

# SVANIRE NELLE HEARTLANDS

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AN ARCHAEOLOGICAL SURVEY OF VIRTUAL ASSETS // 1899-2026

AESS LOMBARDIA . MILANO, 2026





## Svanire nelle Heartlands

Questo è un mondo fatto di svanimento, oblio e ricostruzione digitale. In quanto pellegrinaggio segreto tra le rovine digitali e gli archivi virtuali, Svanire nelle Heartlands àncora il suo punto di partenza visivo nell'immensa terra di mezzo di Red Dead Redemption 2: "The Heartlands" (Il cuore delle terre). Questo scenario virtuale — plasmato da dolci colline, orizzonti sconfinati e una natura idilliaca e pastorale — non costituisce soltanto il cuore geografico ed emotivo dell'intero mondo digitale, ma rappresenta anche la sorgente narrativa di questa sperimentazione fotografica in stile "pseudo-documentario".

Qui, lo sguardo dell'obiettivo si fa spettatore e testimone di un'epoca, attraversando con distaccata freddezza quegli spazi liminali dove la civiltà incontra la natura selvaggia.

Man mano che lo spazio si estende verso est, il sussurro della natura viene infine rimpiazzato e divorato dal rombo delle macchine. Saint Denis — la fittizia metropoli moderna del Sud che sorge tra paludi e fitti fumi industriali — diventa il punto di scontro visivo più radicale del concetto stesso di "svanire".

Le strade asfaltate, l'intreccio dei cavi elettrici, i tramonti oscurati dalle emissioni industriali e le vie disciplinate dal capitale e dall'ordine: tutto decreta inesorabilmente la morte della vecchia frontiera. Dall'aperta campagna delle Heartlands fino al crogiolo industriale di Saint Denis, l'obiettivo documentaristico registra con rigore l'irreversibile alienazione del territorio naturale sotto il peso delle rotaie della modernità.

Le immagini non dipendono più dalla rivelazione della realtà fisica, ma catturano l'essenza di questi paesaggi di transizione, l'atmosfera e le rovine materiali, per strutturare un archivio visivo del mutamento temporale e spaziale. Questi fotogrammi estratti, sfumando i confini tra virtuale e reale, non sono soltanto l'ultimo sguardo rivolto a un'epoca monumentale mai esistita davvero, ma rimangono anche un'interrogazione profonda su come i simulacri digitali possano farsi carico della memoria collettiva e del senso dello svanimento.



By 1899, the west had changed. The age of outlaws and gunslingers was at an end.

America was becoming a land of laws.

Even the wild west had been mostly tamed.

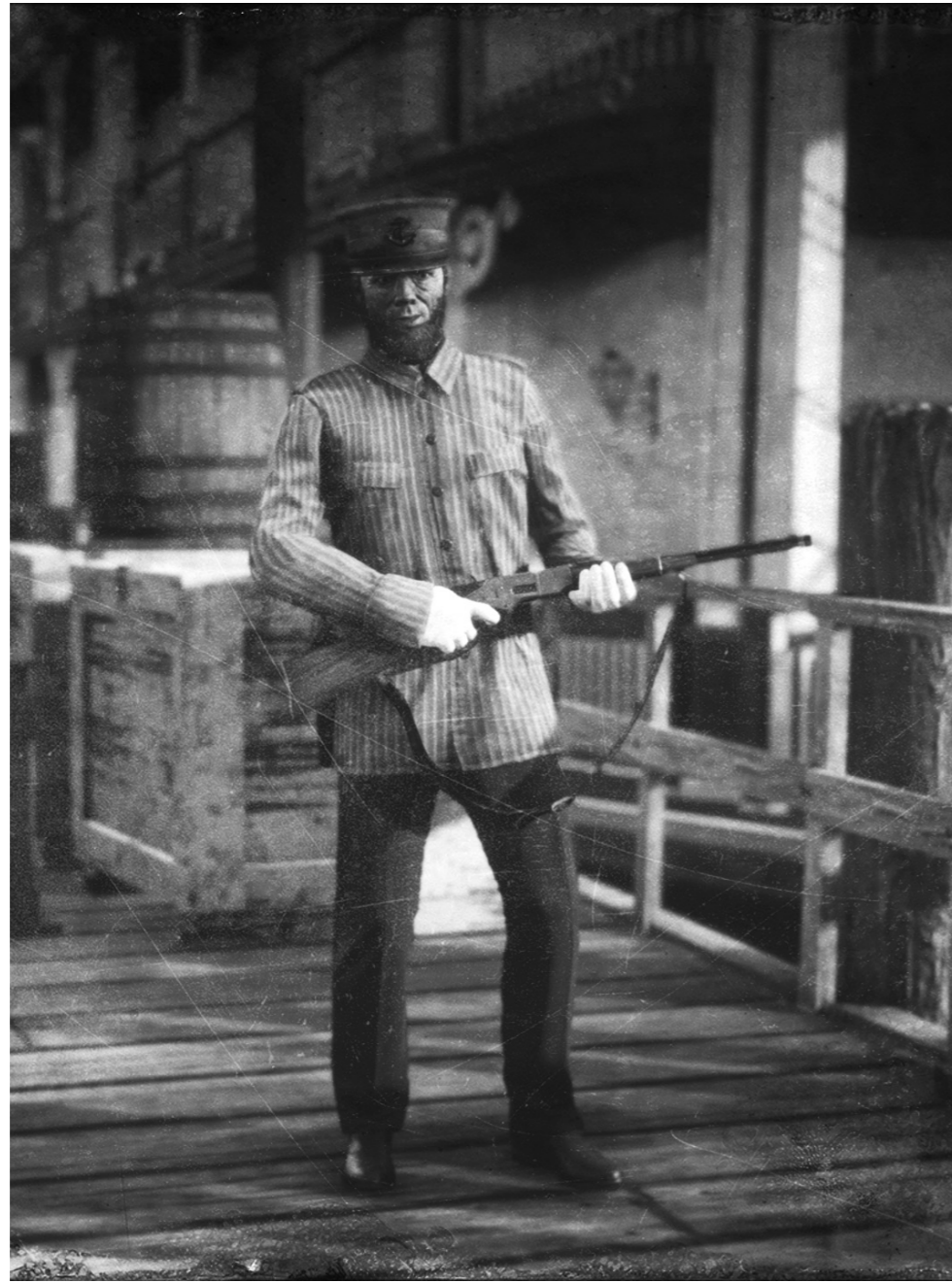
A few gangs still roamed, but they were being hunted down and destroyed.



Sanit denis

-1899-

- *"Saint Denis. The first proper city I ever saw, I think. A terrible place. Smells of coal smoke and stale water and dead things in the marsh. It is vast and crowded and everyone is angry or moving too fast. It's everything we've been running from, all built up high and regular."*



*Docks Boulevard, Waterfront  
District, Saint Denis, 1899*



*Grand Rue, Downtown Saint Denis, 1899*



*The Mayor's Garden Party- Sanit Denis, 1899*



*Periferia Sector (North-East Slums), Saint Denis, 1899*



*Rue de Constantinople, Saint Denis, 1899*



*Rue de la Paix, Downtown Saint Denis, 1899*



*Rue de Constantinople, Saint Denis, 1899*



*Théâtre Avenue, Downtown  
Saint Denis, 1899*

*This whole world... it's  
changing. The wild days,  
they're over. Civilisation is  
coming, and it's a cold,  
hard thing."*

*— Hosea Matthews*



*Rue du Moulin, Downtown Saint Denis, 1899*



*Théâtre Avenue, Downtown Saint Denis, 1899*



*Bayou Nwa, Lemoyne, 1899*



*Quay Street, Waterfront District, Saint Denis, 1899*

*Docks Boulevard, Waterfront District,  
Saint Denis, 1899*

*"This world, Arthur... it don't want  
us no more. They want control.  
They want infrastructure. They  
want civilization. Look at this  
place, it's a giant manufacturing  
machine for things nobody needs,  
breaking men just to grease the  
wheels."*





*Train of the Cornwall, 1899*



*Théâtre Avenue, Downtown Saint Denis, 1899*



*The Marshlands, Bayou Nwa Region, 1899*



*Bazaar Alley, Market District, Saint Denis, 1899*



*Angelo Bronte's Mansion, Rue Royale Peripheral, 1899*



*Rue de Constantinople, Saint Denis, 1899*



*Outskirts of Saint Denis, 1899*



*Interior Spectacle, The Grand Korrigan Exhibition, 1899*



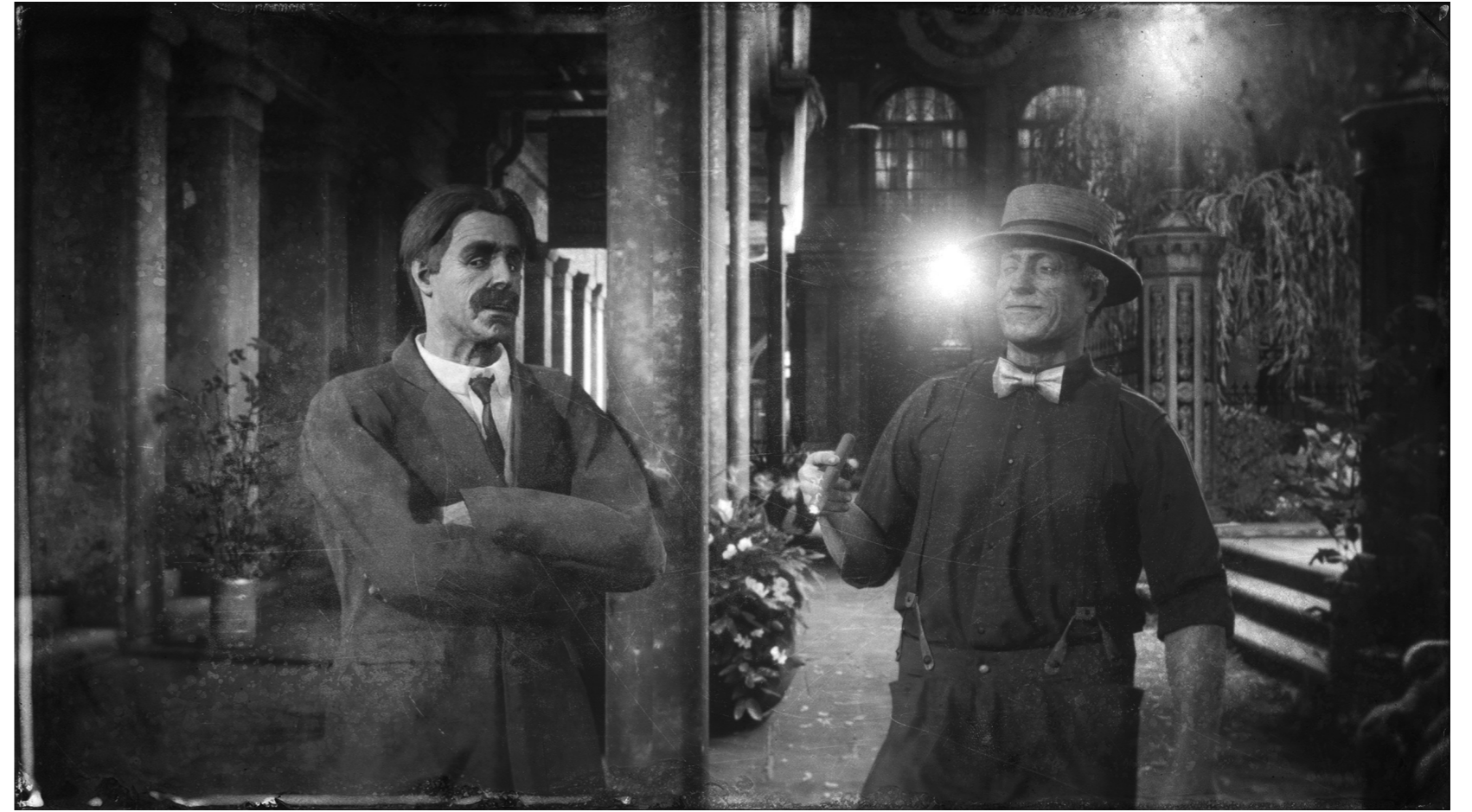
*Rue Laboratoire, Industrial District, Saint Denis, 1899*



*Periferia Sector (North-East Slums), Saint Denis, 1899*



*Théâtre Avenue, Downtown Saint Denis, 1899*



*Rue de la Paix, Downtown Saint Denis, 1899*



*Swamplands of Saint Denis Periphery, 1899*



*The Marshlands, Bayou Nwa Region, 1899*



Heartlands

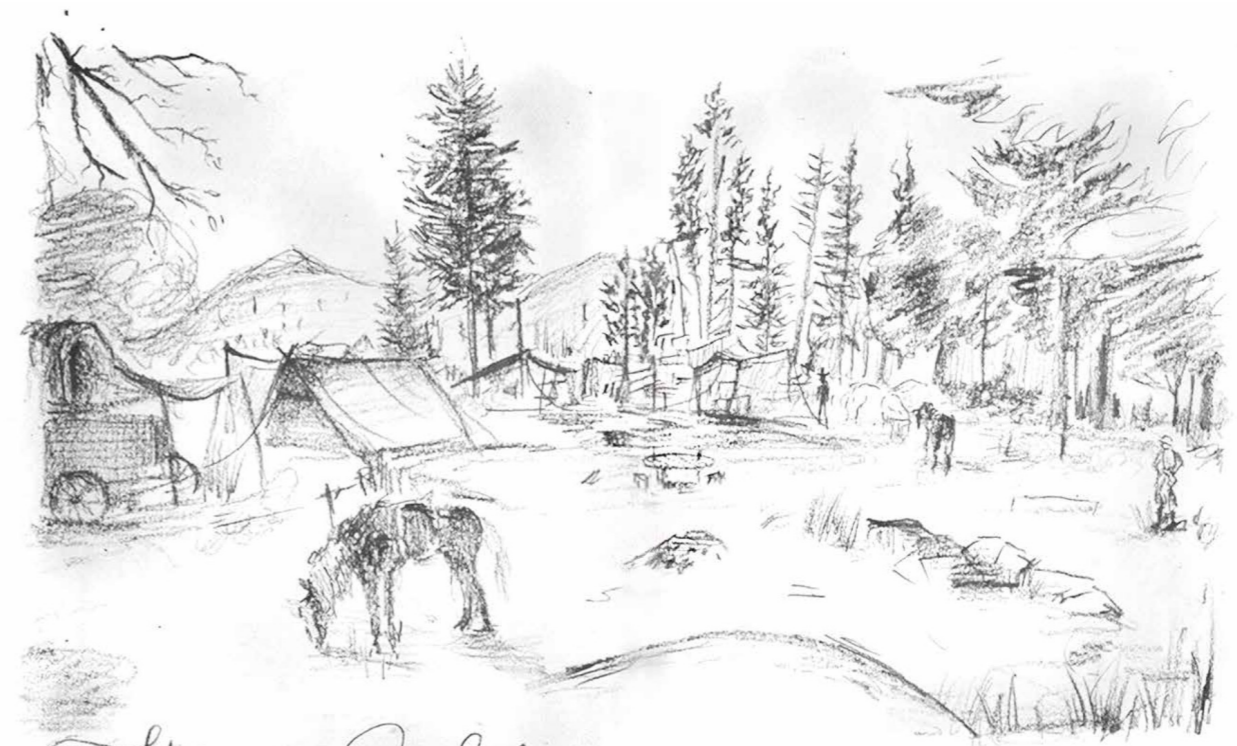
*"The Heartlands... it's a vast country, open and rolling, full of deer and buffalo and grass as far as the eye can see. But you can feel the world changing even out here. The tracks are coming, the ranches are spreading. It's beautiful, but it feels like a place that won't stay this way for long."*



Finally a thaw in this god awful weather. We got off the ~~mountain~~ the mountain and rode east into some pretty enough country called the Heartlands.

Ain't been this far east in many a year. Hosea seems to know the country a little.

Ain't been much of a spring. Now holed up at a place called Horseshoe Overlook, outside of some jumpy little cattle town, name of VALENTINE —



Horseshoe Overlook

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*The Heartlands (Horseshoe Overlook), 1899*



*Cornwall Freight Line, Ambarino Sector, 1899*



*Cumberland Forest Bank, Valentine, 1899*



*Keane's Saloon, Valentine, 1899*

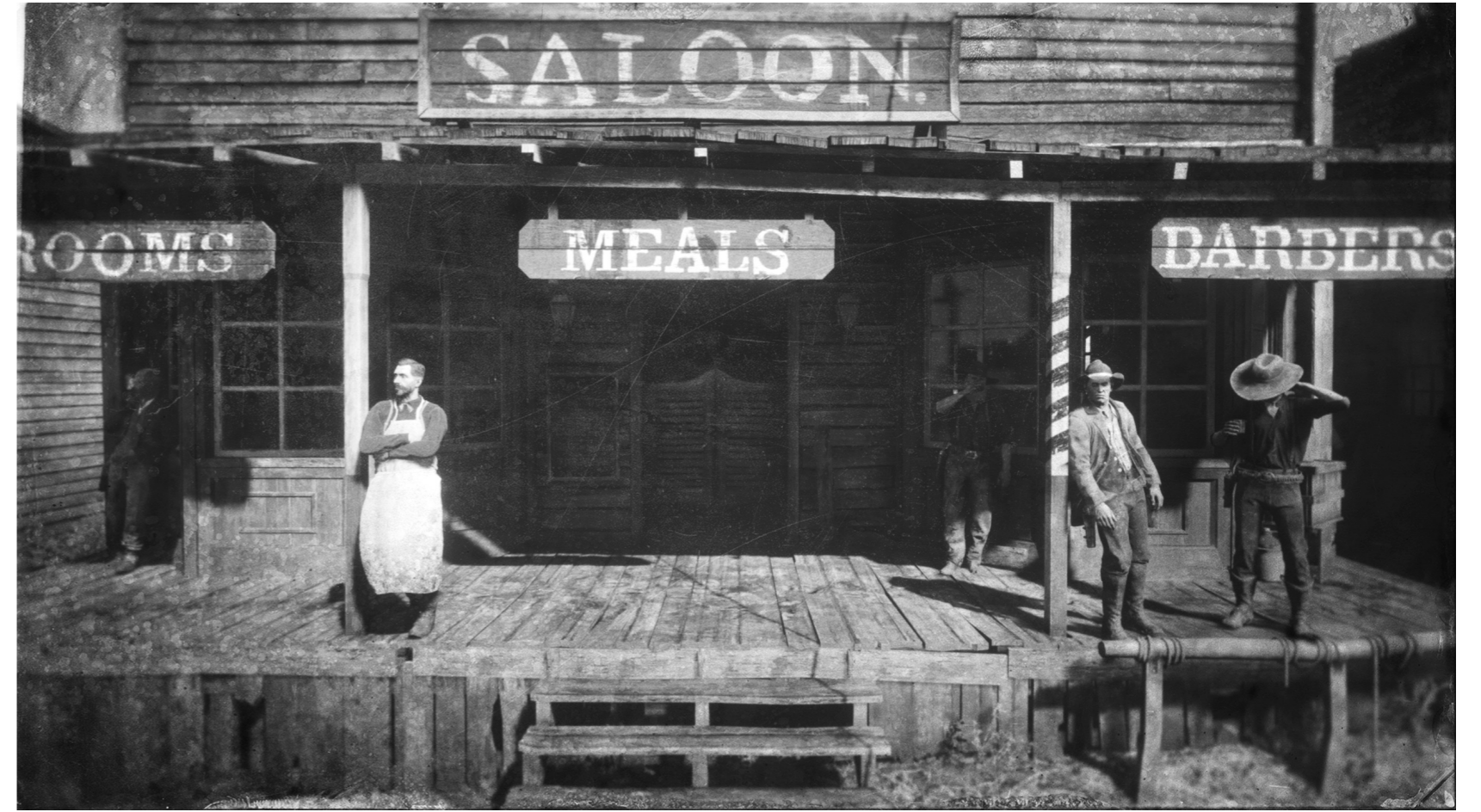


*Ambuscade Trace  
Big Valley Peripheral  
1907*

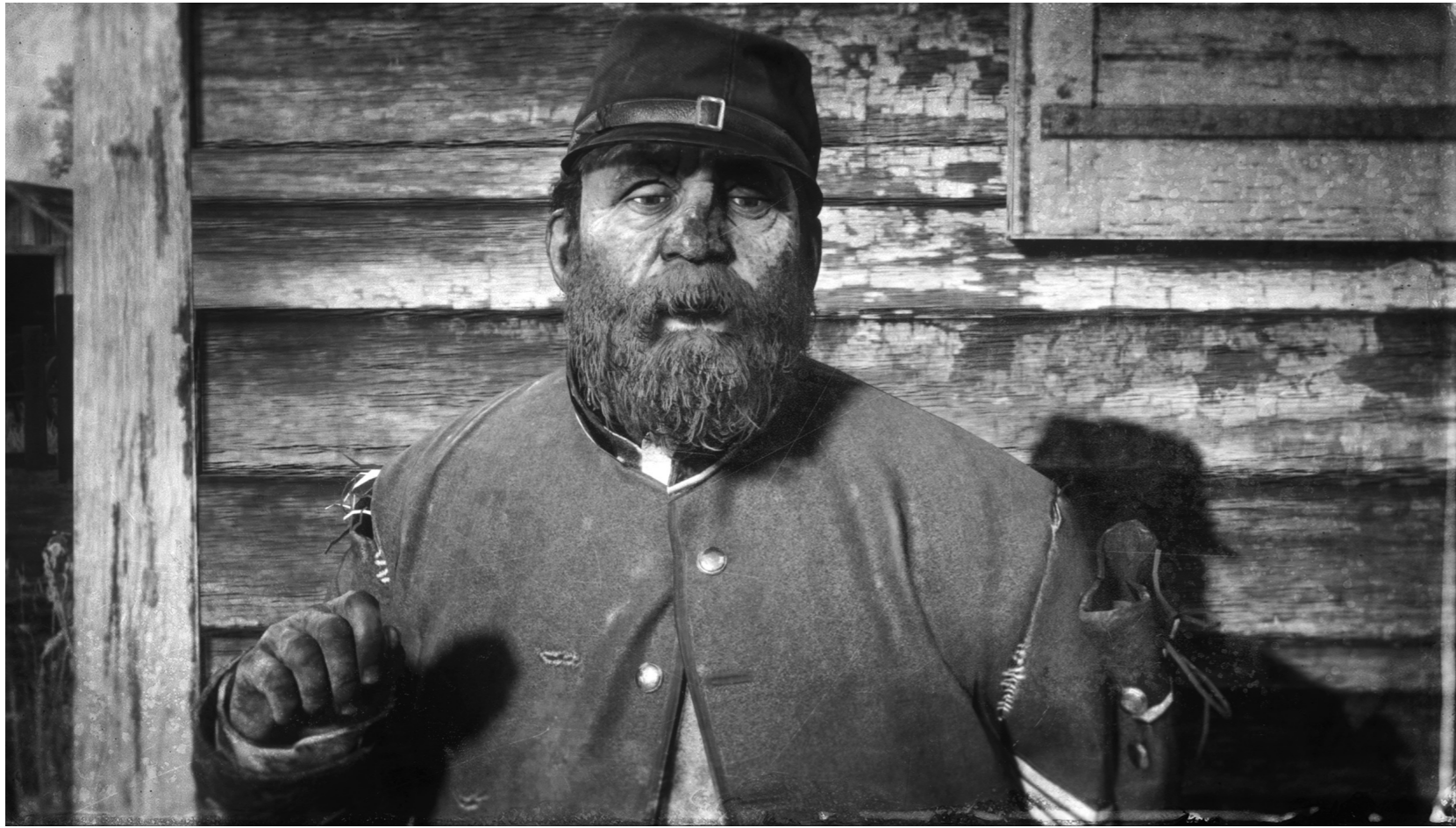
*"They don't want us no  
more... They want their  
concrete and their laws." —  
— Dutch van der Linde*



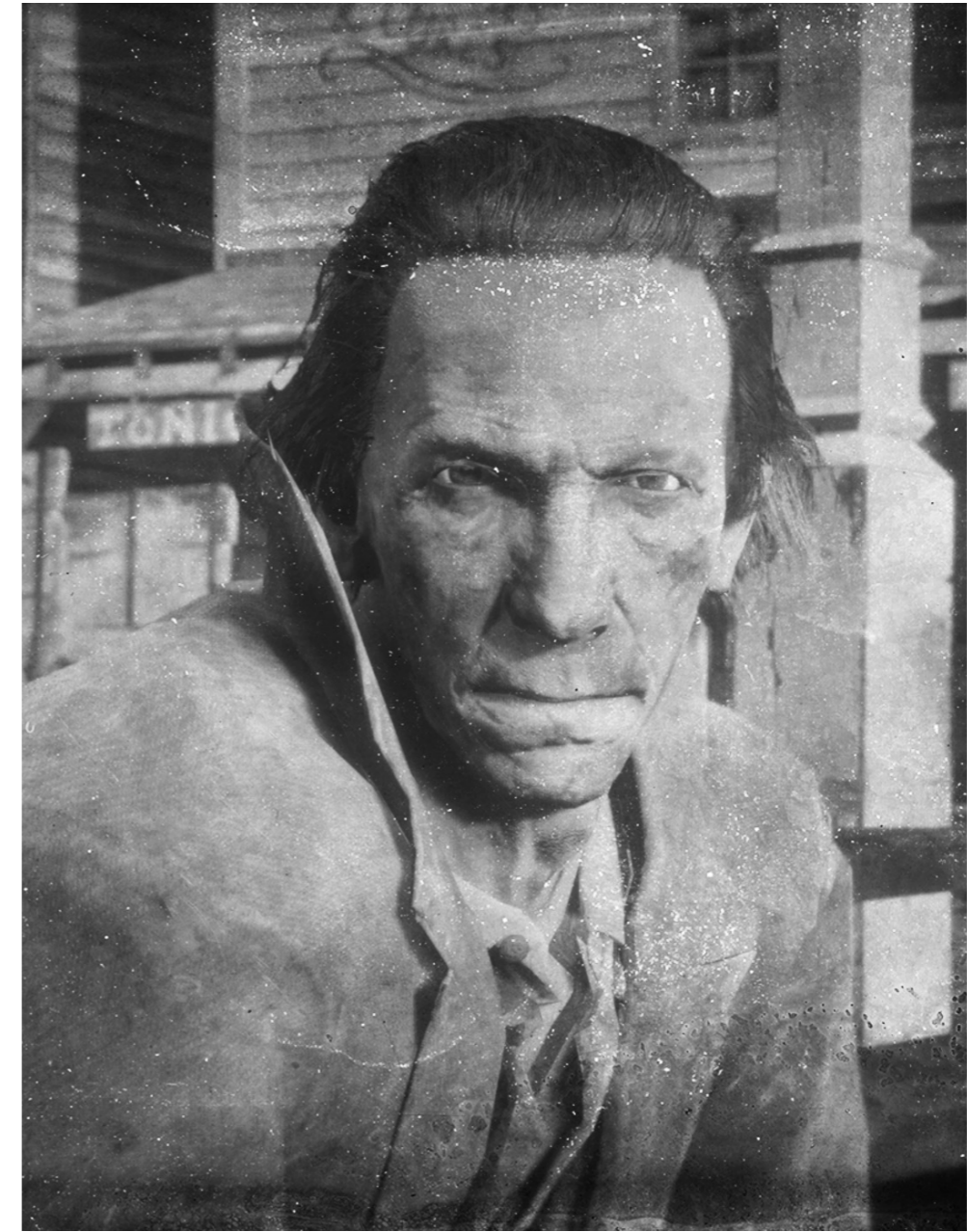
*Smithfields Lodging House, Valentine, 1899*

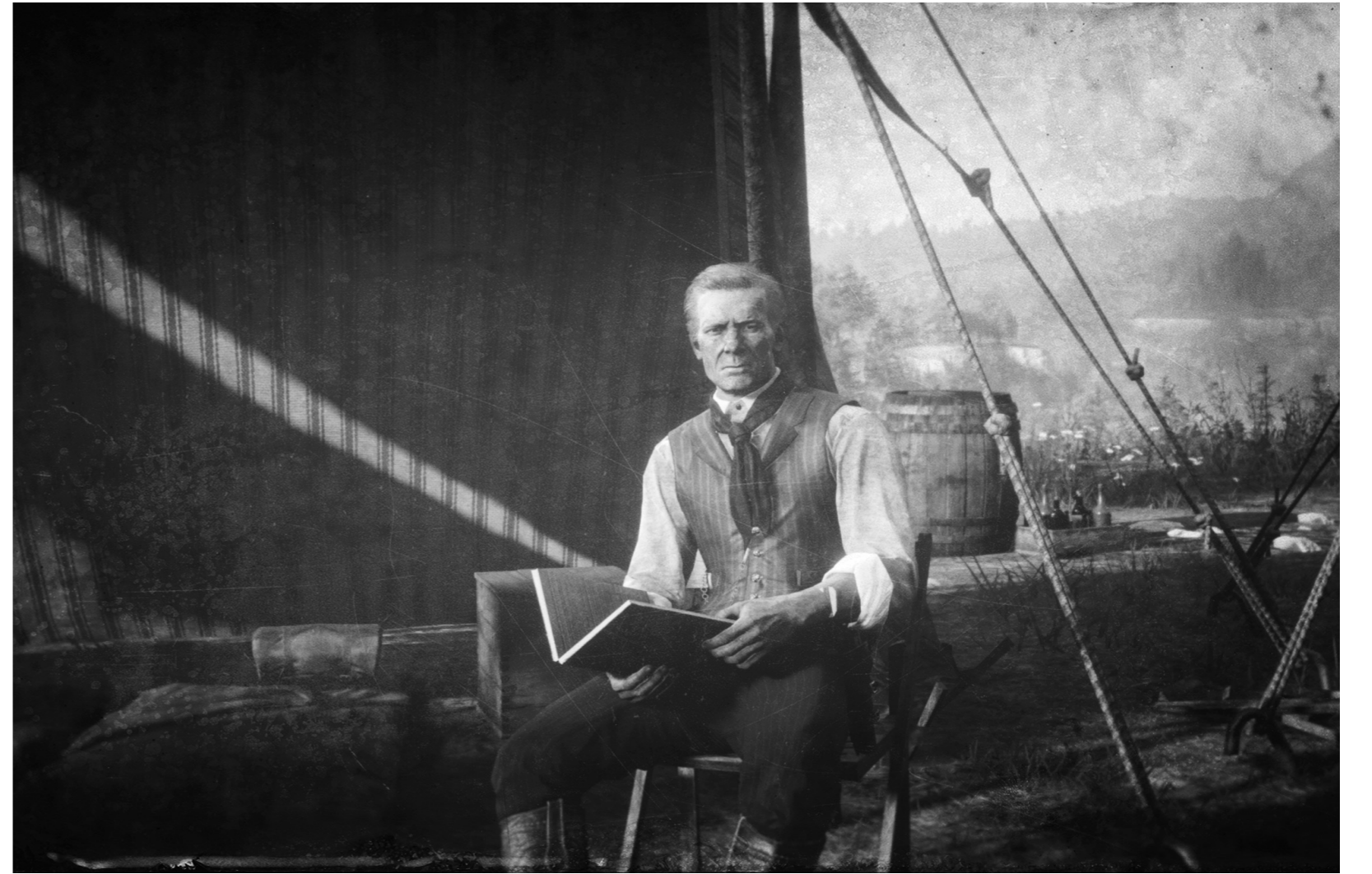


*Keane's Saloon, Valentine, 1899*

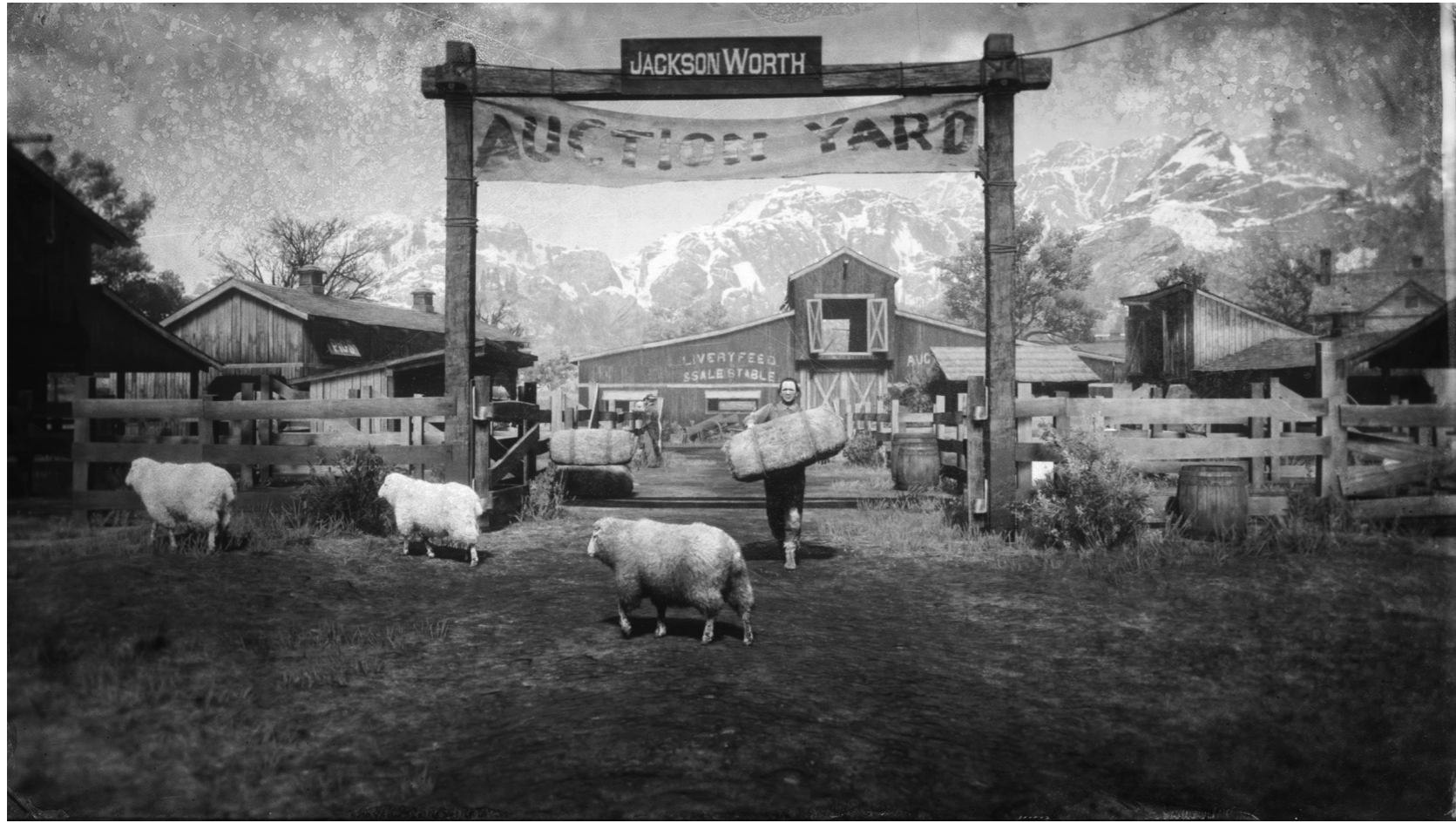


*Public Thoroughfare and Transient Veteran, Valentine, 1899*





*Provisional Kitchen and Commons  
Horseshoe Overlook, 1899*



*Livestock Trade Pens,  
Valentine Periperal, 1899*

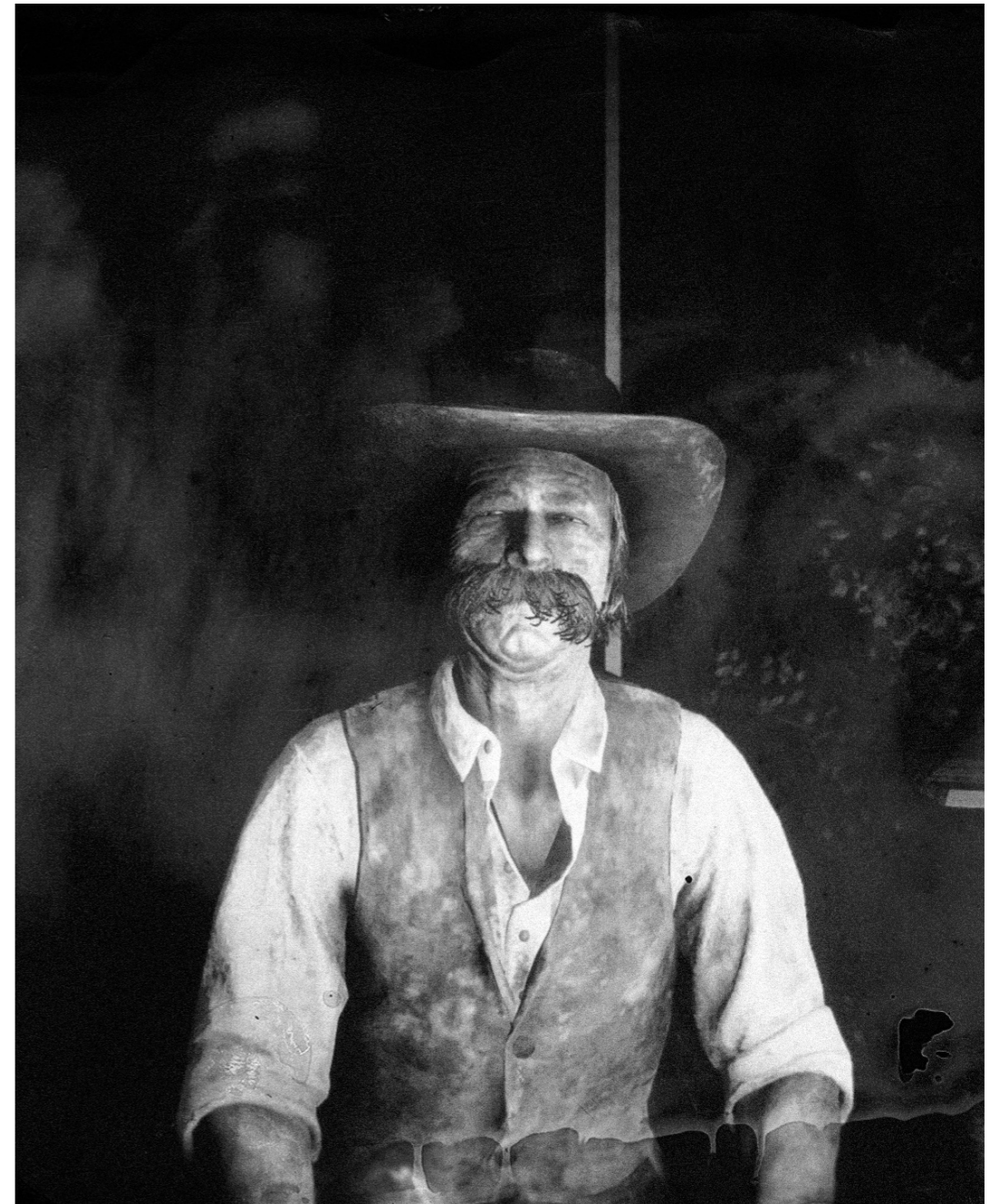
*Medical Dispensary and Civic  
Infrastructure, Valentine, 1899*



*"I like it here. It's honest. Filthy, but  
honest." — Arthur Morgan*



*Interior Space of Public House, Valentine, 1899v*





*Interior Space of Public House, Valentine, 1899*





*Abandoned Mining Settlement, Colter, 1899*



*Colter (Shelter Sector), 1899*



*Glacial Ridges and  
Alpine Wilderness,  
Mount Hagen, 1899*



*Cumberland Falls, Dakota  
River Sector, 1899*

*Mount Hagen, 1899*



*"We can't fight nature, John. We can't  
fight change. We can't fight nothing." —  
— Dutch van der Linde*



*Lenny" Summers*



*Arthur Morgan*



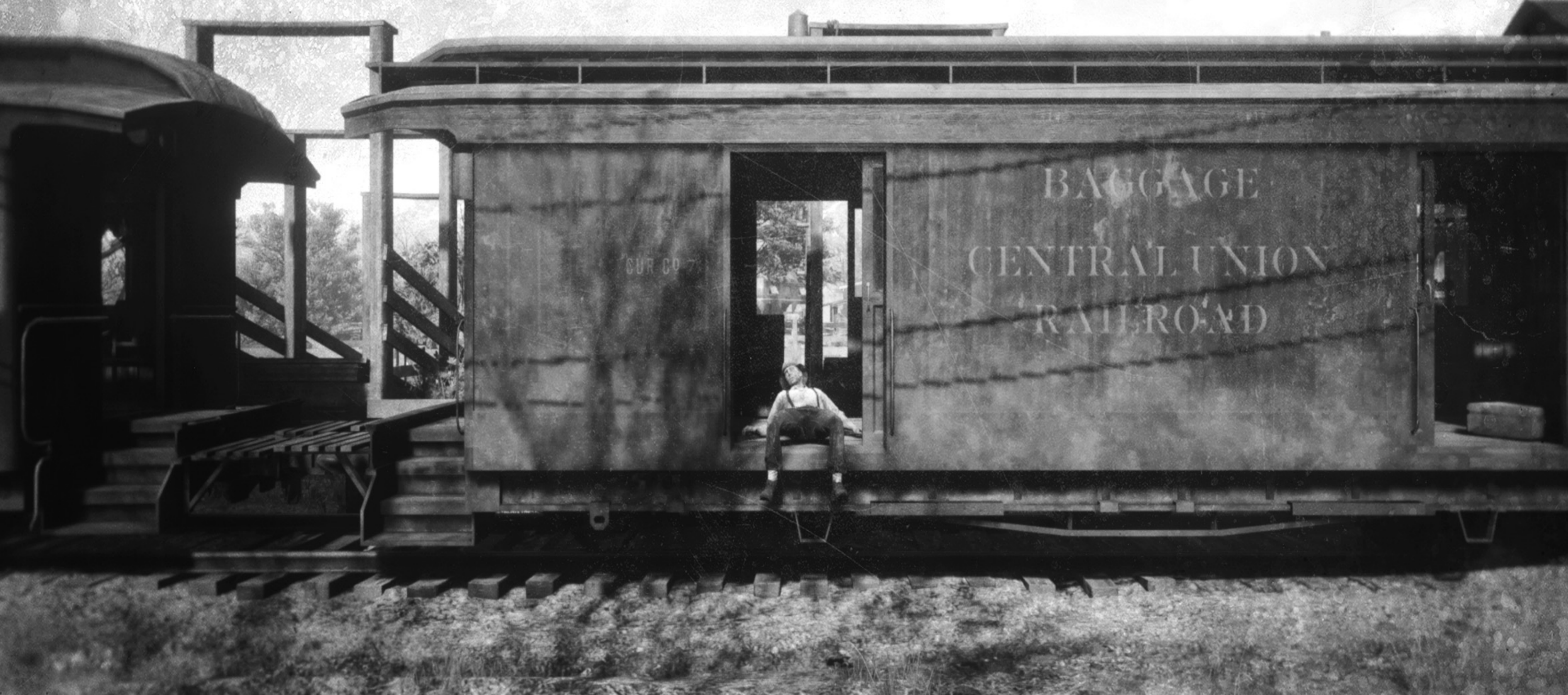
*Mount Hagen, 1899*



*Bill Williamson*



*"It's over, Dutch. We failed.  
Or maybe... the world just  
moved on without us." —  
John Marston*



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