

Mattias Nordéus

Procedural rhetoric

Opening: September 15th, 5-8 pm

Exhibition period ends: October 14th

Gallery opening hours: Thursday-Friday 12-5 pm, Saturday 12-4 pm

For more than a decade, Mattias Nordéus has captured us with his angled, wooden objects, blurring boundaries between painting and sculpture. His close friends have appeared as painted, finely detailed portraits and performing different character roles and postures, as out of a computer game, in his structurally similar way of building his sculptures – nearly like a puzzle.

Nordéus has developed a language consisting of angled wooden parts that are minutiously hand painted and assembled echoing canonical sculptures and reliefs by Michelangelo or hellenistic sculpture. In his three-dimensional paintings, or sculptures, he has used the same method as when you model a three-dimensional picture in a computer, but in an analogue way.

Always interested in gaming, Nordéus got his idea when video games had reached a point of simplified photo-realism. Characters and environments looked very realistic, at the same time they had a strange expression. It was when you moved around objects in the virtual that a severe distortion appeared, since everything, at the time, was constructed with simple and reduced, angular shapes.

Nordéus texture mapping system has evolved over time but point is that the consistency in expression posts interesting shifts in the discussion of what the painted subjects represent and symbolise. Unlike in many digital forums, the individual faces and sculpted characters don't lose their specificity. From a focused vision, the step is short to discovering sets of questions that politically and morally occupy Nordéus.

Especially in his series of sculptures with military characters we become aware of ways of manipulations and our changed understanding of terms like reality and representation as Nordéus comments on our digitised society's explosive development of computer animation and the virtual worlds we experience. Environments that, to an increasing degree, form our lives through virtual, educational settings and behavioral science.

Mattias Nordéus (b.1978) lives and works in Malmö. He studied at Malmö konsthögskola, where he graduated in 2006.

Johan Berggren Gallery, Båstadsgatan 4a, 214 39 Malmö
+46 706 116034, www.johanberggren.com