FABIO MEINARDI

"To be one is always to become with many."

My practice emerges from the feeling that we live in a difficult historical moment, one in which we often feel incapable of navigating complex systems such as the environmental crisis and late-stage capitalism. These systems stretch the limits of our imagination. They also shape the words we use. Terms such as progress and sustainability belong to the same corporate language that often serves the system it claims to oppose. Sustain what, exactly? This is where my practice begins. Can art contribute to a different kind of conversation? I work across photography, moving images and participatory methodologies to create situations where people gather, observe, imagine and think together. I see participation as a way of producing knowledge collectively. Every project becomes an invitation to share perspectives, negotiate meanings and build new relationships between human and the more-than-human world.

WEBSITES

fabiomeinardi.studio.site/

ocean-archive.org/story/play-with-me-in-the-grass-field-i-used-to-love

SOCIAL MEDIA

www.instagram.com/feb.viz/

OPLEIDINGEN

2023 - 2025	Master Photography and Society Den Haag, Koninklijke Academie van Beeldende Kunsten Diploma behaald
2023 - 2023	Small Miracles, a photography workshop led by Rika Noguchi as part of her ongoing artistic research, exploring light and perception through handmade pinhole cameras. IUAV Venice
2022 - 2023	Futuri Prossimi is a six-month artistic development and production programme for selected emerging photographers and visual artists, combining ongoing tutoring, interdisciplinary workshops, and the development of an individual artistic project. JEST
2020 - 2022	Photography – Forms and Methods CFP Bauer, Milan Diploma behaald

TENTOONSTELLINGEN

2026	BLURRY FUTURE — Traumburg 2026 Traumburg Schloss Dornburg an der Elbe, Duitsland Muddle was exhibited and played throughout the festival as part of BLURRY FUTURE, inviting visitors to collectively create speculative narratives through a participatory photographic game. www.traumburg.net/ Groep
2026	Guest Room: Sunyoung Kim & Shinwook Kim Der Greif Part of Hyperobjects: Archipelagic Memories, an online group exhibition curated by Sunyoung Kim and Shinwook Kim as part of Der Greif's Guest Room series. dergreif.org/guest-room/sunyoung-kim--shinwook-kim Groep
2026	Listening Eyes Projet Betula Online group exhibition exploring perception, sound and image through digital practices, featuring the project "if I can't hear you, I can't see you." www.projetbetula.com/listening-eyes Groep
2025	Post-Ludens Post-Ludens Leiden, Nederland Muddle was presented and played as a participatory photographic game within the public programme of Post-Ludens. troefleiden.nl/agenda-1 Groep
2025	As Water Softens Stone Royal Academy of Art (KABK) The Hague, Nederland Graduation exhibition of the MA Photography & Society at KABK, presenting Muddle. graduation.kabk.nl/2025/fabio-meinardi Groep
2025	Push Pull Shift Živi Atelje DK Zagreb, Kroatië Collective exhibition at Živi Atelje in Zagreb, part of a fieldwork research week in Croatia. ziviatelje.dk/en/ Groep
2024	00:05:59 Paradise The Hague, Nederland Collective exhibition in partnership with the Doggerland Foundation and The Embassy Of The North Sea. embassyofthenorthsea.com/events/000559-group-exhibition-kabk/ Groep
2024	Fragments in Transit Beetroot Studio Thessaloniki, Griekenland Collective pop-up exhibition at Beetroot Studio, developed as part of a fieldwork research week in Thessaloniki. phlsph-lab.com/news/ Groep
2023	Human × Nature CHARTA Festival Rome, Italië Group exhibition featuring an image from What If It Rains?, also published in Yogurt Vol. 04: WILDNESS flavour. Groep
2023	Anatomia e dinamica di un territorio Nuovo Spazio di Casso — Dolomiti Contemporanee Casso, Italië Group exhibition presenting the outcomes of the long-term photographic research project Anatomia e dinamica di un territorio, as part of Delle Foreste e Delle Acque at Nuovo Spazio di Casso. www.dolomiticontemporanee.net/anatomia-e-dinamica-di-un-territorio-casso-05-08-31-12-2023/ Groep
2023	Da qui in poi A Pick Gallery Turin, Italië Group exhibition presenting What If It Rains?, developed within Futuri Prossimi, a training and production programme curated by JEST. www.artribune.com/mostre-evento-arte/da-qui-in-poi/ Groep

PROJECTEN

2025	Muddle - Play with me in the grassfield I used to love Alassio, Albenga, Italië fabiomeinardi.studio.site/muddle Muddle is a collaborative board game that merges photography, collective storytelling, and speculative play to imagine new multispecies narratives in the context of the Mediterranean climate crisis. At its core is Posidonia oceanica—a seagrass endemic to the Mediterranean Sea, and a vital yet endangered bioindicator of ecological health. Through a system of character roles, event prompts, and photographic cards, players are invited to construct collective stories while navigating the game's map. Each image acts as an open-ended visual cue and a meaning-making tool, meant to be activated by players through their roles and imagination. The game unfolds through interaction: between players, between humans and more-than-human entities, and between image and language. Inspired by Donna Haraway, Muddle encourages players to "stay with the trouble," embracing uncertainty, interdependence, and nonlinear thinking. Rather than offering resolution or escape, the game emphasizes the value of process, dialogue, and relational storytelling. It challenges anthropocentric perspective by foregrounding the voices and agencies of more than human beings, from fish to seagrass, reshaping how we relate to the fragile ecologies and times we inhabit.
2025	In search of Arashi Zagreb, Kroatië fabiomeinardi.studio.site/arashi Work in progress. An experimental video by artist duo Sara Ito and Fabio Meinardi traces the invisible forces that shape us. Through shifting, layered perspectives, it explores what it means to exist in a state of constant flux. They listen to the wind to take off, flying over the mountain. Dialogue evolves around their memory, longing for home, and the urgency to leave their home and family. The wind and the mountain represent opposing but interdependent forces —the wind shapes the mountain, but the mountain channels and challenges the wind. "Arashi" (storm) adds an element of intensity and transformation, evoking both the clash and the merging of moving identities. The storm is a weave of forces in tension, a complex phenomenon where different elements meet, collide, and transform. If we think of it as a metaphor for migration and identity, the storm becomes a place of transition, a moment where nothing is stable and everything is in flux.
2024	if I can't hear you, I can't see you. Embassy of the North Sea The Hague, Rotterdam, Urk, Nederland fabiomeinardi.studio.site/ificanthearyou How can we see sound? How can we visualize the invisible damage we inflict on other beings? if I can't hear you, I can't see you. is a video installation that explores the more-than-human perspective of marine mammals in the North Sea, caught in a soundscape increasingly disrupted by anthropogenic underwater noise pollution. These beings rely on a phenomenon called echolocation , a form of biological sonar in which they emit sound waves and interpret the returning echoes to navigate, communicate, hunt, and interact with their surroundings. As human activities such as shipping, seismic surveys, and offshore infrastructure expand, they introduce constant and invasive noise into this fragile habitat. Underwater noise pollution is invisible to us. It moves through a realm that does not belong to us, in frequencies we cannot hear. Yet for those who live immersed in that acoustic space, such disturbance is akin to a form of blindness. This video

work uses glitch aesthetics, archival footage, and field recordings, all altered and corrupted by visual distortions, to visually translate the disrupted, confused, and impaired perception of marine mammals. It is an attempt to listen, see and reflect.

2023 what if it rains? Italië fabiomeinardi.studio.site/whatifitrains "What if it rains?" is a research endeavor that aims to establish a dialogue between the northern Italian provinces and the way people interact and spend time in these suburban spaces. By offering glimpses into the daily lives and emotions of the locals, these images depict the tension and suspended climate. Within this environment, there exists an intimacy that feels oddly familiar, almost warm, yet tinged with an underlying fear. It's within this paradoxical atmosphere that individuals navigate their existence in a society marked by chaos and individualism. This visual essay takes place in the north of Italy, one of the most polluted areas in Europe in terms of air quality. The snow-capped Alps to the north help restrict airflow between northern Italy and the rest of continental Europe. Many of Italy's major cities and industrial centers are located in this valley, further exacerbating the problem. Moreover Precipitation such as rain and snow is increasingly reducede, causing issues for the agricultural sector and impacting the economy and well-being of people. And "what if it rains?" becomes then a light-hearted question that conceals larger frustrations and uncertainties, but it's also a "lazy" way to avoid facing a day and, therefore, leaving the house. A sarcastic title that offers multiple layers of interpretation and doesn't aim to explain but rather to make one feel, to communicate through sensations and symbols.

2022 as a child, I used to go skiing Cortina D'Ampezzo, Italië fabiomeinardi.studio.site/asachildIusedtogoskiing This photographic project looks at Mietres, a former ski area in Cortina d'Ampezzo that has remained abandoned since 2017. For decades, places such as Cortina embodied a precise idea of winter. Snow, skiing, tourism and consumption became part of a collective image of prosperity and leisure. Today, the remains of Mietres sit inside that image like a fracture. The lifts have stopped, the infrastructure is deteriorating and the snow itself has become increasingly uncertain. What remains is the material trace of a system that continues to survive through its own contradictions. Rising temperatures are answered with artificial snow, increasing energy consumption and further investment in an attempt to preserve the conditions on which the industry depends. The landscape is modified to maintain an image of winter that is becoming progressively harder to sustain. The abandoned structures of Mietres expose another side of this process. Pylons, stations, cables and mechanical components remain scattered across the mountain. Some are dismantled for parts, some are stripped of anything that still has value, others are simply left behind. There is something cannibalistic in this cycle. The system consumes the landscape, its resources and eventually its own remains in an effort to continue functioning. Mietres becomes the residue of an idea of prosperity that once appeared permanent. The mythology of Cortina, the ski holiday and the certainty of a white winter belong to an image that is beginning to feel increasingly distant. The infrastructure remains as its physical memory. What once represented progress and leisure slowly turns into an archaeology of the present.

INTERNATIONALE UITWISSELINGEN / ARTIST-IN-RESIDENCIES

2025 Zivi Atelje Zagreb, Kroatië Dynamic Identities was an artistic research exchange between Photography & Society (KABK) and Živi Atelje DK in Zagreb, combining fieldwork, collaborative research and photographic practice around questions of identity. ziviatelje.dk/en/

2022 Dolomiti Contemporanee Borca Di Cadore, Italië A photographic research residency led by Giorgio Barrera in the Valle del Boite, investigating the physical, social and cultural transformations of the territory through long-term photographic fieldwork. www.dolomiticontemporanee.net/

PUBLICATIES

2026 screwdriver Vol. 2: WHOLE Boek Screwdriver The Hague, Nederland screw-driver.xyz/?utm_source=ig&utm_medium=social&utm_content=link_in_bio&fbclid=PAcGRvZgJleHRuA2FlbQIxMQBzcnRjBmFwcI Contribution to screwdriver Vol. 2: WHOLE, an independent artist-led publication and research platform based in The Hague. Featuring the photographic project My camera doesn't believe in the future, should I?, exploring programmed obsolescence, technological memory and digitally mediated time

2025 Dynamic Identities Zagreb Boek MA Photography and Society (MAPS) The Hague, Nederland www.instagram.com/p/DI6I29rtv0-/?img_index=1 Part of the Dynamic Identities Zagreb zine, developed in collaboration with MA Photography & Society, KABK.

2024 Anatomia e dinamica di un territorio. Seminario di fotografia Bauer. Vol. 3 Boek Quinlan Italië www.giorgiobarrera.it/project/anatomia-e-dinamica-di-un-territorio-345/ Collective publication presenting photographic research developed in the Valle del Boite as part of Anatomia e dinamica di un territorio, a long-term project investigating the physical, social and cultural transformations of the landscape.

2023 Yogurt Vol. 04: WILDNESS flavour Boek Yogurt Magazine Rome, Italië yogurtmagazine.com/prodotto/yogurt-vol-04-wildness-flavour/?utm_source=chatgpt.com Photographic work from What If It Rains? featured in Yogurt Vol. 04: WILDNESS flavour, a publication exploring contemporary perspectives on nature and human relationships with the environment.

2022 Young Photographers from Italian Academies #2 Catalogus LetteraVentidue Rosario Antoci Siracusa, Italië letteraventidue.com/en/books/young-photographers-italian-academies-2-rosario-antoci Publication featuring the photographic project Vivo, selected among the 12 finalist projects of the second edition of Young Photographers from Italian Academies (YPIA).

ARTISTIEKE NEVENACTIVITEITEN

2025 - 2025	Guest lecturer for the Playful Inquiries thematic seminar, MA Photography & Society (MAPS), KABK, The Hague.
2025 - 2025	Guest lecturer for the Graduating Workshop, MA Photography & Society (MAPS), KABK, The Hague.
2025 - 2025	Research poster presenter at the UK Seagrass Symposium, Techniquest, Cardiff.
2025 - --	Host at Page Not Found, an art bookshop and publishing platform in The Hague. Loopt nog
2018 - --	Freelance photographer and videomaker working across commissioned, editorial and cultural projects. Loopt nog



Muddle at Traumburg, 2026
Participatory photographic board game; photographic cards, wooden tiles and drawing materials, photographic cards (8 × 12 cm, laser print on Biotop 300 g/m² paper), wooden hexagonal tiles (approx. 7 × 6 × 0.3 cm)



"In search of Arashi" by Sara Ito and Fabio Meinardi, 2025
8:09



Muddle — KABK Graduation Show, 2025
Painteractive installation, photographic board game, site responsive wooden structures, A0 outcome sheets, foldable table and monobloc chairs



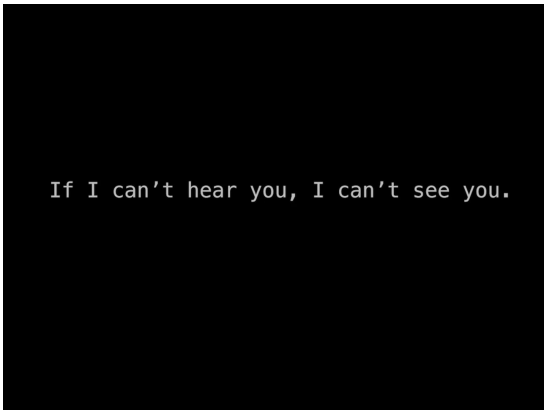
Muddle — Game Components, 2025
Laser prints on Biotop 300 g/m² paper, printed wooden tiles and wooden character pieces, photographic cards 8 × 12 cm; wooden tiles approx. 7 × 6 × 0.3 cm



In search of Arashi - Screening, 2025
Single-channel video projection on fabric, sound



In Search of Arashi — Video Still, 2025
Digital video, black and white, 4:3



"if I can't hear you, I can't see you." by Fabio Meinardi, 2024
5:18



Posidonia oceanica, 2024
Digital Photograph



Spirits of the stones, 2024
35 mm analog photograph



Spellbound, 2024
35 mm analog photograph