

Carpentieri

Andrea

Male

Italia

[andrecarpentieri@gmail.com](mailto:andrecarpentieri@gmail.com)

[andreacarpentieri.art](http://andreacarpentieri.art)



**Andrea Carpentieri** is an Italian multimedia artist and interactive designer.

He took his first steps between 2010 and 2012 in the **Laboratorio di Nuove Tecnologie per l'Arte** of the Brera Academy of Fine Arts, where he created interactive installations and trained students on 3D projection-mapping and motion graphics. In that context he founded **Insynchlab** as an artistic collective; back in Puglia he transformed it into a cooperative, developing multimedia projects together with his members and holding the role of president and legal representative for seven years.

He has participated in media-art exhibitions since the architectural mapping on **Villa Tittoni** presented at the first edition of **Kernel Festival /011** and created the Apulian digital arts festival **Digital Pride**. With **TuoMuseo** he collaborates on projects that combine art and gamification: in 2022 he curated the interactive videomapping at the **Reggia di Venaria** for the launch of the exhibition "PLAY. Videogames, art and beyond", while in 2024 he created with Fabio Viola the installation **Lights and Shadows** in Spazju Kreattiv, Malta, in which visitors transform a dark suburb into a luminous landscape with an infrared flashlight, reflecting on the beauty and fragility of the suburbs.

Since 2023 he has been collaborating regularly with **Proietta SRL**, producing 3D content and laser shows for large-scale events: recent works include videomapping for the **ATP Finals in Turin** (2023-24) and the installation "**Luci d'Artista**" at the Museo dell'Automobile in Turin.

On the academic side, he holds courses in **Interaction Design, Videomapping**, virtual and augmented reality at Treccani Accademia and ITS Academy IOTA Sviluppo, as well as numerous workshops on real-time visual languages. He is co-author of the study "**Portus Lupiae. 3D modeling and digital storytelling for reconstructing a long maritime history**", published in *Virtual Archaeology Review*.

It continues to develop site-specific installations for museums, festivals and cultural institutions, combining visual experimentation and technical rigor, and maintaining a constant commitment to training new professionals in the digital arts.