

THOMAS MAZZARELLA

QUE SERÁ



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VISITOR'S GUIDE

Thomas Mazzarella's intimate formats are intrinsically linked to his personality and intent. The eighties-born self-taught artist started painting in his bedroom as a teenager. As he finished his studies in IT sciences, he discovered graffiti art on Internet net and started practising the art form as a dilettante before enrolling at Liège's Académie Royale des Beaux-Arts to develop his pictorial universe.

Although today he prefers using oils on canvas, Thomas once painted with acrylic on recuperated, recycled supports (wood, pressed wood, cardboard, etc.). The artist depicts tragic, humorous everyday scenes, micro-stories testifying of our tragic albeit comical society. His urban and rural landscapes and interior scenes are inhabited by a small anecdotal world evoking everyday life. Yet, the artist depicts human behaviour more than simple figures. In seemingly naive and derisory scenes, Thomas Mazzarella's characters hover between heroic destiny and trivial banality.

Thomas Mazzarella experienced the explosion of Internet, video games and American television series. Although his paintings are impregnated with this virtual universe (chromatic range, plunging view, stylised urban décors), it would be simplistic to stop at the playful facet of his art. Torsions of perspective, stretching or diminishing of volumes and spatial deformation create situations halfway between reality and fiction that participate in the spectator's sense of giddiness and pleasure.

For this first retrospective of the artist's work, *Que Será* [What will be will be] introduces ten years of creative research in sixty artworks. The chronological and thematic hanging includes one last series produced for the occasion. Compared with older works, these new canvases reveal milkier hues; brutalist-inspired architectures with simple, geometric lines and a freer painting that dares show the imperfections and sketches of the artist. Whilst the artist's first works were characterised by the affluence of small characters and objects, the latest, simpler artworks focus on more fundamental elements. We still have as much fun getting lost in these art works...