

# Creo

*A walk-through sculpture that  
turns the body's vibrations  
into unrepeatable sound sequences.*



| TPOLOGY                     | STATUS     | ARTIST             | YEAR |
|-----------------------------|------------|--------------------|------|
| Interactive sound sculpture | Production | Sebastian Rapalini | 2026 |

# Where is the movement *of the human being born from?*

*Anthropos Project è una ricerca artistica che indaga l'essere umano non come immagine, ma come principio vivente in trasformazione.*

Il progetto si articola in tre capitoli :

- I. Terra Mia — la radice, la memoria della materia e della specie.
- II. Struttura Autopoietica — l'essere umano come organismo che si auto-genera.
- III. A·U·T·O·M·A·T·O·S — il principio interno del movimento, ciò che accade da sé.

L'installazione CREO si colloca all'interno del terzo capitolo.

*Anthropos Project investigates the human being not as an image but as a living principle in continual transformation.*

The project unfolds in three chapters :

- I. Terra Mia — the root, the memory of matter and of the species.
- II. Autopoietic Structure — the human being as an organism that self-generates.
- III. A·U·T·O·M·A·T·O·S — the inner principle of movement, that which happens of itself.

The CREO installation lives within the third chapter.

# That which *happens of itself.*

Automátos, in its original Greek meaning, designates that which happens of itself. Before being associated with the machine, the term referred to the spontaneity of the living : impulses, transformations, emergences not derived from external control.

CREO is a walk-through sound sculpture. Two halves of a shell open onto a central threshold. The visitor enters. The body's movement and vibrations are read by sensors and translated, in real time, into an irreproducible sound score.

Sound and vibration do not accompany the work — they generate it. The visitor is not a spectator, but part of the process.



# The work is not contemplated : *it is crossed.*



01  
**Approach**

The body senses the work's presence.



02  
**Entrance**

Sensors recognize the body crossing in.



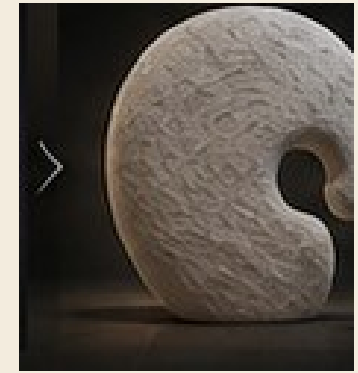
03  
**Sound activation**

Movement, pressure, vibration become frequency.



04  
**Trace generation**

A real-time, unrepeatable score of the body.



05  
**Exit · resonance**

The sound persists. A memory beyond language.

# A form crosses through degrees *of reality.*



I · 2020 – 2022

## *The Painting*

The mark is born in the studio.  
A biomorphic form recalling  
body, stone, shell.



II · 2022 – 2024

## *The Sculpture*

The mark conquers volume.  
Form leaves the canvas  
and becomes presence.



III · 2026

## *The Installation*

The volume opens, doubles,  
becomes crossable.  
The body enters.



PAINTER · SOUND ARTIST · ITALY

# Annamaria Papalini

Born in Rome in 1968. After classical studies, she pursued graphic design and interior decoration. First solo show in Rome, 1989 (Galleria Albore). Exhibitions across Florence, Matera, Genoa, Cortona, Orvieto, Spoleto, Siena. Lived five years in Greece (Zakynthos).

In 2001 returned to Italy and founded Creative Place studio in Pitigliano, Tuscany. Exhibited in Milan, Capalbio, Rome, Buenos Aires (Museo de Bellas Artes, Paraná, 2010).

In 2022 opened Amamù Studio, developing the Sonic Paint project — a fusion of painting and sound. Anthropos Project (2020 — present) is her most recent inquiry. A percentage of proceeds supports Aidworld's schooling program in Akwidaa, Ghana.

PAPALINI . ART

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# For exhibitions, press, *commissions.*

DIRECT EMAIL

*creo@sphere.org*

WHATSAPP · TELEGRAM ( Creo Sphere )

+39 333 17 21 880

WEB

[creo.sphere.org](http://creo.sphere.org)

[papalini.art](http://papalini.art)

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