

Press release

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Having studied in Venice and Athens, and with some major exhibitions behind him, the painter and sculptor moves among the visual arts and makes works that bridge the different genres, constantly reinventing the artistic object.

This time he talks about childhood and takes us into it. He starts from anthropological and social realities of a large or small scale to focus our attention on mores and equilibriums. The works in the exhibition invite us —partly through play— to reflect upon ourselves and the interaction (or not) among people, and also to experience surprises and pleasant or unpleasant connotations. The show is comprised of two works, the luminous “Cosmos” and the dark “Sunday”.

“Cosmos” is an interactive tabletop work with a series of over one hundred original small-scale statues created with the use of 3D printing. These miniatures make up an interactive archive of ideal types, or a kind of “in vitro” society. Seen from up close, they do not constitute a crowd; they are unique heroes with different features, while their positioning is quite random and free. The sculptural installation is a Subbuteo-like game which the audience can play. The original form of the work is the result of the artist's own game; at the same time, the initial state of the game of each of us, since we are free to touch, study and move our ‘pawns’ and thus give new hints of groupings and correlations as part of an in-vitro study of society and the types that comprise it. Our game starts in the exhibition but can go on beyond it, as the artist enables us to take active part in the creation of a virtual archive of ideal types, on a larger scale this time. The ‘how’ of this process has to do with the novel way the artist has chosen to promote his work among the public, and we can find it out when we visit the show.

“Sunday” is traditionally the day of honoring the institution of the family, and the artist leaves his comment on the complexity of human bonds in a three-dimensional proposition. The sculptural installation consists of the oversize black sculpture of a man on which the figure of a little girl is painted. The work is meant to challenge the boundaries of the contrasts it features but also the boundaries of the two major arts it represents. From a frontal view our perception confuses sculpture with painting: the painted figure of the carefree girl with the three-dimensional body of the man. These two are together or separate, depending on the viewing angle or one's subjective perception. The hand-in-hand posture makes for a tender scene — but on the work's own terms: as one moves towards the side, the girl's hands are lost into the dark body of the man.

The works we shall see and play with constitute a live field of contrasts between generations, genders, moods and conditions. Through their visual language they pose precise questions without leading us to predetermined answers.

The printing for the sculptures of “Cosmos” was by B3D; the company has been active for many years in the field of 3D printing, 3D scanning and 3D design for art and other projects.