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ART OF DOUBT: DISCUSSING THE ROLE OF DOUBT IN THE DELICATE PROCESS OF ARTISTIC CREATION

A surprising conversation about doubt, artistic creation, virtual reality and Renaissance culture demonstrated Science Gallery Venice's competence in turning unpredictable circumstances into successful outcomes.

WHO?

- ▶ Professor Marco Faini, researcher and MSC fellow at Ca' Foscari University of Venice
- ▶ Ca' Foscari University of Venice
- ▶ Science Gallery Venice



Professor Marco Faini

WHAT?

Professor Marco Faini is a researcher and Marie Skłodowska-Curie postdoctoral fellow at Ca' Foscari University of Venice for the project "Standing at the Crossroads: Doubt in Early Modern Italy (1500-1560)". The outreach activities of his Marie Curie Global Fellowship included a public event organised in cooperation with Science Gallery Venice.

Considering the theme of his research project, the work was envisaged as a collaboration with the exhibition ILLUSION: NOTHING IS WHAT IT SEEMS, which launched on January 29, 2020 in Venice. According to the original plan, Prof. Faini would write a short text for the exhibition catalogue and participate in the organisation of a workshop focused on the topic of doubt and illusion in various fields of human experience.

Due to the COVID-19 pandemic, ILLUSION had to close its doors, but with agility and creativity the researcher and Science Gallery Venice pivoted to come up with alternative plans. A seemingly missed opportunity turned into a new event entitled *The Art of Doubt*, which has achieved results beyond those anticipated in the original project.

Science Gallery Venice organised the dialogue between Prof. Faini and VR Director Matteo Lonardi, chaired by Michel Reihlac, director of the Virtual Reality Section of the Venice Film Festival and a world-leading expert in the field of Virtual Reality. At the event, Prof. Faini explained the concept of doubt, while Matteo Lonardi spoke about the role of doubt in the artistic process from Leonardo Da Vinci to contemporary artists.

The Art of Doubt was streamed on Science Gallery Venice's YouTube channel on September 10, 2020 and also included in the program of the international festival *ArsElectronica*, which contributed to a drastic increase of its audience. The event thus reached an international audience, exceeding initial expectations and fostering a dialogue between the world of academia and the world of contemporary art.

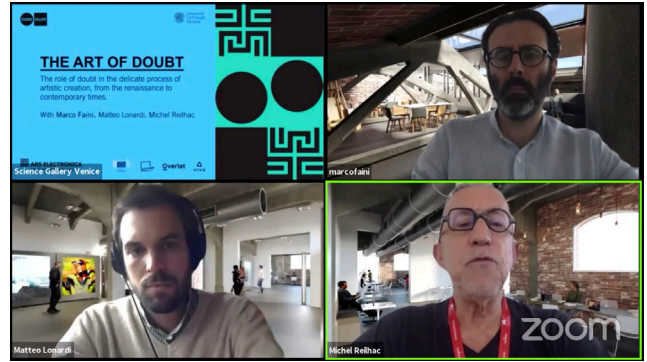
WHAT THEY SAID?

“The Art of Doubt event gave me the chance to establish connections with first-class protagonists of contemporary art; to share my research with a potentially worldwide audience; and to learn a great deal about disseminating research, greatly improving my skills in this field. This has been for me a unique opportunity of professional growth which would have been impossible without the technical, scientific, and administrative assistance of Science Gallery Venice”

- Prof. Marco Faini

WHAT WERE THE BENEFITS AND IMPACTS?

- ▶ Interdisciplinary collaboration
- ▶ Public Engagement
- ▶ Academic Research
- ▶ Inspiring creativity
- ▶ Professional growth



Prof. Marco Faini, Matteo Lonardi and Michel Reihlac. Screenshot from *The Art of Doubt* event, 2020.



Poster of *Il Dubbio* (2020), an animated immersive experience directed by Francesco Lonardi

LINKS

Learn more about the Art of Doubt at:

[The Art of Doubt - Science Gallery Venice Website](#)

Video: **The Art of Doubt - ARS ELECTRONICA**

<https://youtu.be/QgD2e24HrIQ>

Sources: Feedback from Prof. Marco Faini, SG Venice website, *ArsElectronica* website.

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