

58	44	5	26
54	45	68	11
57	42	62	11
52	49	61	27
56	47	66	19
59	4	62	28
5	48	65	15

67	08	8	57	72	8
57	56	52	59	5	04
75	72	28	72	7	28
96	92	9	96	96	96
67	68	62	69	39	76
33	30	30	39	76	85
57	59	59	55	27	96
67	68	62	69	76	85
77	76	78	72	76	85
87	86	82	82	82	82
97	96	96	96	96	96
05	04	04	04	04	04
15	14	14	14	14	14
25	24	24	24	24	24
35	34	34	34	34	34
45	44	44	44	44	44
55	54	54	54	54	54
65	64	64	64	64	64
75	74	74	74	74	74
85	84	84	84	84	84
95	94	94	94	94	94



35	85	25	65	5	45	50
81	21	7	5	7	5	10
78	48	2	1	3	8	10
82	72	24	04	84	34	10
14	44	24	04	84	34	10
56	26	66	66	66	66	66
13	43	13	26	6	36	36
75	23	6	36	40	24	24
45	83	36	32	40	24	24
85	53	56	32	82	30	54
35	53	82	30	54	7	69
48	65	80	84	87	9	69

1	8	33	16	72	10	44	27
21	8	43	26	50	1	34	39
38	5	13	6	70	74	1	39
25	23	6	36	40	24	1	39
75	83	56	32	82	30	54	7
45	53	82	30	54	7	69	9
85	53	82	30	54	7	69	9
35	53	82	30	54	7	69	9
48	65	80	84	87	9	69	9

1	51	72	11	21	44	82	10
32	72	13	23	43	82	30	30
33	53	74	13	23	43	82	30
34	54	74	15	24	44	84	40
35	56	75	16	25	45	85	50
36	56	75	16	25	45	85	50
36	56	75	16	25	45	85	50
38	78	18	27	47	87	70	80
38	78	18	27	47	87	70	80

5	50	25	85	35	75	45
36	6	16	26	56	6	30
83	33	13	43	23	53	30
9	39	69	27	84	11	5
82	8	39	7	54	25	50
8	8	39	7	54	25	50
21	51	1	11	74	21	60
44	84	4	24	54	34	60
5	5	7	87	27	35	60
45	66	7	87	27	45	60
33	36	8	69	72	13	78
8	9	23	26	6	48	4
33	36	8	69	72	13	78
8	9	23	26	6	48	4
32	43	39	56	82	53	16
82	53	16	38	5	7	6
32	43	39	56	82	53	16
82	53	16	38	5	7	6

JUMP
INTO THE UNKNOWN

**NINE
DRAGON
HEADS**

la Biennale di Venezia
56. Esposizione Internazionale d'Arte
Eventi Collaterali

La Tombola is an audiovisual installation which combines a documentary film with a series of photographic portraits.

The film La Tombola describes life on the island of Pellestrina through interviews with local residents and it concerns many relevant social and political subjects. The interviews are combined with sequences of the game La Tombola in which numbers are called out. The rough voices of participants mark the layout in the film, while a unique ambiance is created as the game is merged with interviews on political, social, cultural, and economic issues of the small island.

The idea of La Tombola is to convey a comprehensive image of Pellestrina. Short stories and conversations are woven with the game, and highlights changes that have occurred over the years. Throughout the game several social aspects are approached, such as, entertaining, socializing, aging and the movement of time.

La Tombola also shows parallel realities of the island of Pellestrina and Venice. The presence of children is rare in Pellestrina, and these days the elderly women play where children once did, in an empty schoolhouse. When talking about the future of Venice, the first topic is usually flood danger, yet the real problems lay in the fact that within two generations many social urban structures will die out. On Pellestrina the young people move to the mainland while an over aged population remains. This has become both a reality and a disturbing social phenomenon.

Team:

Enrique Muñoz García, Concept, photographs and Video.
Virginia Francia, Interviews, translations and assistance.

"The basic idea of the film is to convey the landscape of the island through the lives and identities of the people who live there, as opposed to looking at the more conventional aspects of a romantic landscape."

Enrique Muñoz García



„There is a lot of respect in the pictures the artist took of the participants. They're original personalities, typical residents of an island, a place where life is calm and the influence of the outside world is rather small.„

Helen Lager, art historian



LA TOMBOLA

Enrique Muñoz García



...venticinque...

...diciannove...

...quattro...

...trentatré...

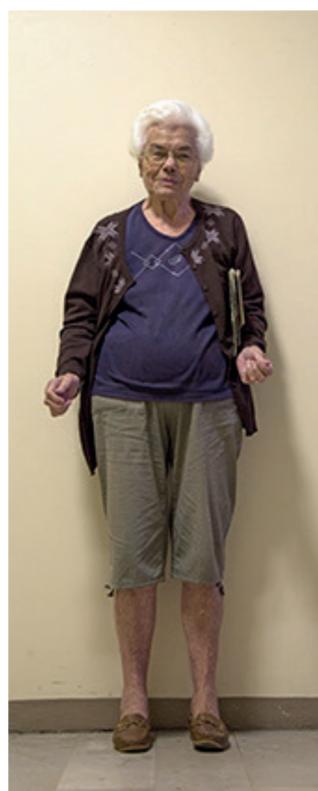


"The cadence of the called numbers appeared to mark the passing of time, like the turning pages a calendar. This rhythm gave me the tempo to unfold this story."

Enrique Muñoz García

„In the work of Enrique Muñoz García personal encounters as well as hazards play an important role. He entered the world of these ladies, started to make interviews, to film, and to take pictures of the ones who accepted to be part of the project.„

Helen Lager, art historian



"Jump into the Unknown" presents the works of 40 international artists and marks the 20th anniversary of the International Environmental Art Symposium - Nine Dragon Heads.

Nine Dragon Heads is an interdisciplinary platform where artists from across the 5 continents work in locations that may be environmentally, economically or politically troubled, following important cultural, historical and geopolitical routes. Initiated in South Korea in 1995 in response to the destruction of an important historical site, Nine Dragon Heads has evolved to address varying crises and transitory situations in localized and situation-specific ways.

The title of the project "Jump into the Unknown" refers to the inherently spontaneous nature of the International Environmental Art Symposium which will react to the particular geographic and environmental situation of Venice and the Venice Biennale.

The project will be accompanied by an exhibition of working traces, artifacts and performances at the Palazzo Loredan dell'Ambasciatore from 9 May to 18 June, 2015.

The artistic director of "Jump into the Unknown" is Park Byoung Uk, an initiator, producer and artist based in South Korea. He is the founder and creative force behind Nine Dragon Heads.

JUMP
INTO THE UNKNOWN

Jump into the Unknown
Collateral Event
56th International Art Exhibition
La Biennale di Venezia

**NINE
DRAGON
HEADS**