

Alessandro Quaranta's *Soglie / Thresholds*

Alessandro Quaranta was one of the protagonists of the first part - that of the production of materials in the field - of the project "La collera delle lumache" [The Snails' Wrath] in July 2016. Walking along the so-called 'alternative path' to Prà, in Upper Pellice Valley, he collected - together with two other operators who used more 'conventional' systems, with camcorders placed on tripods - many hours of video footage using some go-pro [high definition microcameras] placed near the path itself, hidden from sight of the other people involved with him in the project. In fact, in those days, six other artists and performers were setting up several installations along the path or in the immediate vicinity, and there was also the presence of a limited audience of visitors, who were somehow co-protagonists of the project, with their eyes and ears wide open, scrutinizing the stretch of path of a few hundred meters where everything took place.

Alessandro began working at least half an hour before the start of the workshop each day, placing the microcameras in strategic places in the woods crossed by the path (on rocks or at the foot of trees) that he had chosen, largely in the previous days. Then he would continue to move them, from one day to the next, even during the workshop, sometimes improvising their placement, to mark an epiphany that had come to him.

There are many protagonist in his videos: the woods, different types of animals, natural light effects, installations by the various artists, the stream, the sky, and other landscapes. Each of these elements, from time to time, can 'take over the scene' of *Soglie/Thresholds*, becoming the momentary protagonist of the work, totally without any pre-established hierarchies (the author did not begin with a plot, although all the shots had been carefully selected at the time of the events). The real protagonist is a sort of collective dream that took place in those days, fueled and created by all the participants. An intangible entity impossible to document, but one that Alessandro Quaranta was able to evoke with this composition of images and sounds, all of which are absolutely authentic and not treated in any way during post-production.

One could define *Soglie / Thresholds* as an epic of the events of those days, that which was seen by the invisible eyes of the woods and narrated by the forest itself. Alessandro Quaranta repeatedly dreamed of it over the long term that he devoted himself to the choice of images and sounds, and to their transformation, and now tells his dream to everyone who sees this video work. Something intimate is revealed to us, an experience that the author invites us to take part in, by watching, listening, and dreaming in turn.

C F, May 2017

Alessandro Quaranta primarily works with the video medium. He has a poetic outlook that allows him to enter into empathy with the natural landscape (especially the mountains, about which he has always been passionate), as well as with people and, as in the case of Soglie / Thresholds, with animals. He always works with discretion and a light touch, respecting the subjects, both the animate and the inanimate.

(translated by Laura Culver)