

/// *No Way Home*
by Rafa Zubiría





“... far away and unattainable”



No Way Home is about going back home to relish past emotions. It is about trying to recover the sensations of childhood, that impossibility. There is a moment when you come home to your neighborhood or village, when you realize something is not the same. The house is identical, your school friends are the same and do the same things they used to, but the view (through your eyes) is different. This was the impetus for making these floating houses. You can see them in the sky, far away and unattainable. Some of the houses are out of focus (like memories), and the ones that are near are hermetic. The ladders are like an invitation to delve into this nostalgia.

