



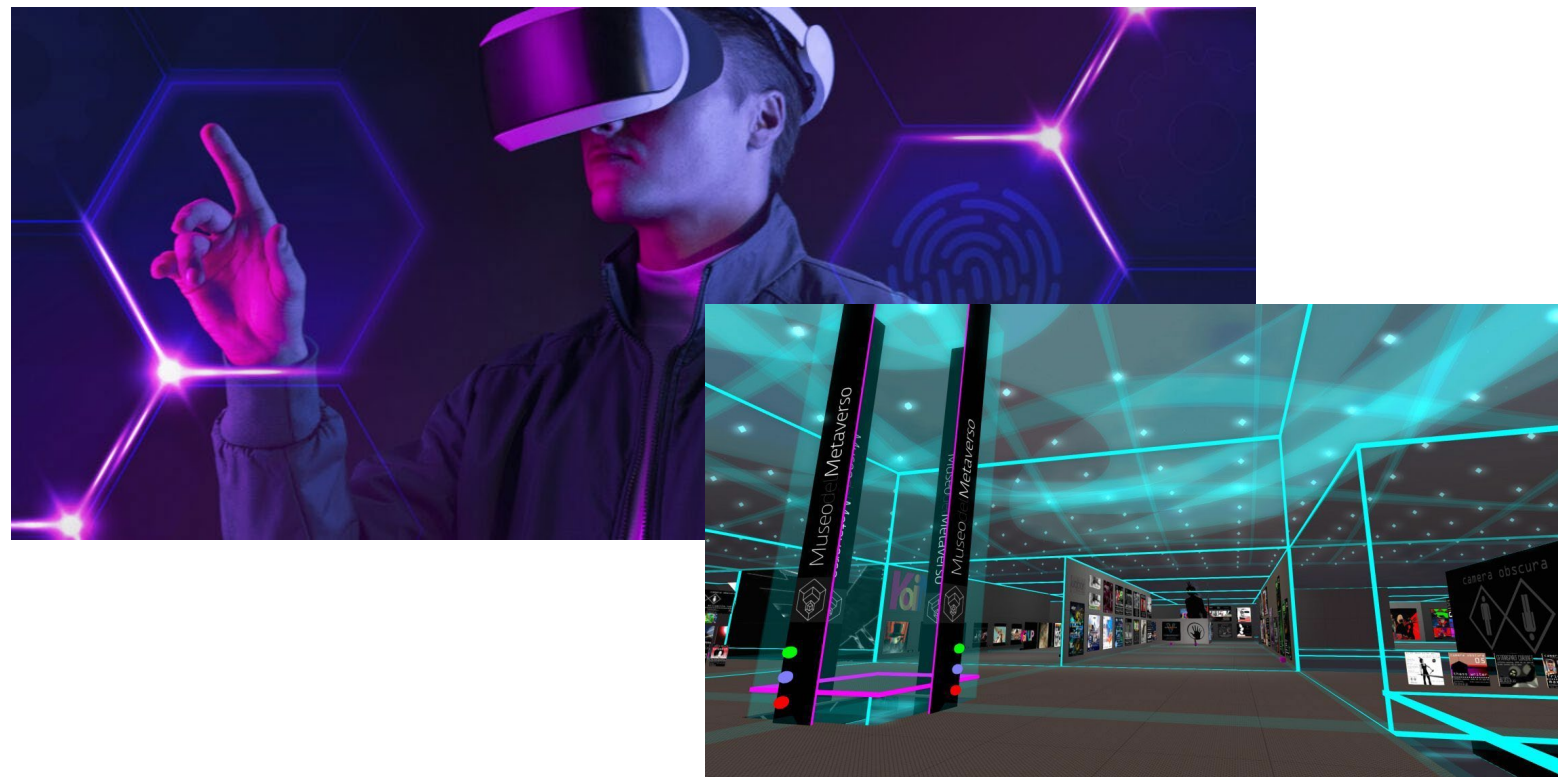
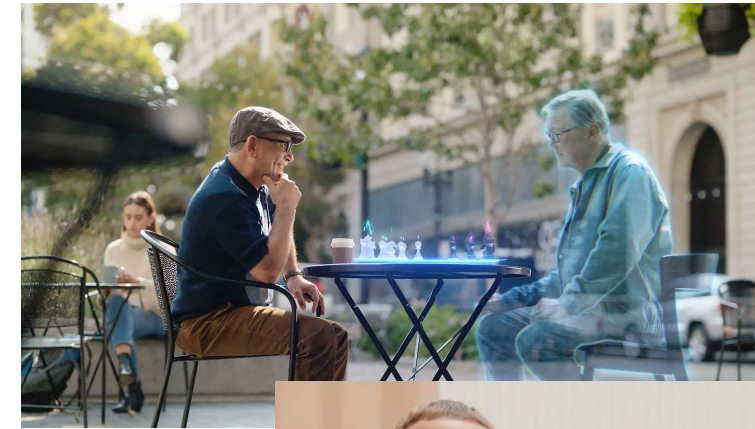
SOPHIA

The world of the twenty-first century is a world divided into two, the only physical dimension has been abandoned since a while and to date we find ourselves living in two realities, worlds in all respects, that we can define parallel but that in reality are intensely connected to each other: the real and physical world and the virtual one; and apparently, if Zuckerberg's hopes are not disappointed, in the near future this second world will be increasingly present in our lives.

Social networks are a new normal, we are completely immersed in them in every area of our life, work, school, social interactions, even grocery shopping has become an action that can be done on the internet without having to leave home.

For years, centuries, philosophers and intellectuals have questioned themselves on the identity of a person, to date we have a million identity, profiles, one for each website, application or social to which we are registered.

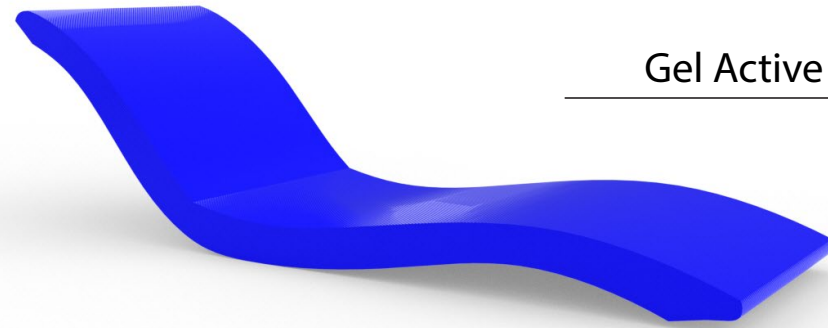
It is therefore impossible to define these two worlds parallel because one inevitably affects the other and the virtual world is increasingly present and influential in our lives.



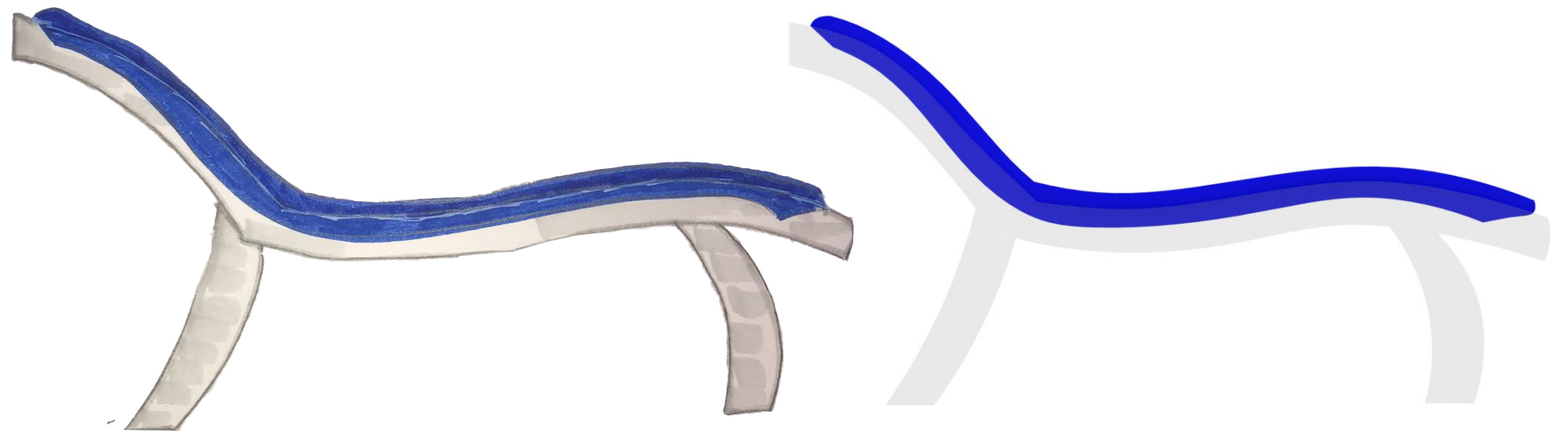
In this decade we talk more and more about augmented reality, virtual reality and today we talk about metaverse, a world that will involve the interconnection of different worlds, that will not only affect gaming or social relationships but any area of our lives, a world where you can in all respects own, create and sell goods.

My chaise lounge Sophia, name borrowed from the first social android, wants to be the representation of these two worlds, a methacrylate base reflects what is physical reality, the one that makes us stand with our feet on the ground, the one that we can never completely replace as beings made of matter.

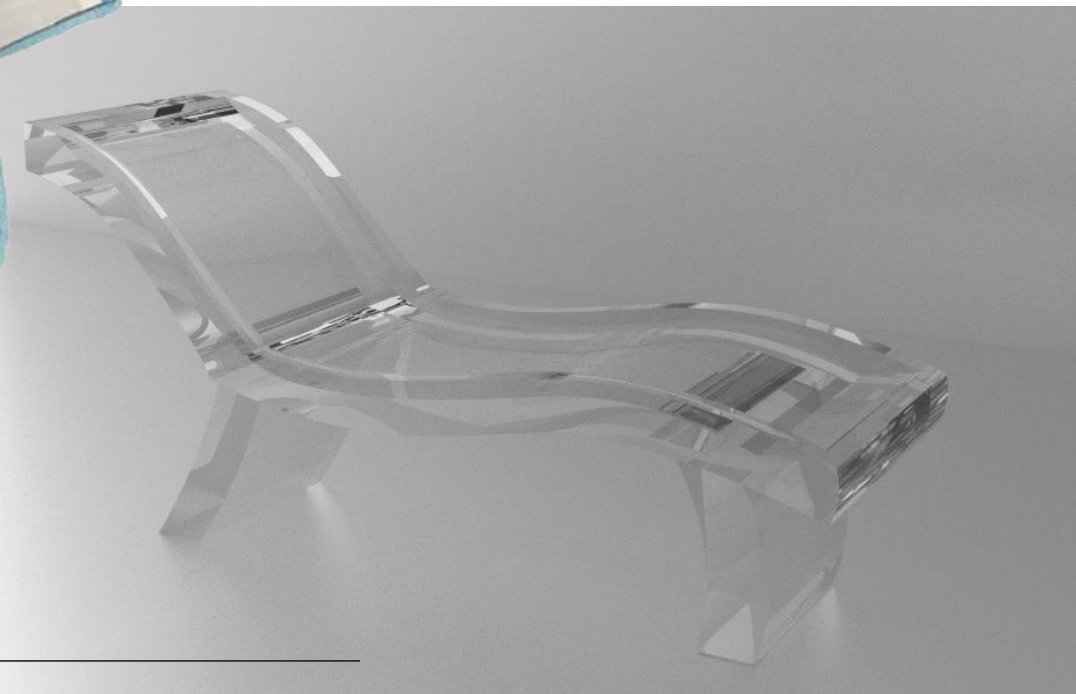
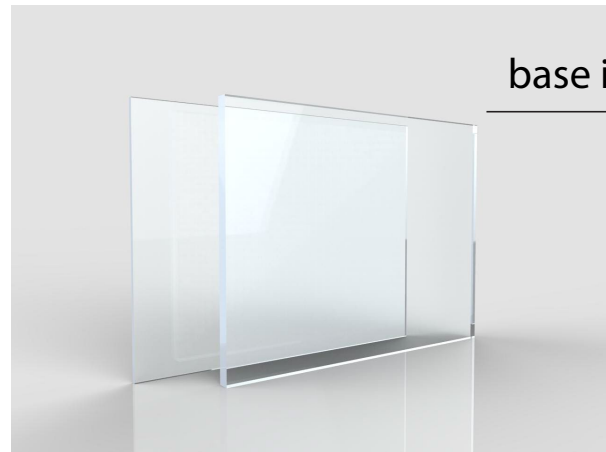
From the outside, however, we can see inside, in the upper part of the chaise lounge, a second part that consists of a sort of mattress in gel active, a new material also solid but at the same time soft, so as to give comfort to the body; this second part is representation of the virtual world, a world that has come to be created within the physical reality, an interesting world, particular, completely new, and that in a sense makes us feel comfortable because it simplifies in several respects some, but probably in the future all, aspects of our lives.

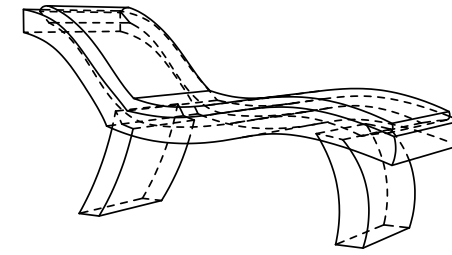
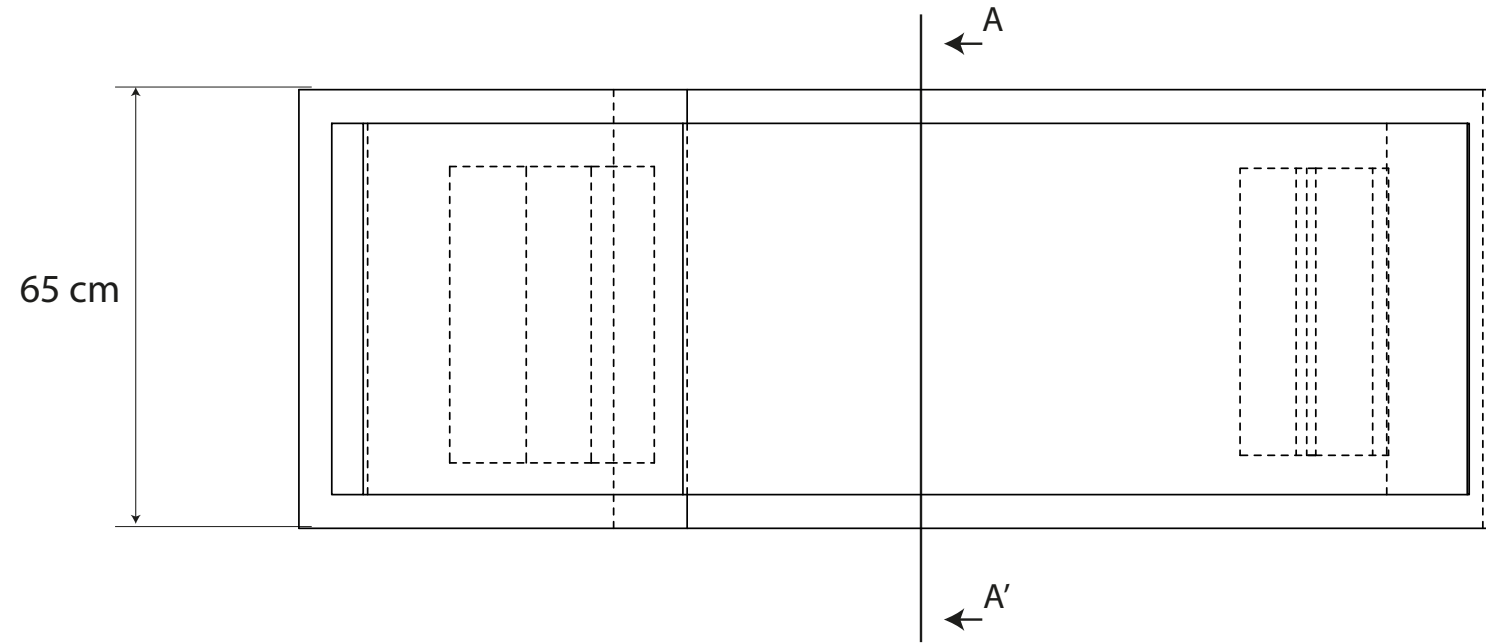


Gel Active mattress



base in methacrylate





sezione AA'

