

## Interior

Opening Hours  
Wednesday to Sunday 12:00–18:00

For her first solo-exhibition in the Netherlands, the Peruvian artist Andrea Canepa (Lima, 1980) has taken on the Aula space of de Appel as the site for her continued investigation into the organisation of the physical and social structures of our everyday lives. An investigation that seeks to reveal that while the spatial and architectural parameters of these systems of organization can seem clearly marked, their programme – how they are used – is indistinct. An indistinction based on the notion that the boundaries of almost all aspects of human interaction are ambiguous. By means of the 1:1 scale of her sculptures alongside the performative feature of *An Interior Motion*, Canepa makes this ambiguity evident. By juxtaposing the architectural narratives of the monumental interior with human movement, the possible social realities of its past and present open up opportunities to reinterpret the space and its many meanings.

From when it was first conceived as CSG Pascal by Dutch architect Ben Ingwersen in 1969, the hypermodern school building where de Appel now resides was both signature in its plan to the almost fifty other schools he designed during the post-war period in The Netherlands, as well as being one of the most distinctive. Its features – concrete facades, pillared interiors, flat roofs, and large windows (with rod panelling) – are unique to his style. However, the aula of the school – originally the function of this exhibition space – is one of the few he raised up on concrete columns, affording its design a special architectural and historical value. The programme he envisioned was one of typical modernist thinking where physical and social structures were intermittently entwined and measured. Within its interior, the repetition of architectural elements was devised as being the indicators of its programme as well as of where the ‘user’ finds themselves at that moment within the scenography.

## Motion

de  
Appel  
Amsterdam

Since then, the social, economic, and cultural reality surrounding this building has changed considerably, and therefore its own function as well. After a period of being a shelter for asylum seekers to The Netherlands, it then became what it is now: a cultural hub, within a highly contested area of Amsterdam, which finds itself in an increasingly accelerated state of gentrification. The exterior of the building, while having aged, has remained largely intact. Its interior, however, reveals the notable changes to its programme. Each part of its evolution leaves behind residues of its use, which are as much exposed by the architectural constraints of its design, as the programmes made to fit within.

While one could regard these programmes as instructions, Canepa prefers to approach them as forms of clear indications of play in the manner that Dutch sociologist Johan Huizinga understood it: as the gauge of all social/cultural interaction within society. In the case of *An Interior Motion*, the building and the unique interior of the Aula and its decorative elements are the infrastructure of rules to this game as well as its play-pieces.

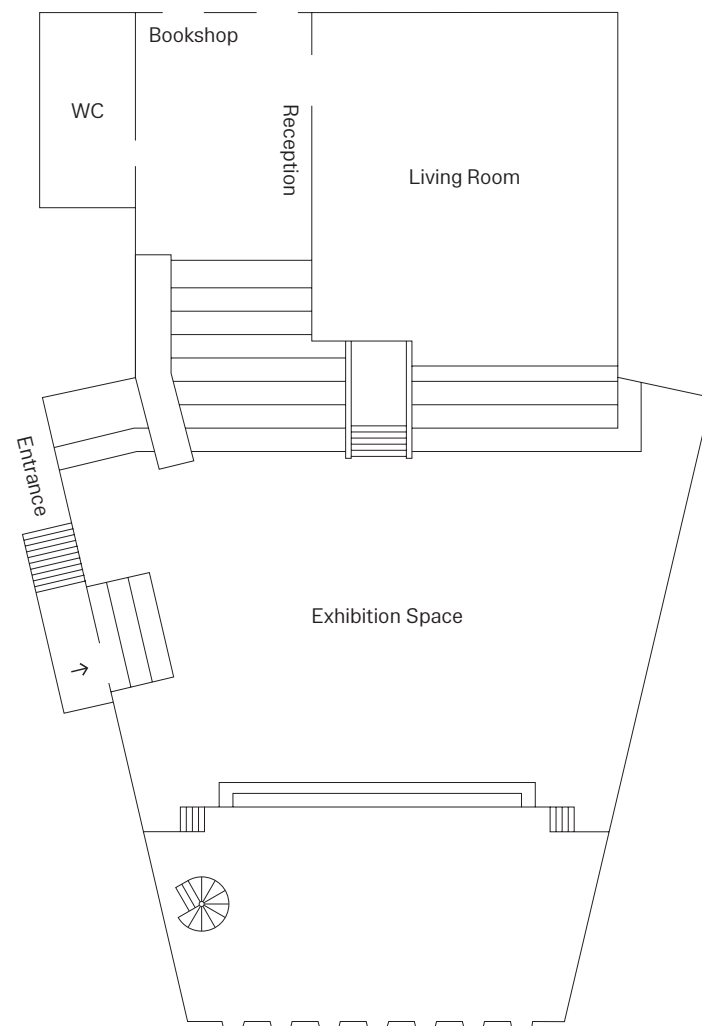
The game is the performative part of the work. Canepa’s version of this is a score she choreographed together with three dancers. Each piece in the Aula space of de Appel functions as part of a score which sets guidelines on how to interpret these objects while moving through the space, gradually activating and reshaping the show. The audience is invited to do the same during the exhibition.

Canepa’s work shows that play, as a performative practice and spatial reality, offers new perspectives on theatrical and social experiences. Play becomes a fictional construct that produces social, historic, and cultural interpretations. The game is choreography, and the choreography becomes a game, whereby other relationships towards territory emerge and, in that intermediate space, unexpected possibilities and narratives may appear.

### ABOUT THE ARTIST

Andrea Canepa (Lima, 1980) started her studies in Fine Arts at the Pontificia Universidad Católica del Perú and completed them at the Universidad Politécnica de Valencia, where she graduated with a Masters degree in Visual Arts and Multimedia. She has received grants from the German Art Fund Foundation, the Senate for Culture and Europe in Berlin, Endesa Foundation (Spain) and awards including the ARCO Community of Madrid Prize for Young Artists and the Generaciones Prize (Spain). She has participated

in a number of residencies including Gasworks (UK) and Jan Van Eyck Academie (the Netherlands). From 2018–2019 Canepa was a recipient of the Spanish Academy in Rome Fellowship. Her works are part of collections such as CA2M, IVAM, Museo de Teruel, and of foundations such as Endes (Spain), Bauhaus Dessau Foundation (Germany) and MASM (Peru). She’s had solo shows at the Peruvian American Cultural Institute (ICPNA) in Lima, Domus Artium Museum in Salamanca, the Museum of Teruel and Sant Andreu Contemporani in Barcelona. She currently lives and works in Berlin.



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Tickets:  
Adults € 5  
Students: € 3  
Ages 0–18: free  
We accept ICOM and Museumkaart.

Please observe all health and safety measures for cultural institutions.

de Appel is  
Nasam Abboud  
Judith de Bruyn  
Elio J. Carranza  
Hannah Cheney  
Artemis Christidi  
Mohamad Dib  
Nell Donkers  
Jacquine van Elsberg  
Lucie von Eugen  
Jan van Geem  
Phylicia Giljijamse  
Oriana Rose  
Matt Hickley  
Mylan Hoezen  
Edith van Kan  
Maaïke Lauwaert  
Edwin Nasr  
Liza Nijhuis  
Maria Nolla  
David Smeulders  
Djuna Spreksel  
Olga Stanislavska  
Huib Haye van der Werf  
Coco van Wijk

Production support  
Sjoerd Tim & team (installation)  
Kees van Zelst (sound)

Curatorial Programme 2022  
Participants  
Melissa Appleton  
Monika Georgieva  
Ka-Tjun Hau  
Chala Westerman

Supervisory Board  
Jack Bakker (Treasurer)  
Hala Elkoussy (Chair)  
Quinsy Gario  
Maaïke Gouwenberg  
Vincent van Velsen

Graphic Design  
Bardhi Haliti & Zuzana Kostelanská

Performers  
Maria Mavridou  
Lorena Solis Bravo  
Levi de Kleer

Video  
Kitty Maria  
Nicola Baratto

Soundtrack  
Jorge Ramos

de Appel is funded and supported by



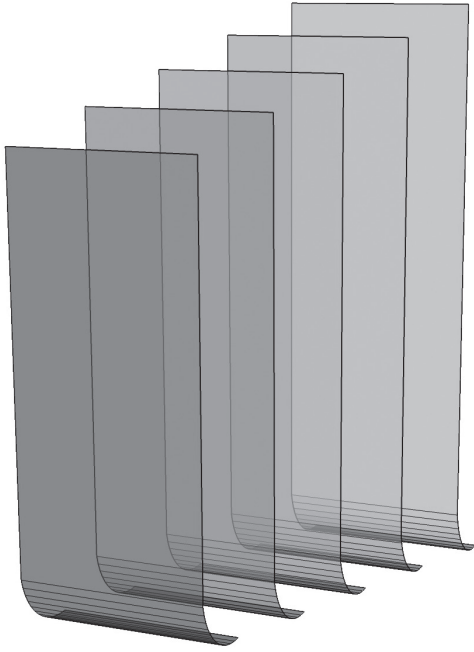
Thanks to



Partner

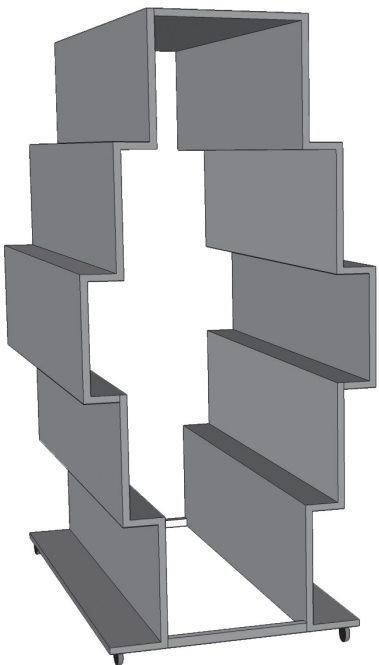


An Interior Motion SCORE



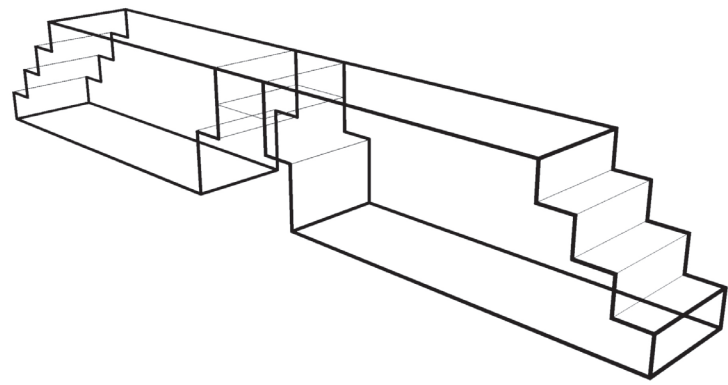
IMAGINE A FOREST

Wander between layers and lose your way.



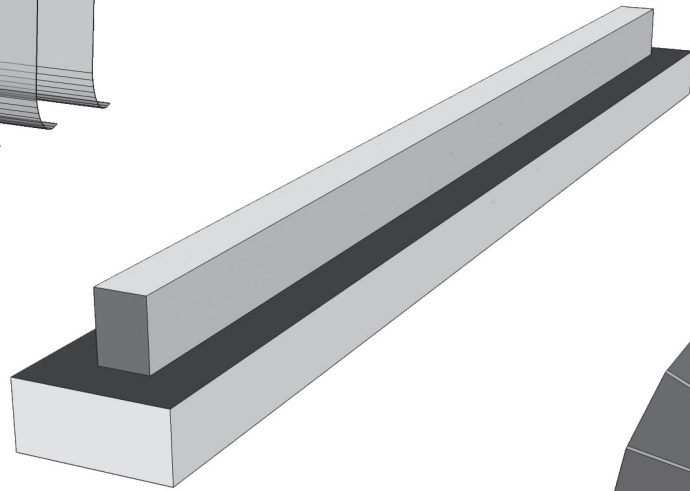
WISH FOR TELEPATHY

If inside try to visualise how other bodies are moving in the outside and react accordingly. Same vice-versa.



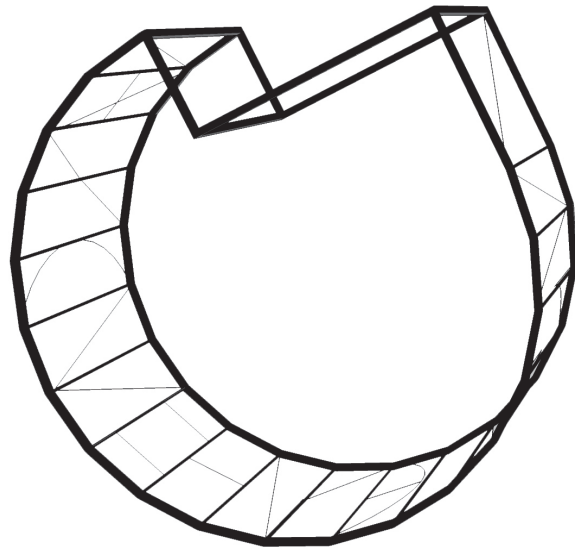
MOVE OTHERS

Or allow yourself to be moved by others.



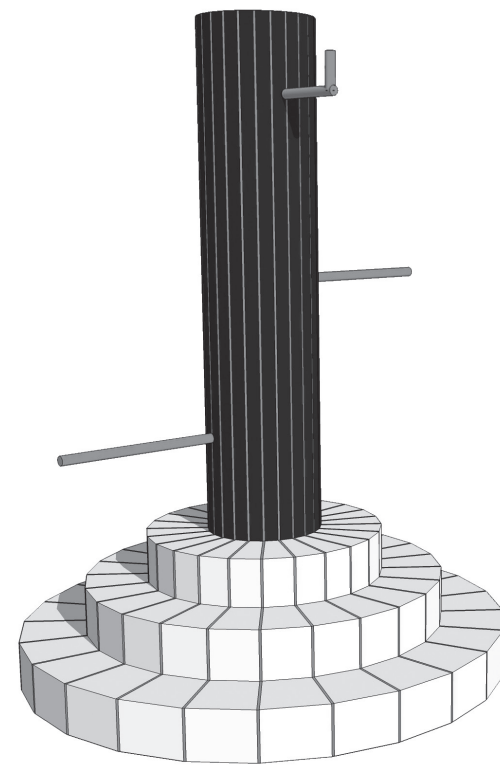
GO ALONG

Align your body to this object. Imitate its form and repeat its angles. Don't question, just follow.



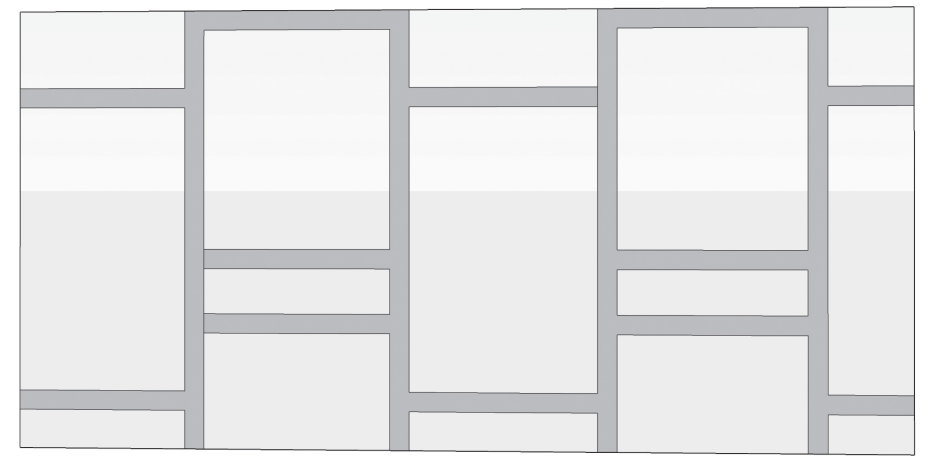
TEST THE LIMITS

Balance the weight of your body against the fragility of the structure. See how far you can get.



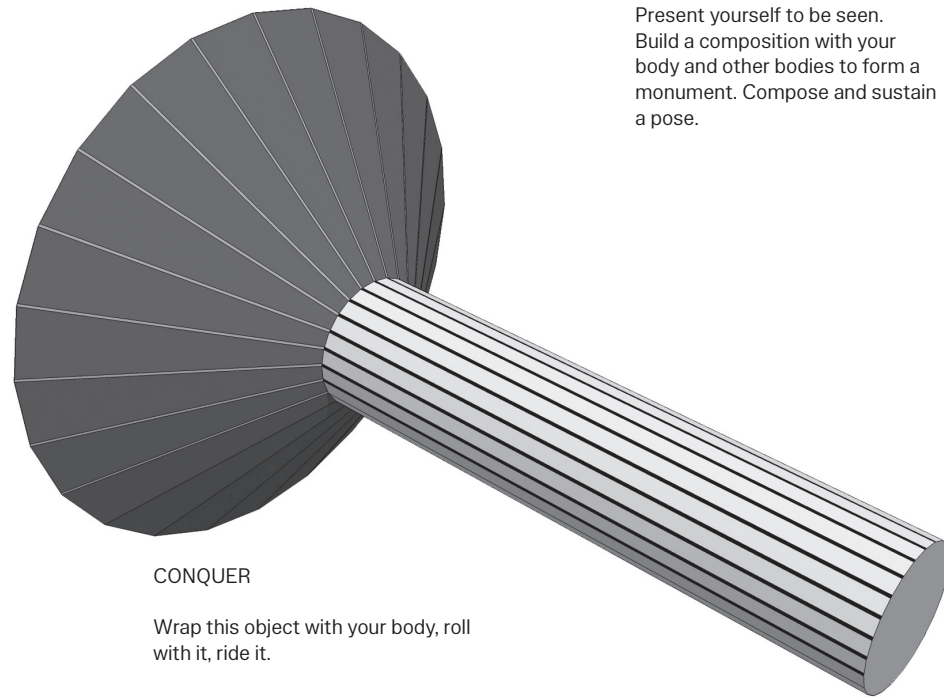
SHOW YOURSELF PROUDLY

Present yourself to be seen. Build a composition with your body and other bodies to form a monument. Compose and sustain a pose.



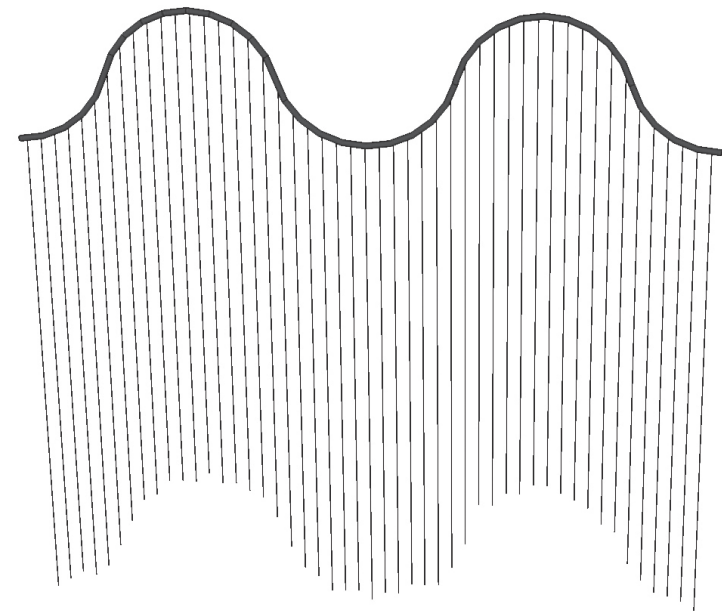
HAUNT THE LIVING

Appear and disappear.



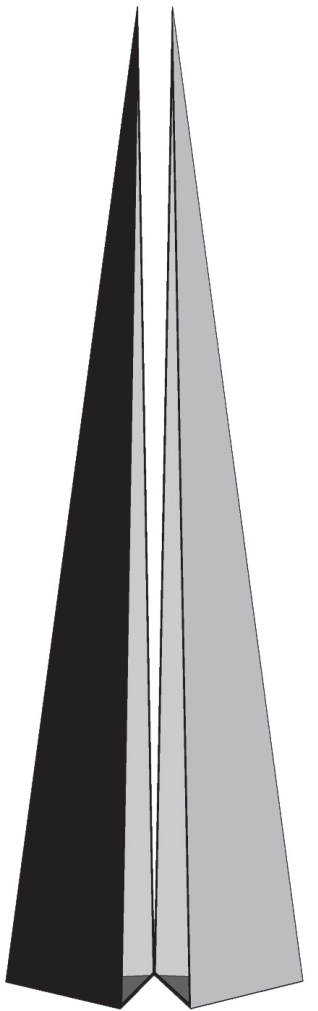
CONQUER

Wrap this object with your body, roll with it, ride it.



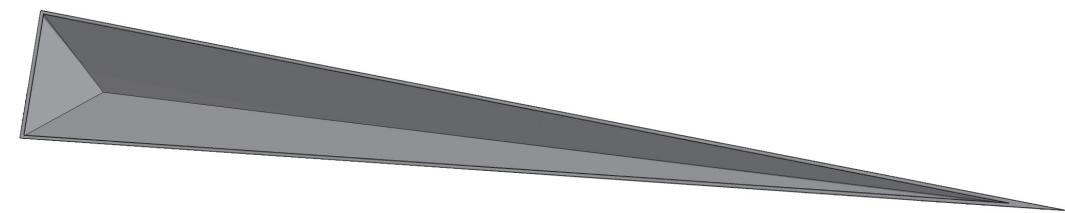
BE GENTLE

Caress, rock and softly comb this object. Be caring in your movements.



HIDE

Find different ways to conceal yourself. Only reveal your body partially. Reduce your movements.



FIND REFUGE

Fit your body in the cavity. Imagine you are safe.