

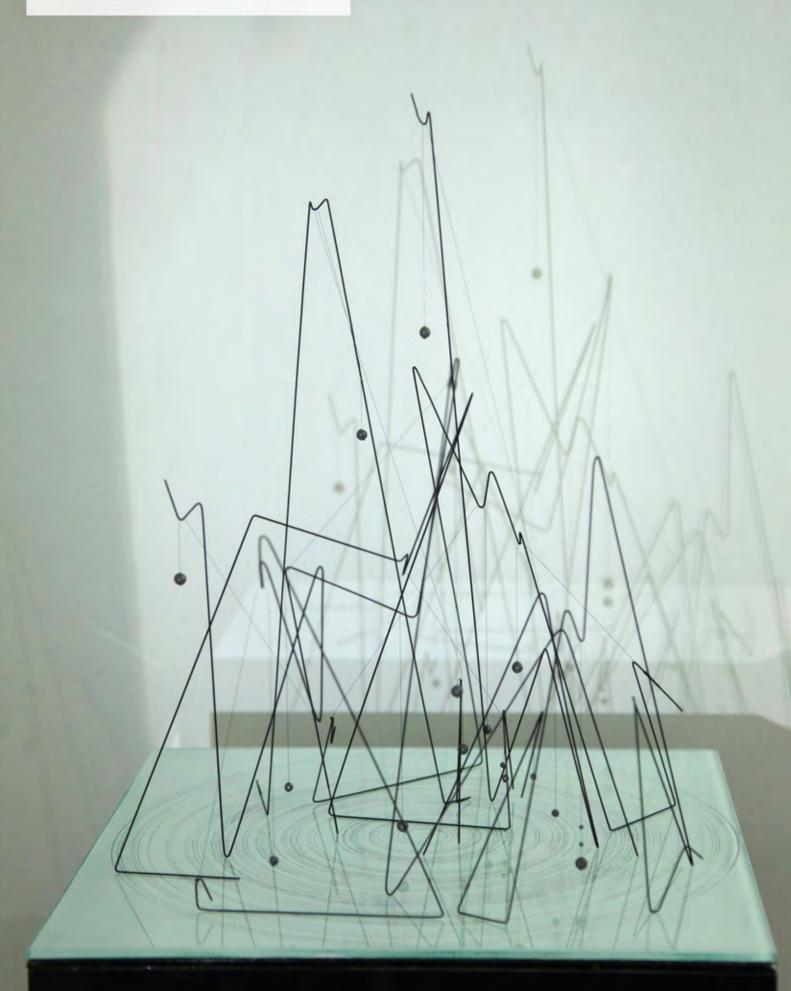
Title: Piccolo Cosmo (Small Cosmos) Size(B/D/H): 30/40/41 cm Year: 2013

Materials: wood, paint, glass, HMA



Title: Piccoli Sistemi di forze (Small systems of forces) Size(B/D/H): 35/35/45 cm Year: 2013

Materials: paint, glass, iron, nylon, lead



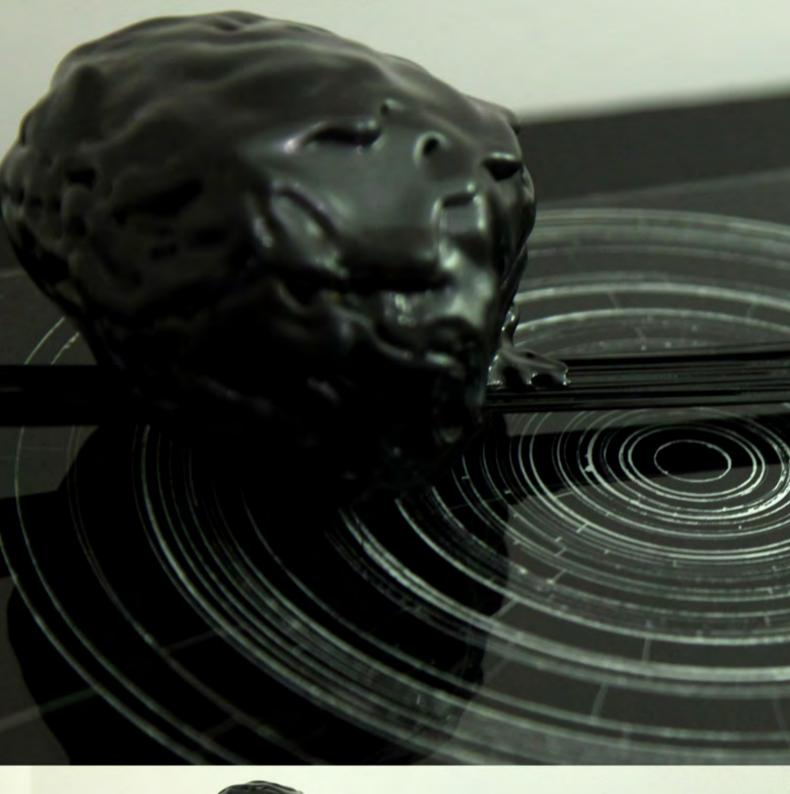




Title: Piccolo Postulato di Forze (Small Postulate of Forces) Size(B/D/H): 20/55/14 cm

Year: 2013

Materials: paint, glass, iron, HMA, stone





Title: Doppio Sistema 2535, in versione domestica (Double System 2535, domestic version) Size(B/D/H): 25/20/35 cm

Year: 2013

Materials: glass, wood, plaster, graphite



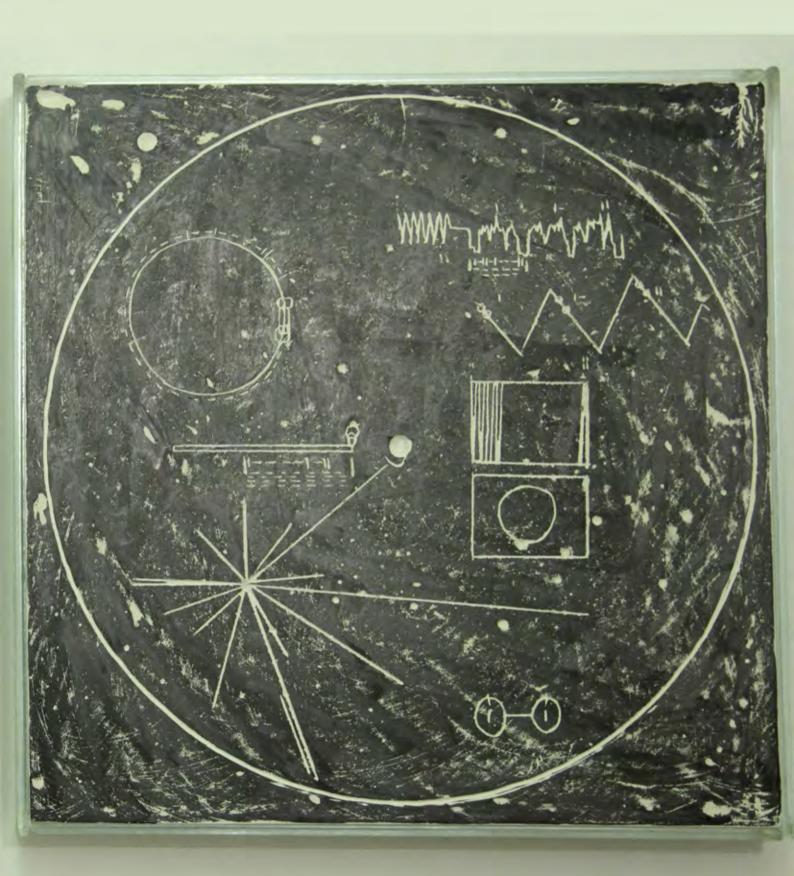
Title: The Sounds of Earth Size(B/D/H): 31/4/31 cm

Year: 2013

Materials: glass, plaster, graphite

This work is made of two parts, each reproducing one side of the Golden Record, that Nasa sent into space with Voyager 1 and 2 in the attempt of communicating with an eventual form of intelligence that might have found it.



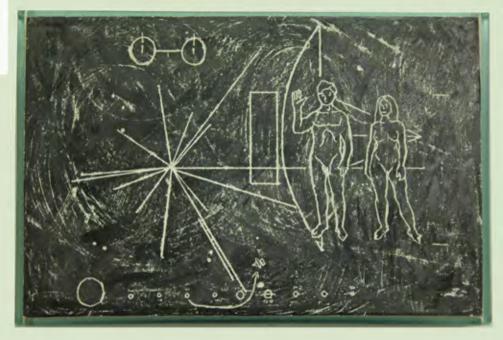


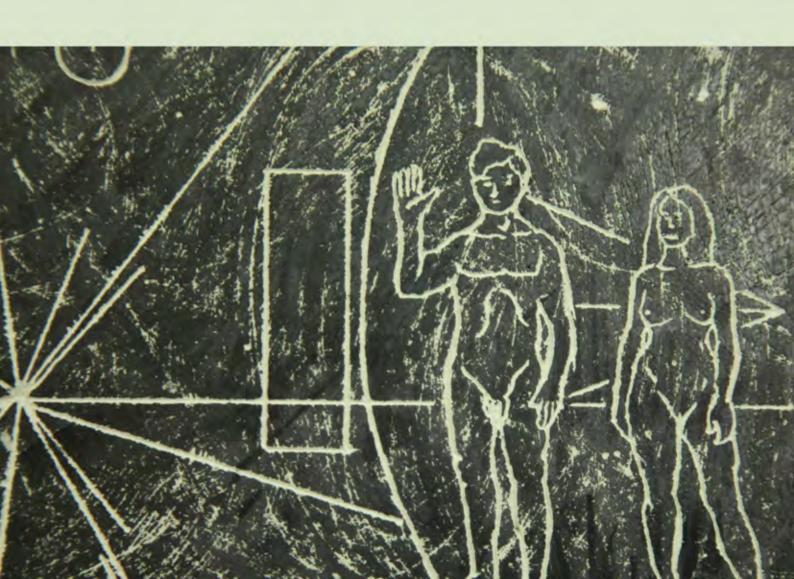
Title: Space Valentine Size(B/D/H): 24/4/16 cm

Year: 2013

Materials: glass, plaster, graphite

This work is reproduces the plaque that NASA sent into space on the Pioneer 10 and 11 in the attempt of communicating our position and existance to an eventual for of intelligence that might have found it.





























Title: Ombra II

Size(B/D/H): 56/38/23 cm Year: 2015

Materials: iron



Title: Ombra III

Size(B/D/H): 50/38/58 cm Year: 2016

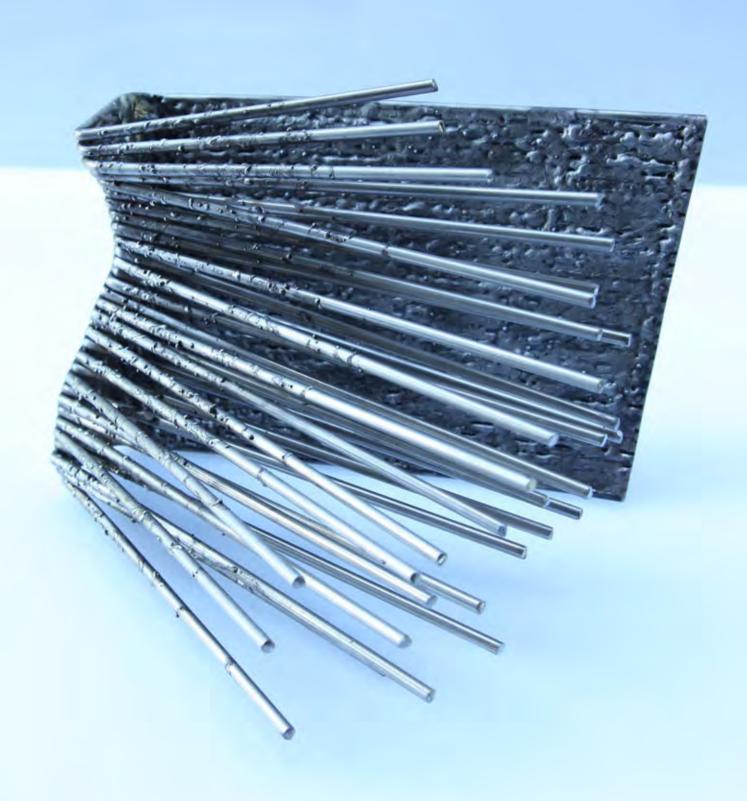
Materials: steel



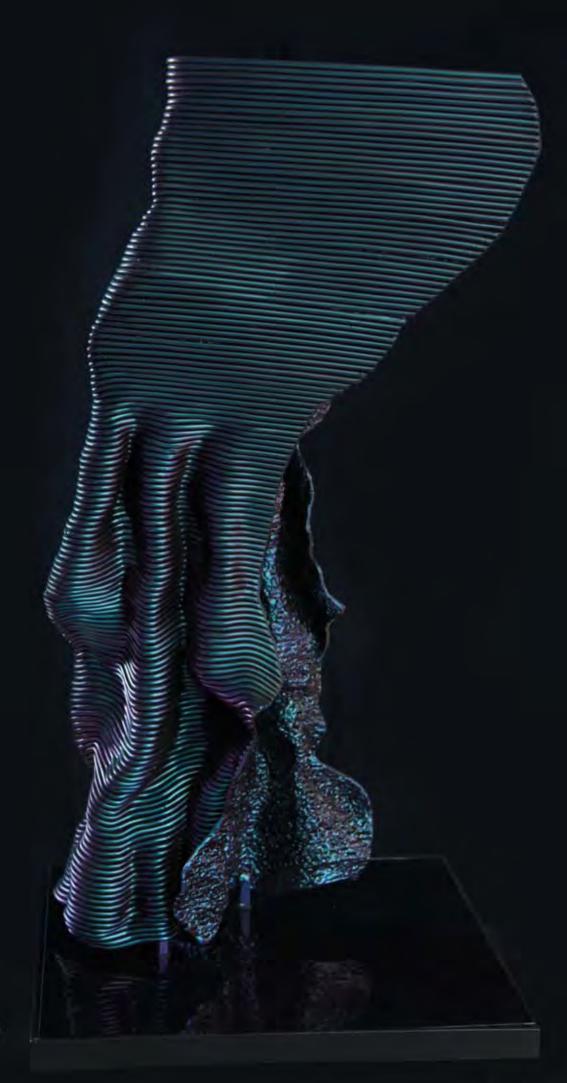
Title: Ombra V

Size(B/D/H): 25/14/29 cm Year: 2016

Materials: steel







Title: Maldoror Size(B/D/H): 50/40/100 cm Year: 2016 Materials: painted iron

More on the

CONCEPTUAL side
there's a couple of recent
works, which suggest a deeper
reading of reality and therefore
of my whole body of work.

Title: Plato's Eye Had an X-ray Size(B/D/H): 37/37/13 cm

Year: 2012

Materials: plaster, wood, plastic

led lights, x-ray plate

Actually in NY at CARA GALLERY



Plato's Eye Had an X-ray

The title of this work sounds like a little joke, but behind it there are many layers of meaning, spanning in a wide range of disciplines and historical times of the western civilization. From Philosophy, through physiology and technology, to, of course, visual arts.

From the greeks, to contemporary times. The link, the thin red line around which everything revolves in this work, is light, as invisible cause and origin of multiple and fundamental aspects of our culture.

That's why there is a white hollow plaster cube with a little hole on one side. This is a pinhole camera. What is a pinhole camera?

A pinhole camera is a small version of a "Camera Obscura", dark room in latin.

Which is not the room where photographers used to develop and print films, because the second is named after the first. Which was as well a dark room, but had a little hole on one of the walls. Imagine a dark room in your house, where you close all the windows and blinds, leaving a little hole through which light can enter, and you will witness an incredible property of light. The light will project on the opposite wall from the hole the streaming image of the outside world, simply upside-down. That is exactly what happens in our eyes as well, where the pupil is the little hole that allows light to project inside the hollow cavity of our spherical eyes. Inside the eyes the upside-down projection is captured by very sensitive sensors which send the informations to the brain, which overturns the informations, so that we see things in the right direction.

So this property of light has been the necessary condition for organisms to develop sight, on whose importance we all agree. But this property of light was know and understood since antiquity, from or before the Ancient Greeks and has been used in a variety of ways since then. The painters of the italian Renaissance used it to project a given scene, arranged in the studio, on a white canvas to make a first sketch before a painting. After them Caravaggio, the great Baroque painter, master of light, used it largely to bring the use of light and darkness to a new level in painting. Later the Venetian "Vedutisti" had portable versions, actual pinhole boxes, that they would use around venice to capture views of the city, again on a sketch, that later would become a very detailed painting. In the nineteenth century the camera obscura was also used by charlatans to stage ghosts and devils' appearances during shows of magic.

Not that much later, the new knowledges in chemistry, made possible to produce light sensitive plates, that would capture the projection in a mechanical way, without the need of sketching. Useless to say that cinema is just a long sequence of pictures. While now we have digital sensors, that can show us the image immediately, without the need to chemically develop any film. So as you can see form this basic property of light we have an incredible amount of consequences, form our very eyes, to incredible art, scoundrelry, cinema and photography.

But, going back to the greeks, Plato, considered the father of western civilization's way of though alongside Aristotle, wrote some very famous pages of philosophy. One of the most famous ones is probably the "Allegory of the Cave", contained in his book, "The Republic" (380 BC). In this allegory Plato suggests that the men that are looking for the truth, should not believe the appearance of things, but look for their original version. To explain this concept he describes a dark cave, where on one wall some chained man can observe the projections of the shadows of some moving objects. To explain this phenomenon Plato's explanation is much simpler than the dark room, but the scene is not unlikely inspired by what happens in a dark room. It is so likely that some scholars have suggested that Plato could have been inspired by the Camera Obscura to build this image. Plato suggests that then they should go out in the light, get blinded by the sun and when completely used to the new, strong light, they would really see the world in its truth.

The plaster cube is therefore a "Camera Obscura", a pin hole device, where we know that through the hole the image of the world in front of the camera, is constantly projected inside. It is like having a video camera, that we are certain is working, but that is unable to record. The world is projected constantly inside this cube. If it is a pinhole, this will happen for sure. The proof of it is the x-ray, taken to the box in a hospital, that clearly shows the hollow center of the cube form the front, from the perspective of the hole. On the side the wall on the hole area, would have been much thinner.

In the x-ray we can see that the hollow part is round as the internal part of the eye, but it also has stalactites and stalagmites, like a cave. To recall both the eye and the cave.

In some way the x-ray reveals a new level of reality about the cube.

This work doesn't want to be a riddle or a straight story. It is a theory, made with matching elements, that happen to involve centuries of human history, technology, art and philosophy. All these things are impossible to be plainly described in a single work of art, but this work succeeds in showing how they coexist together, how they belong together.

This work is the blinding light. We need to get used to it and then we start to see all the elements more clearly.



MATTEO BERRA

www.matteoberra.com info@matteoberra.com

skype id: matteoberra

italian mobile: +39 329 20 37 331

Instagram: matteoberraofficial

Instant messaging apps: WhatsApp KakaoTalk