors an entangled system where humans, technology, and the cosmos are in constant mutual flux." says **Bill Kouligas**.

"Intergalactic was born from the desire to open the school to dialogue with those who are currently redefining visual culture languages. It is the result of a bold meeting between education, experimentation, and the cultural scene. The collaboration between our students and Bill Kouligas was an experience in openness, listening, and invention: an opportunity to engage with the unknown, with otherness, and with interdisciplinarity as a way of thinking." adds Benedetta Lenzi, Director of IED Firenze.

The students worked in cross-disciplinary groups, **encouraging diverse skills and perspectives.** It was an open system, based on constant exchange and weekly discussions, in which **Bill Kouligas** played a fundamental role as curator and mentor. He was a significant figure who, through his hybrid approach,



fostered the fusion of different languages. The result is a collective work where every skill contributes to a cohesive and interactive system. Conceived as an experience, the installation takes shape in a scenario where fabrics, moving images, sound signals, and sensory stimuli intertwine in real time. This is an ecosystem designed to activate a direct dialogue among the individuals within the space. At the heart of the installation, a structure of light and fabric comes to life. This is thanks to sensors that respond to the movements of both performers and the audience. The performers wear garments designed and created by the students, becoming an integral part of the interactive environment. Visitors are also active participants in the audiovisual landscape: their gestures generate sounds, which in turn influence the projections on textile surfaces - used as active interfaces - creating a continuous loop of stimulus and response. This dynamic ecosystem creates a dialogue between the human body and celestial entities, but also art and technology, matter and imagination.

INTERGALACTIC is also the result of collective, intuitive and multidisciplinary intelligence. Each project has contributed to creating a dynamic space. Every team member took part in building this hybrid ecosystem, bringing personal skills that wove together into a shared vision.

Mirror, a communications agency that specialises in digital innovation, supported IED in the creative and technical direction of the installation. It managed the distribution and integration of technological components. The project uses technologies such as motion detection, computer vision, and shading graphic languages to generate real-time interactions. The projections are controlled by a system of projectors and interactive screens, as well as a smoke machine for the creation of volumetric lighting effects. A four-channel sound system is spatially distributed to ensure precise localisation of sounds. Specific installations include a projector that casts animated patterns onto a 2x2 metre canvas made from raw fabric. In addition, there is a mosaic of LCD screens (2x2) that, through motion detection, activates animations in response to the audience's movements.

BILL KOULIGAS: VISION AND CONTEXT

With over 15 years of activity, Kouligas has built an exceptional trajectory at the crossroads of art, sound, and visual culture. Through his platform PAN (an independent label and curatorial space) he has defined new paradigms in electronic experimentation. Furthermore, he has collaborated with figures such as Arca, Yves Tumor, Eartheater, Amnesia Scanner, Mark Leckey, and Anne Imhof. He has worked with brands like Rick Owens, Kiko Kostadinov, and Ottolinger, and curated installations, performances, and editorial projects in contexts ranging from post-digital clubbing to international museums. Recently, during Milan Design Week, PAN Records and Nike presented *The Suspended Hour*. This is an immersive installation at Capsule Plaza exploring clubbing as a contemporary ritual, creating an emotional mapping of a universe expressed in an everyday object, such as a sneaker.

Con il patrocinio di:









INTERGALACTIC IS THE RESULT OF A COLLECTIVE WORK BY:

Marta Sanesi

She led the initial and creative phase of the project, defining the concept and designing the experiential journey. Later, she handled the operational management, coordinating the involved teams. Amedeo Innocenti Together with Marta, he worked on the initial space layout drafts, helping to define the general setting and concept. He turned visual materials into dynamic, interactive experiences using TouchDesigner, overseeing the visual and immersive aspect of the installation.

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Bianca Falcione

She focused on researching fabrics capable of visually and tactilely expressing the project's key concepts. Additionally, she presents three looks from her thesis collection Not4All, in dialogue with other team outfits. "NOT4ALL" is a cry for freedom. The inspiration comes from those who said no to rules: punk, grunge, the raw energy of gabber and hardcore techno, the creative anarchy of the Mutoid Waste Company, and the visual challenge of the bōsōzoku. It is a mix of rebellion and visual power.For Intergalactic, the collection brought urban culture—an inspirational theme suggested by Bill Kouligas—into cosmic space, suggesting new universes to explore.

Li Chien

She contributed to the overall concept development and presented her collection Intergalactic Skin, an organic, floating, and interactive "skin," symbolizing contact between reality and an alternate dimension.

"Once upon a time, there was a single skin in the universe, complete and powerful, but as the universe changed, it split into three parts, scattered across different worlds.

Each skin now has a unique characteristic:

The Rain Skin gathers water from the sky, The Horned Skin protects with pointed, defensive forms, and The Rooted Skin grows into the ground.

Though separated, these skins are drawn to each other, repeating their journey to reunite, again and again."

Giorgia Gardinali

She worked on the concept of a shared energy field, exploring how music and art could unite and harmonize individual vibrations into a collective vision.

Rachele Manconi

She designed the physical setup, reflecting on the concept of a "non-place" and using sustainable fabrics that responded to visitors' presence.

Cesare Recchioni con Ana Kapanadze

They created moving graphics, video projections, and generative art, using motion capture technologies to craft reactive visual landscapes

Gabriele Curatolo

He built the soundscape starting from the tactile noises of fabrics, then dissolved them into abstract textures in a continuous flow between body, space, and memory.

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Nicholas Franceschi

He curated the setup of a space dedicated to displaying student garments, working to highlight the pieces within the broader project. He presents his own collection, mixing sociological, architectural, and artistic inspirations, deeply connected to music as a central element and relationship activator.

María Mur

She devised one of the main graphic patterns for the event, elaborating and transforming a motif originally conceived for a textile design project, which contributed to the definition of the overall visual identity. Together with the graphic team, she developed interactive modules in TouchDesigner, also taking care of the creation of the exhibition's printed poster.

Giona Vezzali

He contributed to space design and material selection, aiming to build an immersive environment aligned with the concept.

Lorenzo Zoppi

He curated the visual direction of the project, creating animations and graphics inspired by intergalactic connections between micro and macro dimensions. His work created a visual language that guided the viewer on a contemplative journey.

Gonzalo Muñoz

He designed modular dossiers that combined into a single artwork, reflecting the event's graphic structure. He also developed generative animations based on María's patterns, brought to life with TouchDesigner in collaboration with Lorenzo and Cesare, contributing to a responsive visual identity for the entire exhibition.

INTERGALACTIC

IED Firenze - Ex Teatro dell'Oriuolo

Via dell'Oriuolo 31, Florence

June 18th 2025

By invitation

H. 6 p.m. Opening

H. 8 p.m. Performance live by Bill Kouligas

June 19th 2025

Open from 9.00 a.m. to 6 p.m.

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