

AIMILIA LIONTOU • PORTFOLIO

Coming soon!

In-Situ installation/
curtains, wooden construction,
faux fur
dimension variable
2020
[Link](#)

Coming from Greece, I was familiar with the sight of stores closing down one after the other. Most of them were small family-run businesses, which now are standing with their shopfronts closed and only the old sign is there, as a silent reminder of the previous era. “Coming soon!” comments on the transition that many local stores are faced with after closing and the ever-changing aesthetic character of the city. Frisiersalon was sold by the Linz municipality and soon it will be repurposed. By covering the store windows with long shiny pink curtains, I create an anticipation for what is coming next. Unable to see that is happening inside, passers-by are waiting for something that it is about to be revealed soon. Additionally, a black cat in the shop-window deepens the mystery: is the little intruder trapped? Does she belong to the new owner or is it a playful symbolism of the building’s future? Passers-by are free to give their own interpretations.



Utravel

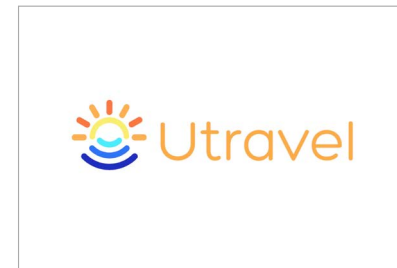
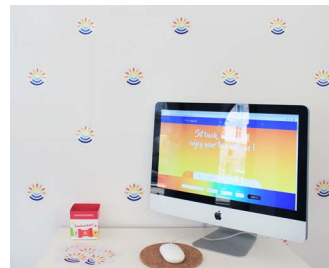
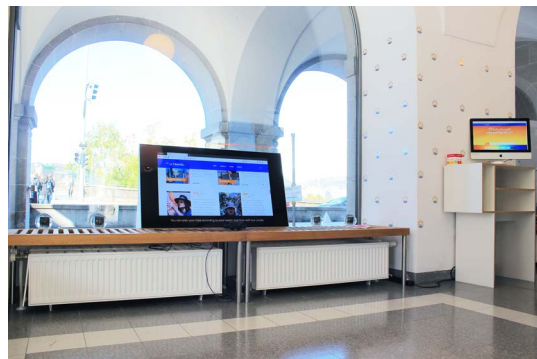
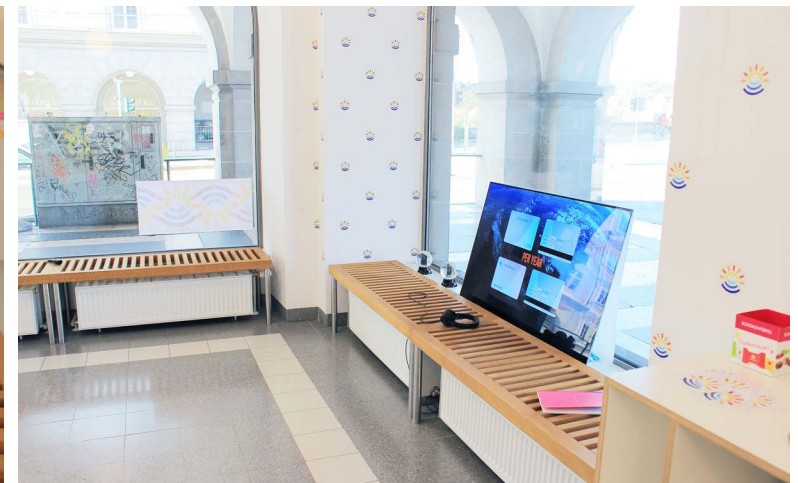
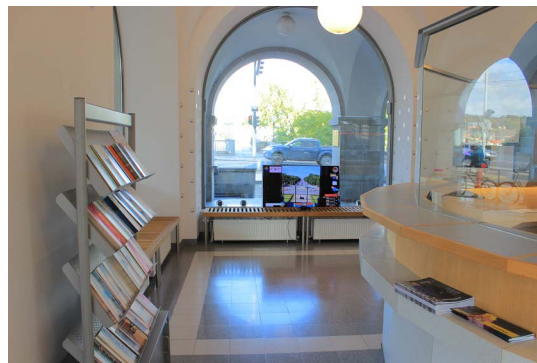
Installation/
HD Video, 2 channel sound,
1920×1080, duration 06:07 min, Web-
site, stickers
dimension variable
2019
[Vimeo](#)
[Link](#)

The way we are travelling has changed a lot in the last decades. New technologies and WEB 2.0 have transformed the travel experience, while made possible to travel faster, easier and cheaper. But at what cost ?

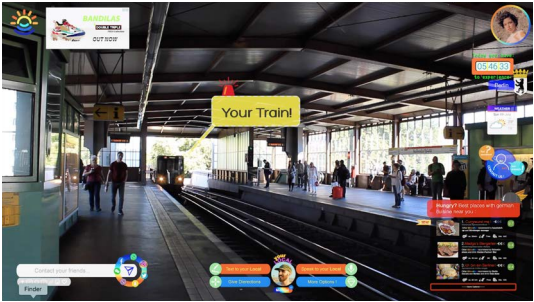
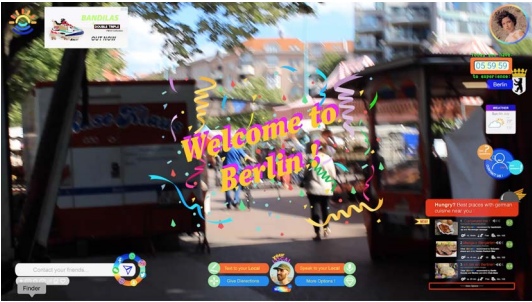
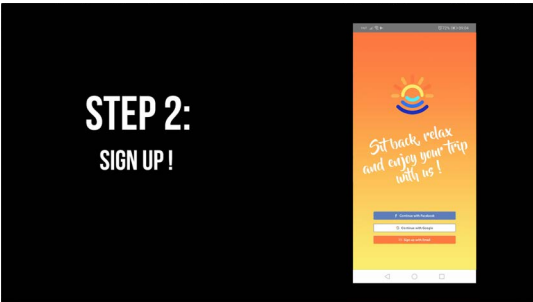
More and more destinations suffer from overtourism, and the environmental impact is huge as well. However not all people are willing to change their lifestyle.

Based on a speculative senario, Utravel is an online travel agency and application, which gives people the ability to travel the world, while stay at the convinience of their homes. By using special technology and a *Local*, the *Travellers* are able to experience in real time their destination, visit places, buy souvenirs and many more while be at home.

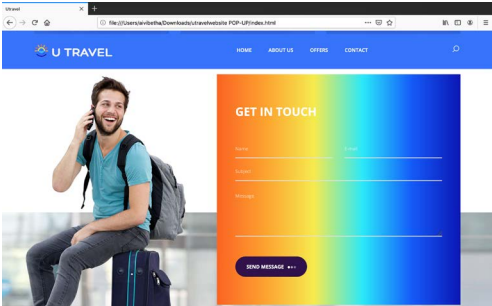
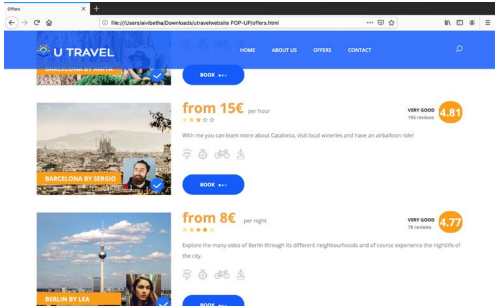
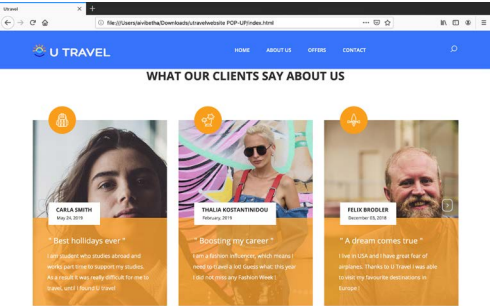
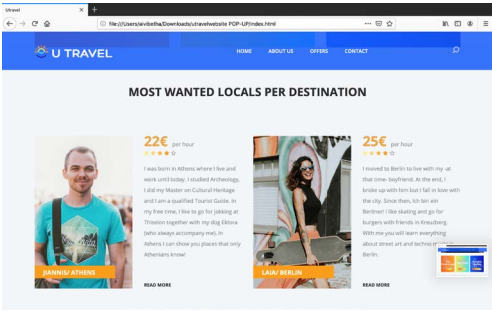
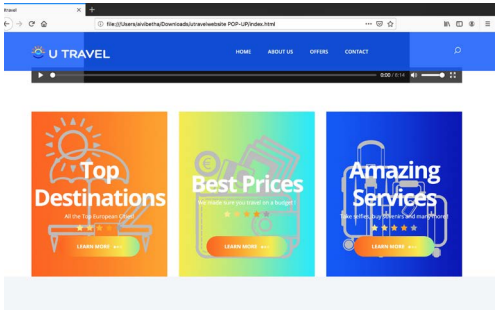
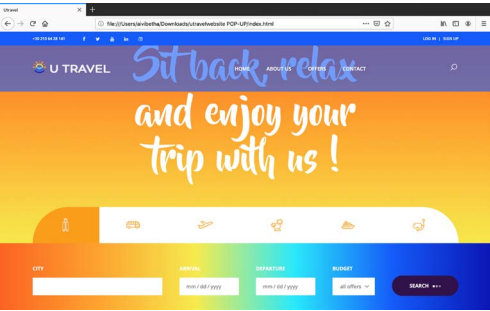
The project comments on current travel trends, online platforms' engagment/ influence on travellers, e-WOM (online word-of-mouth), posttruth, overtourism, and of course sustainability in the age of internet.



Utravel
video



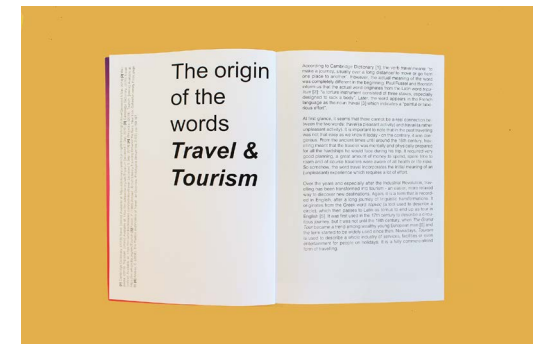
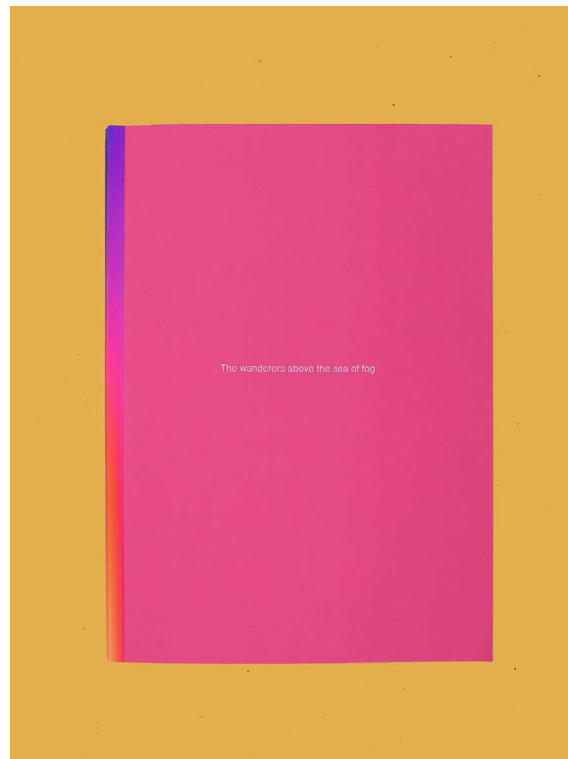
website



The Wanderers Above the Sea of Fog

Publication/
color
17x24cm, 114 pages
self published, edition of 40 (num-
bered and signed)
2019
[Link](#)

Based on the number of followers, ten Instagram accounts of the most famous travel influencers were selected. From every account, the ten most-liked photos were chosen. By using the online *Get Average Color of Image* application, I got the average (one) color from every image. Each photo is represented as a rectangle which has the same proportions with an Instagram vertical square photo, the average color of the selected image, the caption and (sometimes) the location of the original post. Since the number of likes is never fixed, it is not included. These Instagram- photos are result of digital filters and photo editing tools. The protagonists are staged and the landscape works as a setting. The “travel destination” resembles more to an “uncanny valley”. So if the purpose of these photos is not to “keep a moment forever”, then what is it ? By leafing through the book, the readers are free to make their own interpretation(s) about these monochromatic images as well about the contemporary way of travelling. The book includes 4 texts about Tourism.



Fedoras

Objects/
Snowglobes, 3d printed sculptures
dimensions 16 x 13 cm,
P 120mm each
2019

[Link](#)

It is a common habit, while on holidays, to take photos at famous attractions and then share them with friends and relatives. Nowadays people post them on Instagram and make them accessible to everyone. Before, while and after trips, travellers are using Instagram and other online platforms to find information and share their experiences. User generated content (UGC) is very important for travel industry and can have many benefits.

On the other hand, buy souvenirs is usually one of the rules when travelling. However, if we want to be honest, in most cases the souvenirs' design is kitsch and old. The idea of the project is to create new, contemporary and up-to-date souvenirs based on UGC from Instagram. For this reason, I downloaded all the photos with the following hashtags: #acropolis, #alexanderplatz, #sagradafamilia and #sanmarco. Then the photos were 3d visualised, 3d printed and assembled into an snowglobe.*Inspired by Italo Calvino's book Invisible Cities and most specifically from the City Fedora.



#acropolis



#sagradafamilia



#alexanderplatz



#sanmarco

Wunderkamera

Insitu installation/
2 iMac, vlc software, ethernet connection, mirror foil, marble sticker
dimensions variable
2019

[Link](#)

In our everyday life we are used to using electronic devices that are constantly pointed at us. When we need them, like other digital mirrors, they are always there to confirm our form, but also our position / relationship to the things that surround us. Although the viewer is standing in front of a camera at work, he can never “reflect” his face on the screen in front of him. As in the traditional Wunderkammer, where people stand in front of a new and unknown world, passers-by of the showcases are invited to redefine their relationship with space, time, reality and themselves through an unexpected event that happens before their eyes .

** InSitu installation in Frank & Reiner Vitrine (Kunstuniversität Linz)*

*** The title of the work is a playful combination of the words the Wunderkammer + the camera.ie Wunderkammer + die Kamera.*

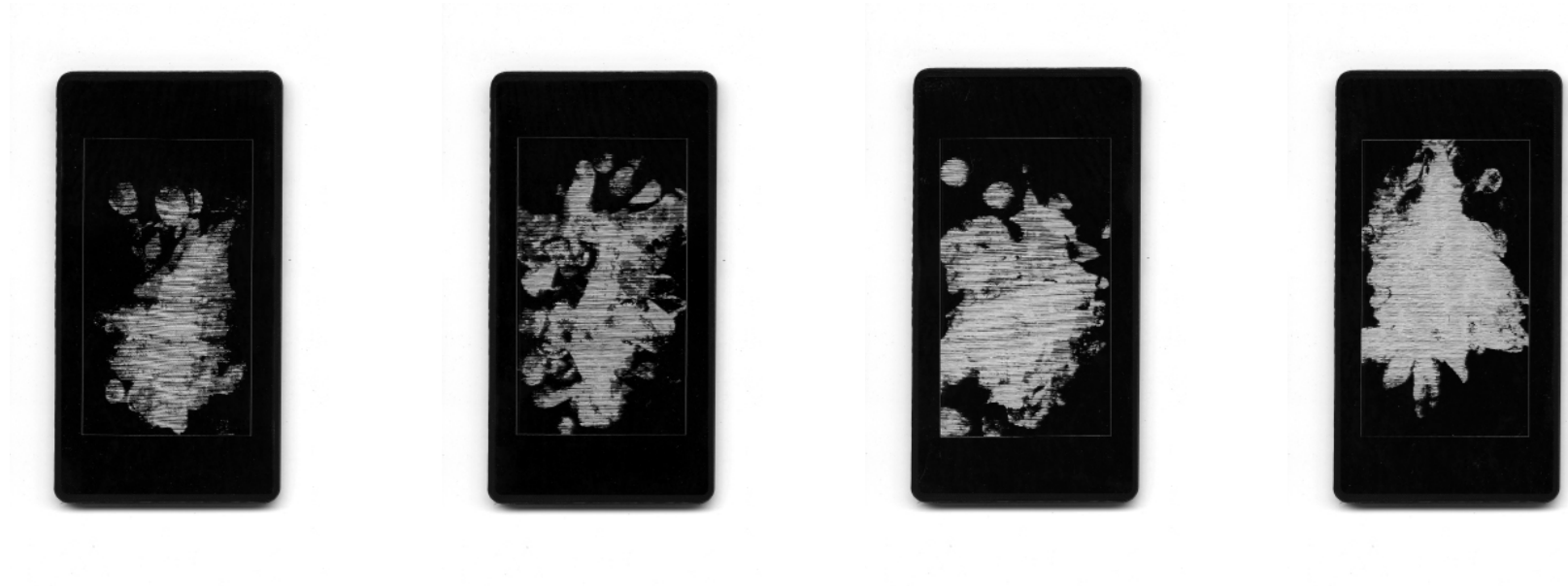


Traveller 2.0 (Athens, Barcelona, Berlin, Venice)

Sculptures/
laser engraved plexiglass, 3d printed
flexible frames
16,5x 8,7x 0,65 cm each
2018

[Link](#)

The Internet, social media and apps have changed the way we travel. Nowadays, we are able to organize a whole trip, from booking flights and accommodation, finding info about places to eat or visit, taking selfies, writing posts or reviews e.c.t. by using only our smartphones. I had a real tourist experience in each of the cities she visited with one small difference: I traveled with my smartphone while never leaving home. Although I did not pay anything this way, the amount of energy I spent on storing data in the Cloud was far more than I would have used if I had really traveled. Every object shows the scanned finger-prints from my smartphone's screen, laser engraved on plexiglass, that have been taken each time I traveled digitally in one of four cities. They are unique representations of the (digital) non-places that are created every time we scroll, swipe or type on our smartphone screens.

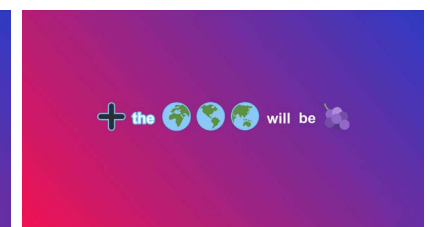
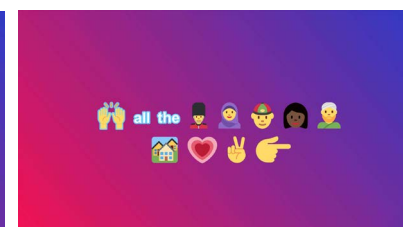
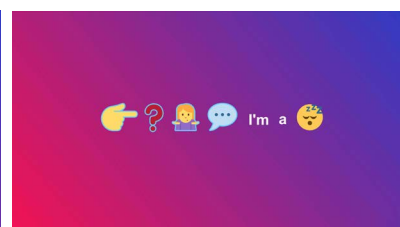
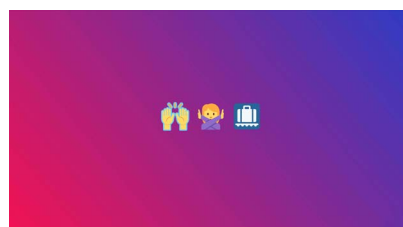
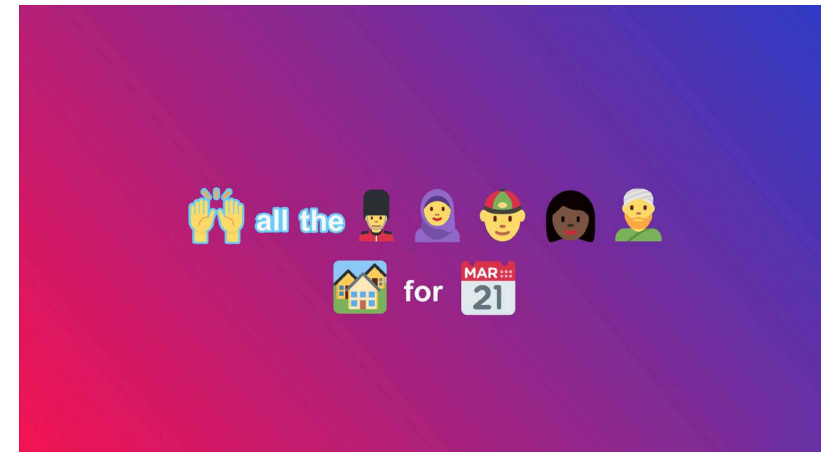
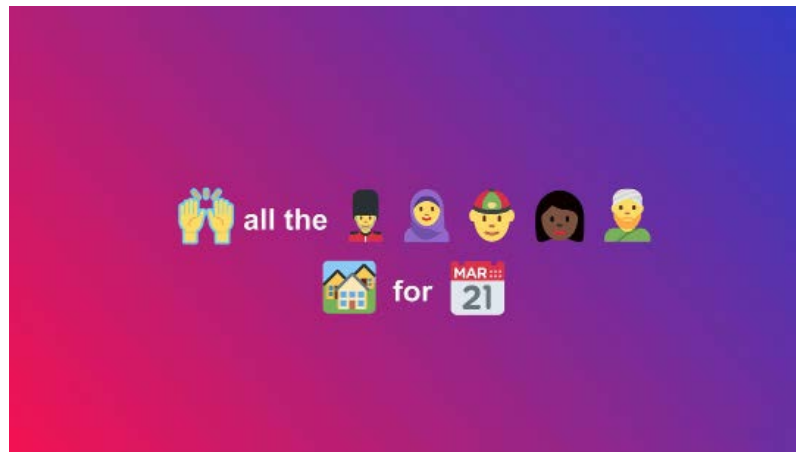


U+1F64C (the emoji karaoke)

video/
HD video, 2 channel sound,
duration 03:07 min,
1920×1080
2017
[Link](#)
[Vimeo](#)

All social media users are familiar with emojis - a mainstream medium of communication. They are designed to be understandable by everyone, no matter of nationality. However their popularity have also raised questions and complains about limited (and mainly west) “vocabulary”. Additionally, emojis are based on very simplified English and therefore local dialects/expressions e.c.t from other languages are impossible to be expressed. On the other hand, the song “Imagine” is an anthem of diversity (ethnic, religion, sexuality e.c.t) which encourage people to live together in peace, regardless their differences. It’s such a simple song, yet it has a powerful and deep meaning underneath those simple lyric lines. By combining them in the karaoke U+1F64C I want to underline the uniformity (instead of the diversity), and the limited worldview of emoji /social media, as well the myth of technology neutrality nowadays.

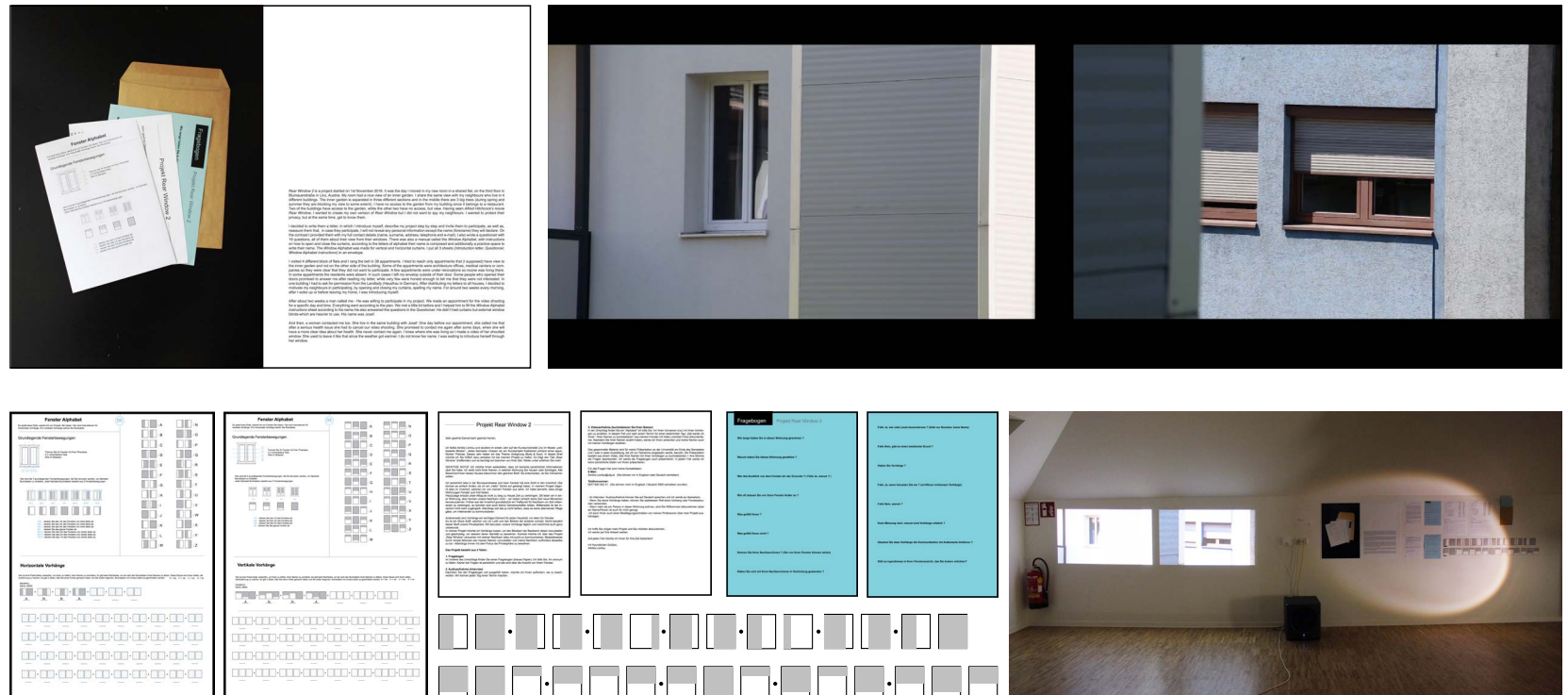
* U+1F64C is the unicode for the emoji Raising Hands



Rear Window 2

installation/
video (HD no sound, 1920×1080,
duration 04:39 min (loop)), various
prints
dimension variable
2017
[Link](#)
[Vimeo](#)

In Linz, I share the same view (an inner garden) with my neighbors from 4 different buildings. Inspired by Alfred Hitchcock's movie "Rear Window", I wanted to create my own version of that movie but I did not want to spy my neighbours. I decided to write them a letter, in which I introduced myself and the project, invited them to participate and reassured their anonymity. On the contrast I provided them with my full contact details. For my project I asked them to fill a questionair and to introduce themselves by opening and closing their curtains according to an alphabet I created. I visited 4 different buildings (39 apartments). My aim was to use curtains, a limit between private/public space, as a bridge between these spaces and an alternative form of communication between neighbours. In the video you see me and Josef (the only person who replied positive) to introduce ourselves to each other.

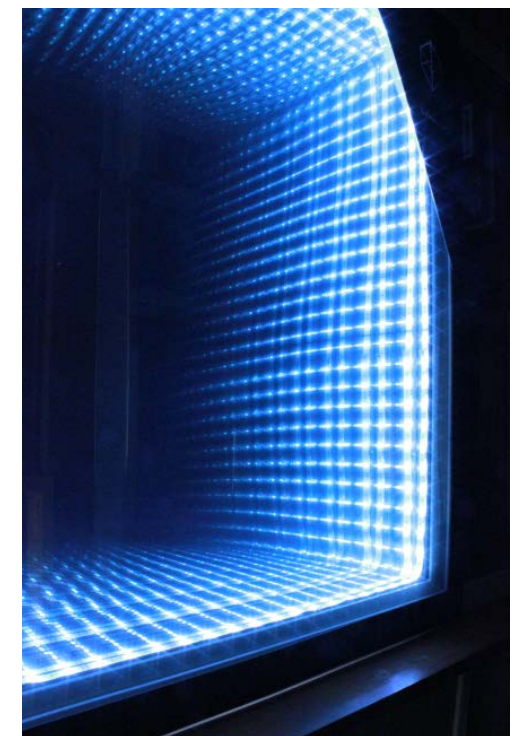
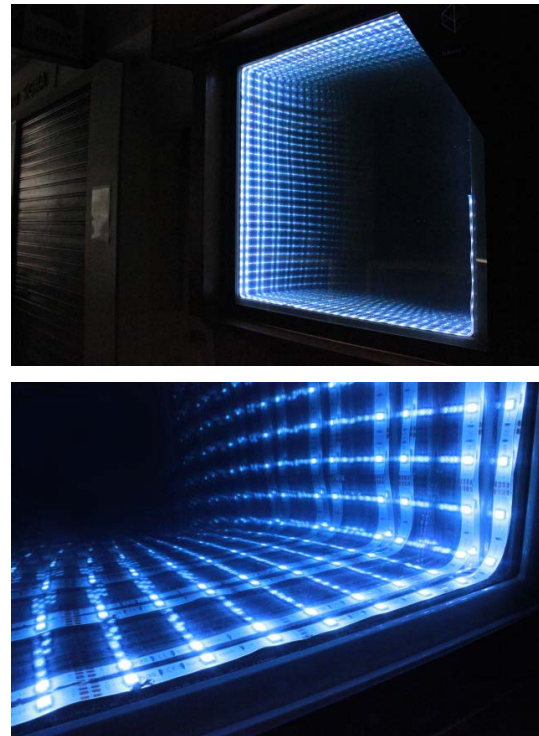


Infinity Cube

installation/
mirror plexiglass, led strip lights,
plexiglass with reflective film- mirror
89x 89x 2cm
2015

[Link](#)

At the shops window -measuring 0,90x 0,90m, I had built a construction made of plexiglass mirror sheets and led strip lights. The light reflection on the mirror creates the illusion to the passer-by/ viewer that behind this window there is a vast space. This new non-real and with no obvious limits space within the store is inconsistent to the normal-geometric space of reality, especially with the real dimensions of the building. The shop's space now looks much bigger that it actually shows giving the impression that Infinite Cube pierces the wall and continuous within the city's network. At the same time, Infinite Cube forms an unexpected event encountered by those who rush through the gallery and works as a "magic box", playing with the limits of real-imaginary world but also with the perception of space.



Huts

[part 1:

- 1.Huts,
- 2.Spheres,
- 3.The Dome,
- 4.Dawn

]

installation/
various material
dimension variable
2015

[Link](#)

The cabin is a small simple dwelling, a sanctuary which satisfies one's basic needs for one's living. It is a space for meditation and self-identification for the dweller but also a substantial proximity of the whereabouts. Based on this concept, I begun to research and study well known personalities and their choice to live for sometime in a cabin. I have focused on the following seven: Johann Wolfgang von Goethe, Martin Heidegger, Ted Kaczynski, Le Corbusier, Andrei Tarkovsky, Henri David Thoreau, Ludwig Wittgenstein. The works refer to the cabins (real or not) of the above mentioned people. I wanted to research the existence of the archetypal form of living as a common element in life and the strong relationship between being isolated in such places and producing intellectual work.



1



3



2



2



2



4



3

Huts

[part 2:

1. Inside the hut,
2. Oikoforos (Snail)

]

Installation/
various material
dimension variable
2015

[Link \(1\)](#)

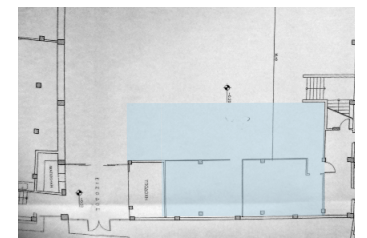
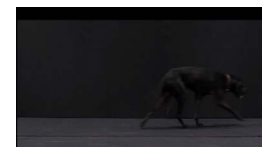
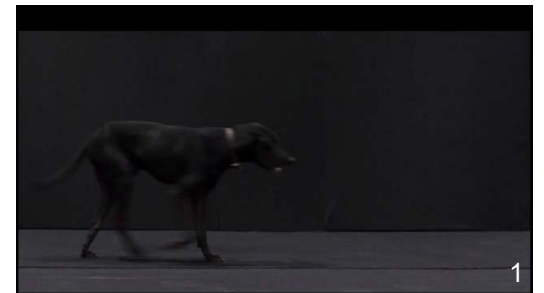
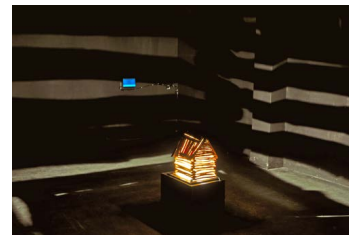
[Vimeo \(1\)](#)

[Link \(2\)](#)

[Vimeo \(2\)](#)

(1) A wooden hut with light inside is built in the middle of a larger room. The gaps between the branches of the hut let the light come out and create an even larger hut of light and shadow inside the room. "Mephistopheles" is a small video projection on a tablet that shows the outside world like a hole in the wall of the hut. In the video, a dog shows up, it walks by, and then it disappears. He can be the guardian of the hut and its inhabitant or a threat.

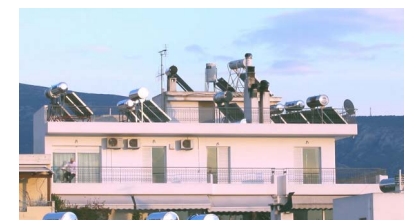
(2) In the video, a snail slowly crawls out of its shell, explores the environment, turns around and slowly escapes the video frame. The snail carries its house around with it. The snail's habitat is lonely. It comes into this world alone and it dies alone. The snail is a hermit. Your house has no room for anyone else.



The Cyclist

Video/
HD, no Sound, 1920×1080,
duration 3:16 min(loop)
2015
[Link](#)
[Vimeo](#)

On a balcony in an Athenian apartment. An event that happened to coincide with the time I turned on my camera. It gives the impression of an accidental incident concerning a human activity in a “firm” urban construction. At the same time it highlights the risk and limitations that this activity undergoes from the apartment building as construction and habitation area.

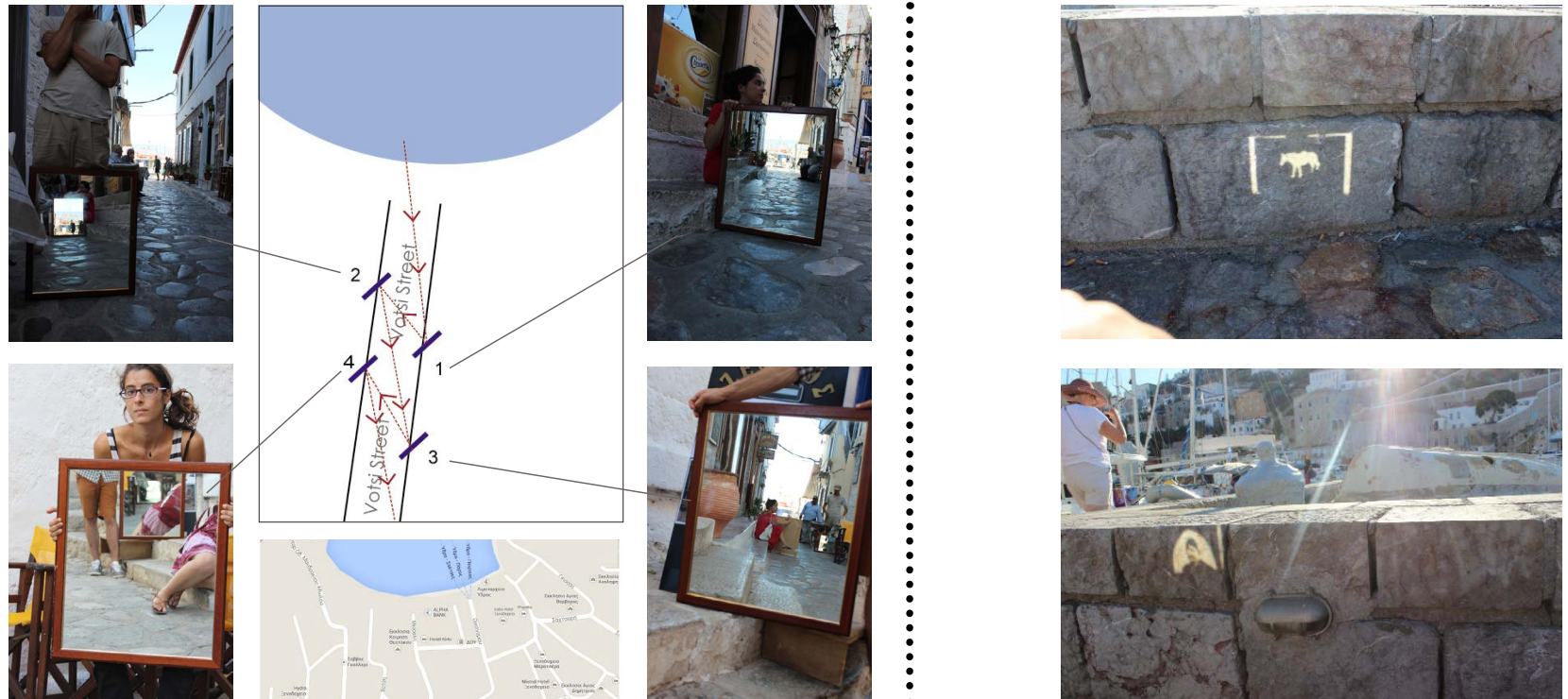


Hydra In Situ Projects (See the sea/ Light Stencil)

Installation/
various material
dimension variable
2015
[Link](#)

SEE the SEA -Hydra is a barren island, which depends directly on the sea for its supplies and for communicating. The port offers a panoramic view of the island. However in the mainland, the disordered structure doesn't allow any view to the sea and creates the impression of entrapment. By using mirrors, I tried to bring the sea on the center of the island. The image of the sea, on the first mirror (near the harbor) is transferred/reflected via a zigzag route to the last one in the island's main square.

LIGHT STENCILS -Hydra is a popular weekend getaway destination. Prompted by the fact that the island's historical value has been sidelined due to the cosmopolitan image displayed beyond the island, I have decided to create "stencils" made of paper and portraying Hydra's various historical figures or other distinguished features. I projected them in various parts of the island, using mirrors and the reflection caused by light.

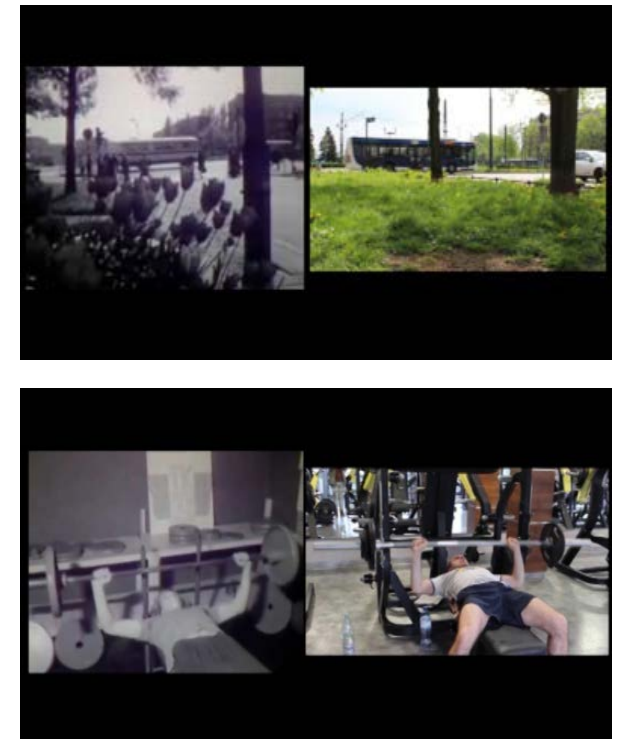


One day in Nowa Huta-then and now

Video/
HD (two channel video), Stereo,
1920×1080, duration 14:07 min
2013

[Link](#)
[Vimeo](#)

On the left: the propagandistic video entitled “Jeden dzien w Nowej Hucie” (A day in Nowa Huta) created on 1974, is on the history and formation of the city of Nowa Huta. This city represents the communist utopian vision based on the concept of the ideal city. Ever since its establishment and up until now, the city’s history has been associated with the controversies and reactions of the citizens against the regime. The second video (right) is the remake of Nowa Huta video by myself in 2013. In order to create this video, I visited the exact same areas of the 1974 video. The sound derives from the original one. By the projection of the two videos side by side, I wanted to present any changes that might have occurred during these past years: what has stayed the same and how the state of isolation has affected the city.



The concept + materialisation of all the projects presented in this portfolio is made by Aimilia Lontou unless different stated.

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<http://cargocollective.com/aimilialontou>

<https://vimeo.com/user39622705>