

LAB 5

**THE
MECHANICS
OF TRUTH**

FACULTY

**MEDIA LAB
MATADERO**



**LUCIA
REBOLINO**

@LUCIAREBOLINO

My approach to The Mechanics of Truth

I am an artist trained as an architect who later moved into computational design; though these trajectories never fully replaced one another, they merged to shape the research-based artistic practice I have today.

From architecture, I bring a spatial way of thinking and an attention to scale and structure, while from computation, I learned to think through systems and relational logics; therefore, through code, where data slowly became an extension of my thinking.



Through these intertwined backgrounds, I now approach the web as a site, as an architectural and branched, dimensionless yet deep space where research can unfold spatially, bringing a critical and conceptual lens alongside new investigative aesthetics.

I am very interested in unfolding and unpacking computational models, whether climatic, AI, or those where cascading effects collapse through interconnected systems, through design and technology.

I see [LAB 5](#) and [the Collaborative Prototyping residency](#) as spaces to question together how these models of truth are built, where they fail, what they omit, and how, precisely through these omissions, “counter-models” and alternative mapping practices can emerge.

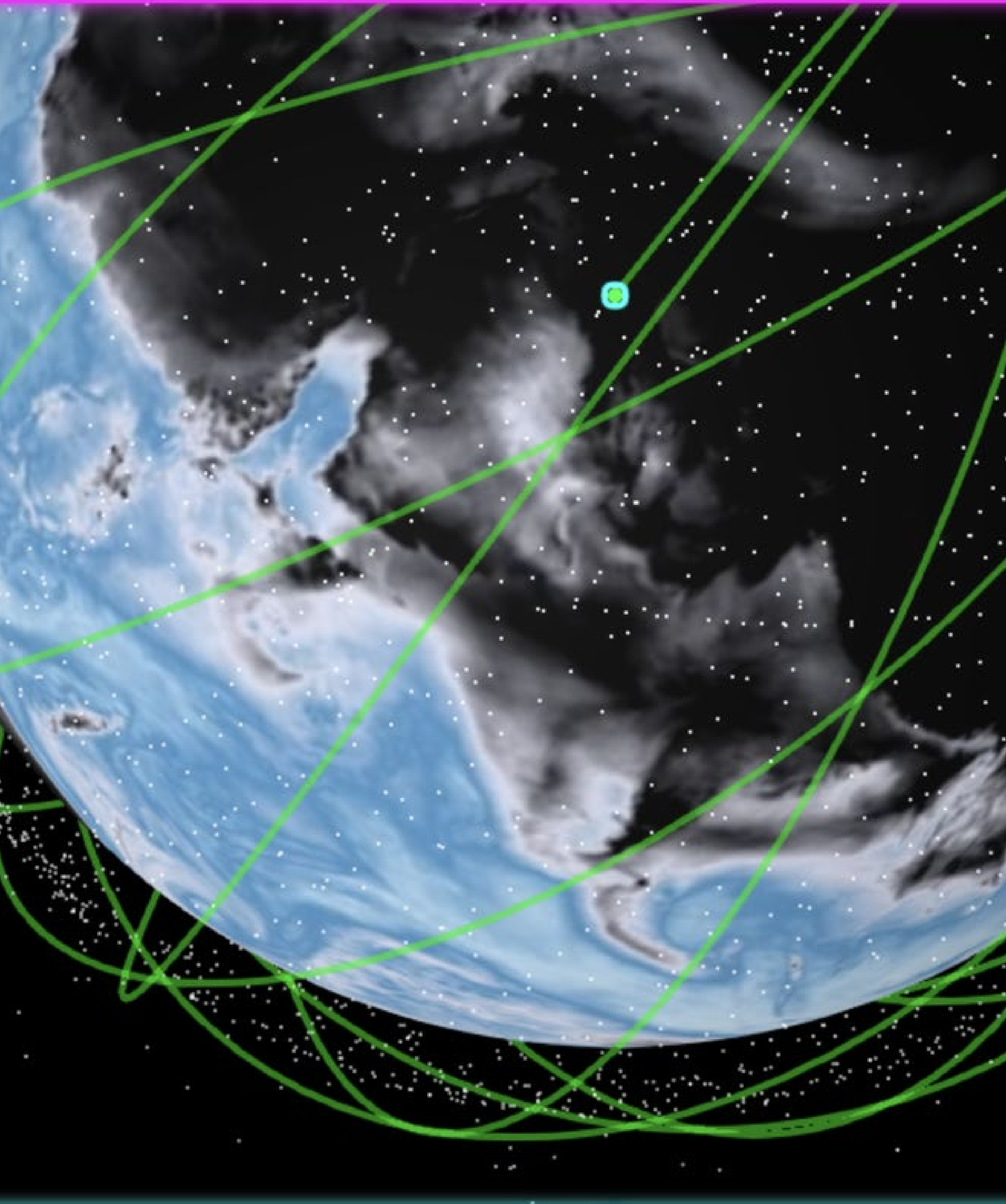
Over the last three years at Forensic Architecture in London, I developed the more rigorous investigative side of my practice as a researcher, mapping and visualizing human rights and environmental violations through architectural and computational tools.



Image: Lucia Rebolino, Riccardo Petrini

Working across cartography, data analysis, and web platforms, I contribute to the production of evidence moving between courtrooms and art institutions.

By inverting the forensic gaze from physical space to digital space, I continue to apply forensic methodologies to computational infrastructures and the internet itself, examining how violence and conflict in the digital age often unfold through computational channels before becoming tangible in physical space.



INTERFERENCE

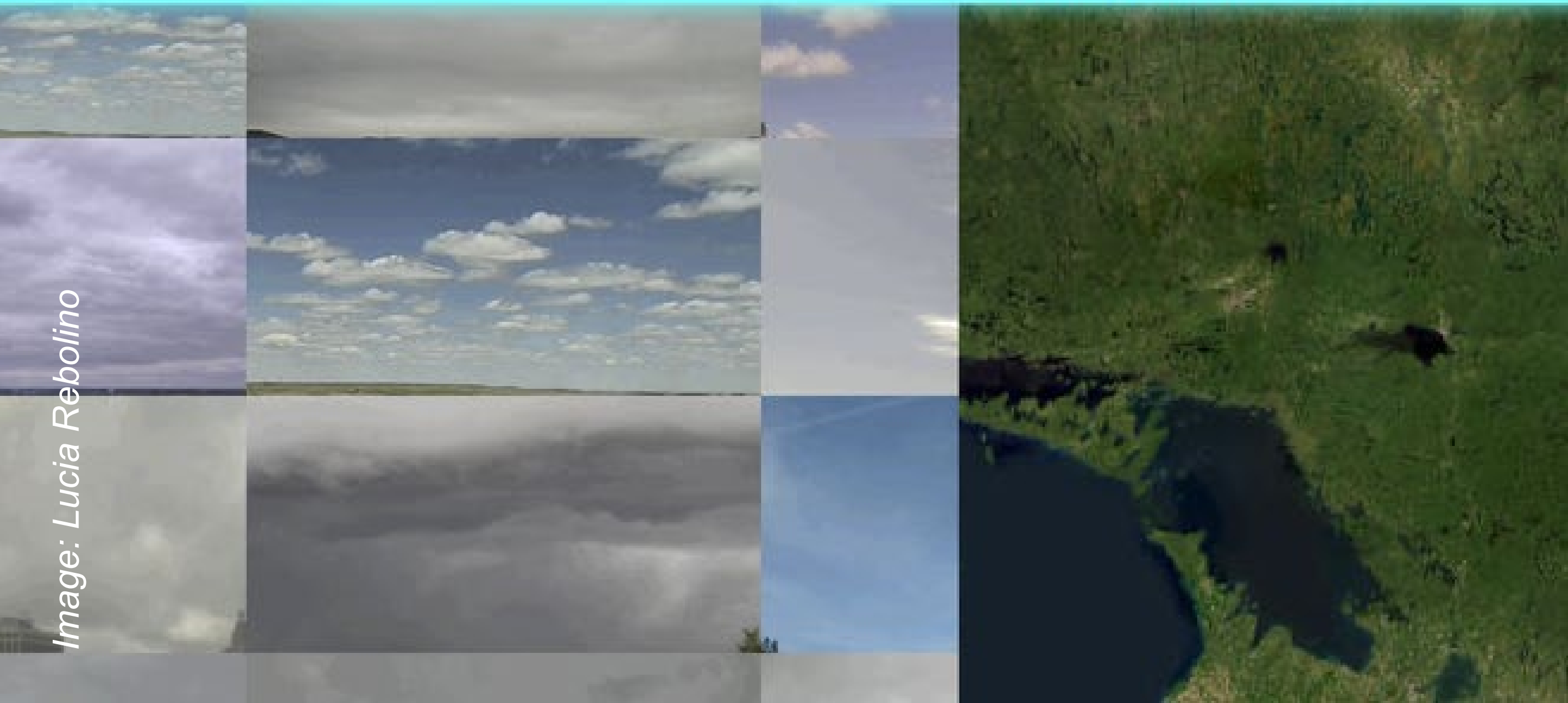


Image: Lucia Rebolino

Within LAB 5, I would like to pose questions rather than seek deterministic answers:

What is left to be modeled?

What is left out when modeled?

How can these intricate computational spaces be choreographed to render visible the conflicts embedded within them?

Through the LAB 5 program and the Prototyping Lab residency, I hope to explore these questions as a form of new-media artistic practice, using software, spatial thinking, and critical research to choreograph alternative ways of rendering visible these complex, often invisible systems of technology.

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