

Press Release



Land Art Mongolia hosted at the Palazzo Zorzi

Seat of the UNESCO Regional Bureau for Science and Culture in Europe

Castello 4930 | 30122 Venezia

on Saturday, 9 May 2015 | 6 – 9 pm

For the first time in history, Mongolia opens it's own pavilion at the Venice Biennale.

Artists, curators and staff from the country have been working hard to realize this show: ...

"As Mongols are "inextricably linked with environment", this shift exposes a new type of power relations with the environment, and therefore the ways of constructing their own power for survival. (Curator Ts.Uranchimeg).

On 9 May, the official opening date of the 56th International Art Exhibition of the Venice Biennale, there will be an additional event linked to Mongolia which already attracted a lot of international response:

the **Land Art Mongolia Biennial (LAM 360°)** is delighted to present highlights of the last three venues from 2010 to 2014, a performance by Ganzug Sedbazar / Ulaanbatar, and an outlook on the forthcoming 4th edition of the Biennial in Mongolia in August 2016, curated by Basak Senova/Istanbul.

We cordially invite you to attend our reception on Saturday evening, 9 May, 6-9 pm

Since its foundation, **Land Art Mongolia** is an ongoing biennial, reaching a growing public and official interest and it is the only Biennial focussing on Land Art as an artistic medium, at the same time: Land Art is one possible form of spatial and outdoor visualization of the relations between nature, culture, and social practices. It promotes freedom of expression in joining people and institutions from all sectors of Mongolian society.

In 2010, 2012 and 2014, **Land Art Mongolia** has been realized for three times successfully in the vast countryside of Mongolia. Each time, LAM focused on a different area in this country and on a different thematic outlook for the invited artists from more than 14 different countries worldwide to work on:... "all the world's futures"!

Please RSVP to:
office@landartmongolia.com by May 6.

Supported by:

