

StraightUp@ExtraDry Video art award - I edition 2017 / 2018

PAOLO BRAMBILLA
DECEMBER 19th, 2017 – MARCH 26th, 2018

Paolo Brambilla is the third artist selected for **StraightUp@ExtraDry**. He has been chosen for his multidisciplinary artistic practice that makes use of speculative processes and formal permutations, assuming or distorting different formats of production and reproduction in order to address the infinite cycles of assimilation, dispersion and transformation of the cultural product.

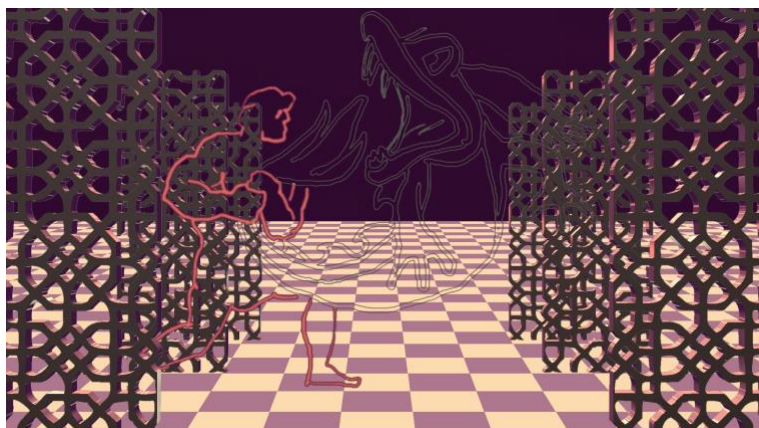
Screenwriting and its narrative mechanisms have played a fundamental part in shaping and redefining the sense of pathos and imagination of the last generations. Especially in animation movies, narrative finds no limits to its possibilities of expression: everything that can be imagined can also be screened as long as it could be faked or simulated through drawing or, in most recent times, 3D rendering. The ascension of animation movies in pop culture has set up an all-new spectrum of icons and expectations that transcends entertainment to become part of our common perception of everyday life.

This series of seven videos, shown in the two locations of Dry, presents different situations, which take advantage of the models and formulas of animation storytelling, abusing and questioning while playing with its properties, iconographies and stigmas.

Paolo Brambilla (Lecco, 1990) lives and works in Milan, he studied at Accademia di Belle Arti di Brera (Milan) and Koninklijke Academie voor Schone Kunsten, Gent (Belgium). Among his recent projects: Capriccio, Museo Ettore Fico, Turin; La seconda notte di quiete, DepositoA, Verona, curated by Christian Caliandro; SUPERHYPHENATION, Poppositions 2017 – ‘Don’t agonize, organize!’, ING Art Center, Bruxelles, curated by Niekolaas Johannes Lekkerkerk; Open Call Club, Galeria Cavalo, Rio de Janeiro, curated by Jonas Lund.



WITH DEEP SONOROUS CLANGOUR, CALMLY ANSWERING HIS SWEET ANGER (2017) Digital 2D animation, full HD, b/w, 27'' (loop)



THIS IS WHAT YOU GET (2017) Digital 3D/2D video animation, full HD, color, 1'05" (loop)



WHEN WE WERE THREE, I WAS HARDLY ME (2017) Digital 2D animation, full HD, color, 1'17" (loop)



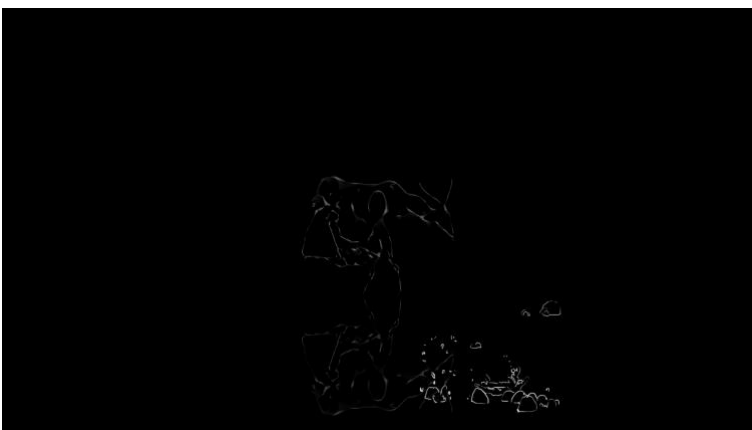
LONG STORY SHORT (2017) Digital 3D/2D video animation, full HD, color, 1'05" (loop)



BUMP (2017) Digital 2D video animation, full HD, b/w, 3' (loop)



HANDYDANDY (2017) Digital 3D video animation, full HD, color, 48" (loop)



ODETTE (2017) Digital 3D/2D video animation, full HD, color, 1'10" (loop)