



MARMOMACC

CELEBRATING THE **BIGGEST** STONE COMMUNITY

30 SEPTEMBER - 03 OCTOBER 2015 Verona, ITALY

DIGITAL LITHIC DESIGN

Curator & designer Raffaello Galiotto

Marble is an ancient and stable material that has been used to write human history; Man, over and above the geological history of our planet inherent in the material itself and in various epochs, has always has overwritten the peculiarities of stone to record culture, style and technique.

Today, new computerised engineering systems used to process stone materials offer incredible possibilities. The use of these tools - that can well be considered as a kind of "digital chisel" - opens up a new scenario wherein Man, always in the forefront, has the responsibility for far-reaching re-thinking to achieve symbolic value, durable use and the less waste.

The **Digital Lithic Design** exhibition curated by Raffaello Galiotto, seeks to highlight - through the creation of a collection of thirteen experimental works in marble - the potential of the technological excellence and capacity for transformation of the Italian stone industry together with conventional and digital design.

The **Digital Lithic Design** exhibition is part of *The Italian Stone Theatre* (Hall 1) project implemented by Marmomacc with support of the **Ministry for Economic Development (MISE)**, **Italian Foreign Trade Agency** and **Confindustria Marmomacchine** within the scope of the Special Made in Italy Promotion Plan valorising excellence in the Italian natural stone and related technology field.

Machinery builders, software houses, producers of tools, marble workers and raw material quarries have taken up the challenge to stretch their skills to the limit to show visitors attending the Marmomacc international trade fair in Verona the new opportunities that technology has to offer the industry.

High-precision and highly complex machining operations, three-dimensional virtuosity, automatic polishing of profiled surfaces, recovery and reduction of waste are some of the many aspects that projects seek to tackle. A multi-media approach comprising marble artefacts, explanatory videos of production processes



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and computer graphics offer visitors the opportunity to understand more clearly the innovative and experimental content of each project, created specifically for each processing technology: CNC milling machines, 3D wire shapers, water-jet systems and dedicated software.

Companies taking part:

Antolini, Breton, Decormarmi, Denver, Donatoni, Gmm, Helios, Intermac, Lithos Design, Odone Angelo-Gruppo Tosco Marmi, Omag, Pellegrini-Margraf and T&D Robotics

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