

Iris is a hero type in an epic franchise, the absent main character of a double saga exhibition between Plymouth Rock and Longtang. After Iris' research in a giant diorama she reaches the portal that brings her to her favorite game Divided Mind.

There you are, Iris!

It's been a while. I guess you are still figuring out how to handle the portal without getting those migraine attacks with aura. I beg you to follow my advice, so you wouldn't need to wonder about these splashy and bobbly auratic lights again and again.

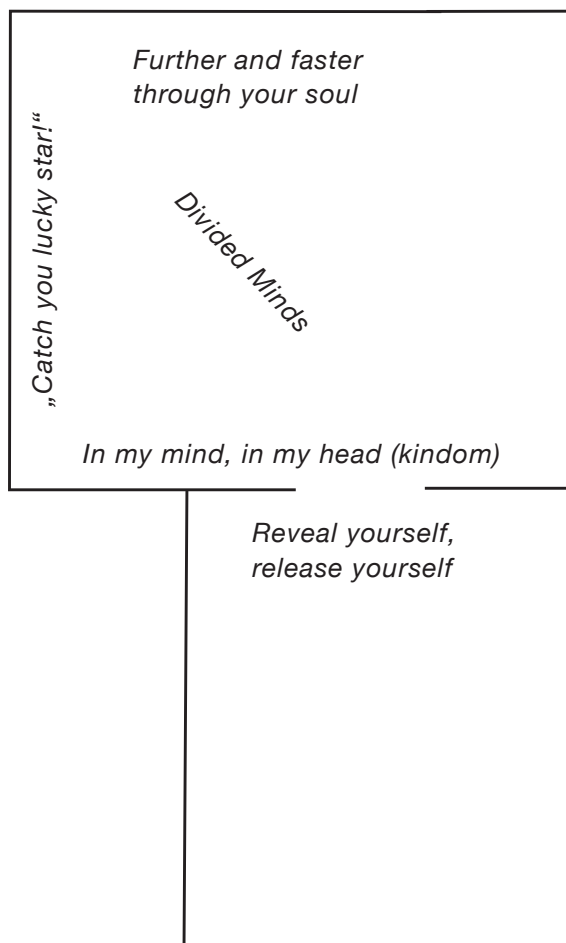
Anyway, now you're here, in your mind map, and ready to face a new challenge. Let's just hope it goes better than last time. You know: sometimes you win and sometimes you learn.

I don't need to explain what this level offers you. Last time you lost miserably and I think it was enough of a lesson to make you understand that maybe you shouldn't start again from the *Vulnerability* challenge. So? Which one are you thinking of starting with? *Integrity* or *Resilience*? The choice is yours. But come what may, you'll grow. It's useless to huff and puff – you know it's your turn! Besides, you chose it, didn't you? You're at level seven, you can't give up yet, you have a lot to learn to reach level thirty. Counting these three rings of challenge, you still have fifty-four more to go. You know that it can't always go well, so you just have to accept your weaknesses and use your strengths. So, try to stop with the lame muffins and aim for the best rewards for once.

I knew it, you got tired of hearing me talk and couldn't wait to get started.

So this time you chose Integrity, great choice. Just remember...Come on little Iris, keep fighting, concentrate and use all your efforts without ever giving up. This time you will get closer to the key and soon you will be one step away from becoming Queen. I believe in you.

Text: Raffaele Vinci



Further and faster through your soul

Mixed media
Diameter 23 × 45 cm

Divided Minds

Acrylic on Wood
200 × 300 cm

„Catch you lucky star!“

Printed Fabric
275 x 450 cm

In my mind, in my head (klington)

Metallic Paint
Dimensions Variable

Reveal yourself, release yourself

Wall Paint
Dimensions Variable

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Hi,

I got back to you just now that your exhibition has already passed as I try to write about it in this text. You asked me to think about the hero's role and it immediately came to mind an RPG game I'm currently playing called Omori. Omori is both the game's name and how the main character's called. Among Omori's friends, there's a little boy called Hero. Up to the point where I'm at right now, Hero hasn't done anything important yet, but he's already very much admired by his friends. Omori, on the other hand, has already killed himself twice.

Following your suggestion regarding imagining what a hero does when he's not being a hero and aiming at analyzing the two characters in the game, I must accept what the creators of the game wanted to say. Of course, I'm not striving to give a definitive interpretation and whatever I say will be acceptable only according to my personal analysis, but the game is beautiful and, as far as I can tell, right.

Omori is the protagonist and he's the one you can move around. After a few scenes, you can rename his mental alter ego as you please and without thinking about it too much I chose my own nickname: Ale. According to what is accessible to know, Hero's the hero. That's his name, after all. This allows us to look at Omori like the hero that is operating while keeping his own privacy, with more precision and attention, and in the confinements of his mind. We could also assume that his journey is leading him to be the hero, or better yet, that he's already the hero but that he's focusing way more than Hero on maintaining his role while simultaneously trying to make his heroic gestures bleed into everyday life through battles both against himself and against his various emotional states. These battles, whether he did win them or lose them, give back to him new emotional states to which he needs to respond to, going with the flow or opposing them. Suffice it to say that one of his battle skills is reading a poem in a saddened tone or, if the challenge is right, deploying quick and easy relaxation techniques.

Often throughout the game, Omori needs to stab himself in order to regain control over his emotions. This act takes him back to his real life, to the home he was living in with his mother. I think that both levels in which Omori/Ale exists are intimate and private and both portray his own way to be a hero. This nuance struck me because it made me think about another kind of hero, a new and different kind that's not in the game but whose existence is easily grasped, especially in our human reality.

Maybe it's something I can grasp because it matches with a fundamental ideal at the basis of my psychology, that is the fear of not being a hero. For example, if I say something like "that artist is one of my heroes" maybe I'm trying to align myself with him and to get across that he's an artist I admire.

The insecurity of believing of not being a hero worthy of this attribute leads one to seek comfort in the obstacles he's creating, sometimes in order to consciously seek out his own failures and plotting his own unsuccess. This way, "our hero", fully aware of the challenges he must overcome, leaves on his trail all the ways he's sabotaging himself with making his journey way more difficult than it has to be and encountering only his own defeat. This goes for the heroic ideal, of course, that needs to be summoned and received according to one's merits, not one's victories.

So one might think that we can just live heroically but I think, on the other hand, that the hero today, or better yet, the most perfect individual, should try not to live heroically and try to not live at all, even. Maybe even ending up getting bored of heroes from both the past and the future, internalizing sci-fi and fantasy works of art, enjoying them without limits arriving at the battle ground with a powerful and mighty Viper from Battlestar Galactica, in a universe where all heroes are human made.

Text: Alessandro Carano