

## *Imagine a Dead Blue Whale Inside the Pocket of a Giant*

21.03 – 23.05.2026

Tap Chan, Adele Dipasquale, Roberto Fassone, Adam Harrison, Ocean Leung,  
Jennie MaryTai Liu, Simon Liu, Michela de Mattei, Sara Ravelli

Curated by Giulia Pollicita and Eunice Tsang

Between Italy and Hong Kong, where languages, histories, and governing systems diverge, our exhibition proposes the concept of play as a shared, subversive alphabet. When speech is mistranslated, restricted, or simply fails, the artists here turn to games, glitches, and improvised rules to articulate what cannot be said.

The title *Imagine a Dead Blue Whale Inside the Pocket of a Giant* is drawn from a poetic installation, *Wind of Thoughts*, by Roberto Fassone, which consists of texts about imaginary scenarios frozen in flight throughout the space. Adele Dipasquale's *Lose Voice Toolkit* investigates language, and non-verbal communication through the imagination of childhood, portraying them as gestures of rebellion, freedom, and autonomy against the communicative canons of the adult world. In Michela de Mattei's *Handsighting, L( )ck*, explores tension between visibility and belief with a scratch game where the elusive "prize" is a mysterious creature. In two sculptures by Tap Chan, fragile systems are rendered uninhabitable and unstable, examining how utopian orders and natural navigation mechanisms both falter when their underlying structures are disrupted. Similarly, Simon and Jennie MaryTai Liu merges placid views with dizzying digital animations in a video installation about control, power and chaos. Animatronic eyes by Sara Ravelli survey the exhibition space, their restless movements evoke playfulness, suspicion, and control, referencing the complex dynamics found in both gameplay and life. Ocean Leung's readymades recontextualise Hong Kong street scenes into darkly humorous sculptures that reflect the city's anxieties amidst a new world order. Adam Harrison's *Decommissioned Games* present playboards stripped of linguistic and operational content. Rendered non-functional as tools of commodified play, they become abstract foundations for imagining new games.

Approaching play from diverse perspectives, these artworks trace convergences between artistic, poetic, and ludic practices in their shared capacity to imagine alternative worlds. Within these worlds, prevailing rules are temporarily suspended, roles dissolved, and hierarchies reconfigured according to alternative logics.

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Play, in this context, is neither innocent nor trivial. It becomes a strategic act: a way of hacking systems, subverting rules, and reimagining power. The artists repurpose the logic of games, algorithms, and social structures, transforming tools of control into spaces of resistance. Between childlike curiosity and conformity, between docility and insubordination, play becomes a magical gesture where the tamed body can become an agent of both disorder and reorder.



### ***Turbulence Field***

2025

Tap Chan

Polycaprolactone, bamboo charcoal, seashells,  
titanium, falcon feather, glass, 925 silver

70 (W × 70 (L) × 56 (H) cm



### ***The Atmosphere #3, #4, #5***

2026

Sara Ravelli

Papier mache, iron, hair clips, earrings, motor  
arduino, 17 x 17 x 6cm



### ***Lose Voice Toolkit***

2024

Adele Dipasquale

Video installation, size variable

Super 16mm transferred to 2K, 18'30"

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## *Where there is Honey, There is Home*

2025

Tap Chan

Beeswax, tinted glass, concrete, limestone

40 (W) × 40 (L) × 120 (H) cm

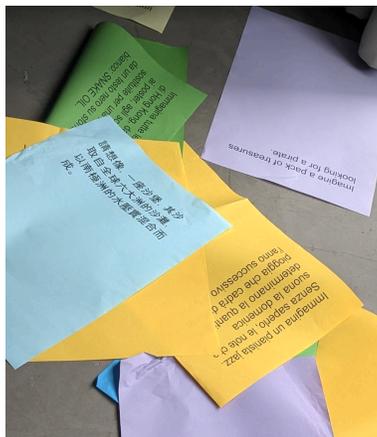


## **Decommissioned Games**

2026

Adam Harrison

Triptych, acrylic on wooden panel, 50 x 50cm



## *A Wind of Thoughts*

2026

Roberto Fassone

Text (English, Italian, Chinese) on

colored A3 papers, variable dimension



## *Handsightings (40-83/756)*

2026

Michela de Mattei

Scratch card drawings on photographic prints,

coins, magnet bars, dimensions variable

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## ***Basterd***

2020

Ocean Leung

Fragments from used plastic shop sign,  
dimensions variable



## ***Procedures***

2026

Simon Liu

16mm to 5 Channel Video, Moiré Fabric and ?????  
Quad Sound, 18'



## ***-force-***

2020

Jennie MaryTai Liu and Simon Liu

Sound by Andrew Gilbert

Video, 16mm & AE Animation to 2K, 9'9"



## ***Punch Hard Forever !!***

2026

Ocean Leung

Vinyl banners, EVERLAST punching bag  
30 x 30 x 260cm