

Exhibition plan

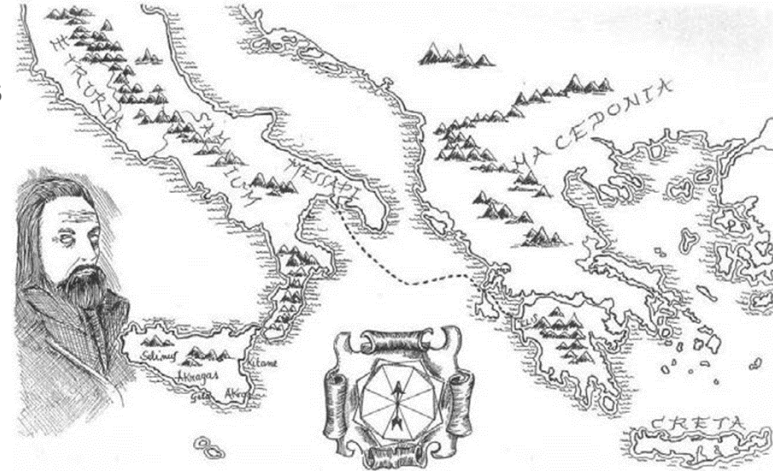
[iscr. N. 49-text,illustr.,transl.- from M.Nocita “Per mari e per terre”, Plate XVII, Spolia ed., Rome 2006]

Main points (physical plan):

- Goal of the project
- Video and photo material of the works in Rome, Seia and Pécs
- Textual material
- Facts about Rome
- Panel for the works
- Explanation of the works
- Thought process
- Experiences in the project

Requested material:

- Powerpoint presentation
- Visual boards
- Interviews
- Music video
- Drawings



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Exhibition plan

Main points (digital plan):

- What is Trame project and it's goal and point
- Who participated in the project
- Pilot workshops in every country before the exchange
- Our works and it's inspirations
- BOARD GAME concept, inspiration, work process and final product
- Rome workshops/music/text/drawings/interviews
- Experiences/final thought about what we learned



Tavola XVI= Iscrizione n.47 *Astydamas* divorato dai mostri marini.

(inscr. 47-text, illustr.,t ransl.- from «Per mari e per terre», , plate XVI)

Live exhibition plan

2 project screens:

- One for the power point presentation
- Second one for music and board game video
- Circular composition
- Start (works before the exchange, first texts and then artworks)
- Board game design
- Figures
- Board
- Cards
- End (Rome workshops, work)

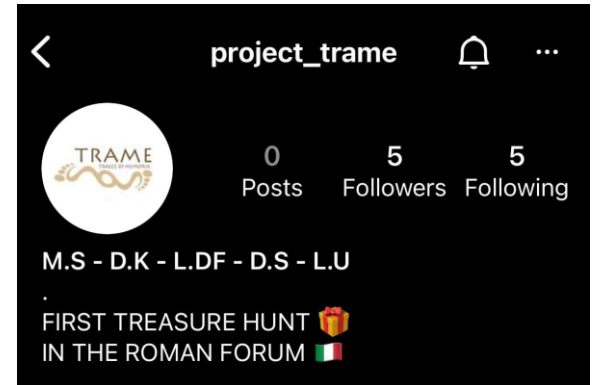
(illstr.from M.Nocita *“Per mari e per terre”*, Plate X)



Treasure Hunt

To participate in the treasure hunt you need to scan the QR code that leads to the instgram page of the TRAME project (@project_trame).

Here, through the instgram stories you can find clues that lead to places to complete the treasure hunt



- **Minja Ilic**
- **Minja Vicentic**
- **Kristina Savic**
- **Jelena Stamenkovic**
- **Magdalena Dimitrijevic**
- **Davide Kock**
- **Davide Sentinelli**
- **Leonardo Uffreducci**
- **Matteo Stacchini**
- **Luigi di Fabio**