



Capri

Brunnenstraße 149,
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(tube U 8 Bernauer Str.)

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open: thur, fri, sat 4 – 7 p.m.
(and by appointment)

e-mail: CAPRI_@web.de

Capri

CAPRI shows contemporary art. It is a noncommercial artist run initiative and has been founded in August 2001. The project is located in the rather neglected north of Mitte, in a street marked by its intermediate status within the city and within time. Adjoining the broad gap still left by the wall, CAPRI's neighbourhood seems to wait patiently until it will either merge with poor old Wedding or rather be gentrified into an outpost of New Mitte.

CAPRI's conception refers to its ambivalent local context. As in CAPRI the artists have to cope with a space blankly denying the common white cube settings, a space that insists on its presence instead of confining itself to a background existence, each show has to be a uniquely site specific production. In CAPRI, the striking equipment of the former flower-shop has been preserved, to the effect that the frame for the artists' statements is made up by a compilation of pyramid pedestals reminiscing about their original function, about the display and trade of goods. This challenges the artists to present their work as a negotiation with the architecture of the room and it also implicates the visitor as 'participant-observer' within the scenography of the space.

Being thus a highly communicative place, CAPRI presents work implying a broad scale of media.

The project focuses on artists concerned with the policies and aesthetics of space.

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Vassiliea Stylianidou

"do you want to kill me baby?"

2002

colour sound

running time: 4min24sec, 2min6sec, 1min4sec.

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selected by Capri

The project "**do you want to kill me, baby?**" is motivated by the increasing insecurity of public space resulting from ever-increasing acts of terrorism.

The project is the design of a fictitious city, in which absolute security shall reign. In response to the escalated fear associated with public space, the multinational concern MTI, Inc. decided to commission a new city that provides its inhabitants with absolute security. It bears the name City <A>. Its aim is to re-determine the laws of urban cohabitation.

City <A> consists of two sectors, which exist legally and physically independent of one another. These units are City <A>1: Knowledge Archive; City <A>2: Education Division.

In this project I introduce the unit City <A>1.

The Company has the monopoly of decision in the City <A>1. There is no government in the conventional sense. The inhabitants of the City <A>1 are not citizens but rather Employees of the Company. Their work life is the life of the office.

Vassiliea Stylianidou

Guiding principle of the City <A>1 is simplicity through technology, reduction of emotions as well as the diversity that is typical of the known, traditional cities. Everything that should exist is determined by the legal code of the company and everything that is not regulated does not exist and can thus also not occur.

The principles of the model City <A>1 are reflected, protected and made possible by its architecture and urban planning.

Through the architecture and urban planning there should be no space for ownership and other feelings that could create conflict. The Employees live and work in modules. These modules are modifications of basic forms. The module types are: Office Module, Sleep Module, Eat Module. Rest Module. Art Module. Sports Module. The modules are small and designed for one person. The Employees do not own the modules and they change their work and living modules when needed. They do not leave behind any personal objects when they leave the modules.

Vassiliea Stylianidou