

**What is SBODIO32 ?**

A project based exhibition during Fuorisalone/ Milan Design Week (12th- 17th April 2016. Held at the Ventura District in Lambrate area. Showcasing innovative works produced by a range of contemporary emerging talents within the fields of Industrial Design, Product Design, Fashion Design and Architecture in the era of the design paradox between Advanced materiality, Virtual Reality and Raw design techniques.

**RAW EDITION 2016:**

RAW comes in different forms, it refers to a state of purity – influencing society, our bodies, our souls, objects and our psychology. Digitalization techniques are being increasingly used due to their abilities in providing new and interesting opportunities for design process; in contrast, traditional artisan techniques have equally increased in popularity due to their individuality and natural aesthetic. In 2016 SBODIO32 aims to achieve a new reality and experience offering interactive events, seminars, workshops and Virtual Reality experiences.

**2016 Designers:**

Ningal

Ann Sunwoo

ALCAROL

Francesca Briganti

Studio La Cube

CasaLaboratorio (C. Fregnan, V. Medeiros)

Zack Saunders

A Capati, M Gualtieri

DESIGNBUREAU

Chiara Rovescala

Stefan Marjanovic

Dominika Pulapa

Francesca Briganti

Antonino Ciuro

Marco Stefanelli

Mirei Ong

Khaled El Mays

seré/dondossola

Silvia Sandri

Wood&cut

Christoph Steiger

Isaac Monté

NOAHguitARS

Digital Architects

Vesmir+ZAAK (Dennison Bertram)

Mahmoud Saleh Mohammadi

Hasan S. Sofuoğlu

Leonardo Aurelio

Nicola Ballini

Djordje Stanojevic, Georgi Kazlachev (Institute of Advanced Architecture in Catalonia)

Stefano Paiocchi, Arian Hakimi Nejad (Zaha Hadid Architects)

**Full Program:**

TUESDAY 12TH APRIL

11:30 : DOORS OPEN

19:00 : APERITIVO (pre-opening event)

23:30 : DOORS CLOSE

WEDNESDAY 13TH APRIL **(Official Opening Event)**

11:30 DOORS OPEN

16:00 OPEN TALK/ PRESS PREVIEW

17:30 Gol Goatha | Virtual Reality Experience

19:00 APERITIVO Opening | NOAH LIVE

22:00 RAW SOUND EVENT | PANORAMA

02:00 DOORS CLOSE

THURSDAY 14TH APRIL

11:30 DOORS OPEN

17:30 Gol Goatha | Virtual Reality Experience

19:00 APERITIVO

22:00 RAW SOUND EVENT | FUNCLAB

02:00 DOORS CLOSE

FRIDAY 15TH APRIL

11:30 DOORS OPEN

17:30 Gol Goatha | Virtual Reality Experience

19:00 APERITIVO | OLYMPIA

19:30 PERFORMANCE “MAHMOUD SALEH MOHAMMADI”

22:00 RAW SOUND EVENT | VENTURA SOUND CLASH

02:00 DOORS CLOSE

SATURDAY 16TH APRIL

11:30 DOORS OPEN

17:30 Gol Goatha | Virtual Reality Experience

19:00 APERITIVO

10:00 SBODIO32 OFFICIAL CLOSING EVENT X NUL

03:00 DOORS CLOSE

SUNDAY 17TH APRIL

11:30 DOORS OPEN

12:00 SUNDAY GOODBYE BRUNCH

15:00 RAW SOUND LIVE

20:30 DOORS CLOSE

**Address**:

Via Sbodio 32/2 Milano 20134 – Lambrate Ventura Area

**Press kit link with all the files**

<https://drive.google.com/open?id=0B5zvtonInBf-VmhjTWZXeTc1cDA>

**Website:**

www.sbodio32.com

**Video** (2015 Edition):

[**https://www.youtube.com/watch?v=VfIHy9nun38**](https://www.youtube.com/watch?v=VfIHy9nun38)

**In 2015**, SBODIO32 was hugely successful by achieving an innovative platform for Designers, Architects and Artists from different fields and different cultures. These came together for one event during the six continuous days of Fuorisalone / Design Week, along with various workshops in the medium of digital fabrication and 3D printing technology; as well as seminars, talks and events.

**Organized and Curated by Ezgaat:** A team of multicultural creatives: architects, designers, artists and innovators.

**The Team:**

Ämr Ezzeldinn – Davide Gamberini – Yagiz Atli – Leung Kasui – Artina Qehaja.

**Event Partner:**

Santi Eventi