

## Fabiano Tadiotto's CV

I was born on 27/04/1975, I live and work in Cordignano, Treviso. My artistic maturity stemmed not from a traditional academic path, but from following my impetus and my creative passion, that where as absorbing as if I were swimming in the water of my creativity.

Since 2001 (exhibition in Bologna) I have studied in depth the concept of form, realising illustrative works. Afterwards, in 2004 in my one-man exhibition in Parma, I carried to extremes the concept of content and, thanks to mixed technique (where I matched water and oil colours), I could concentrate not on the form any more, but on the information that colour can convey and, consequently, the work of art too, if it is touched. As an artist, I am looking for a contact with the surrounding world and I think, that also the public has the same need. When the work is finished and exhibited, when the author/creator parts from the work, It appropriates its own life, consequently it interacts with the interlocutor/spectator in a subjective way. This is the main purpose of my artistic troubling.

In the next step of my research (exhibition in 2006 in Pordenone at the Vastagamma Association) I removed the sheet of very thin paper (that in the past step I used to glue, to anchor to the canvas), I covered it with a very thin silicone film and I made it hover in the air by hanging it with a transparent thread. These paintings turned out to be small blankets which any visitor could touch.

In 2008 I went back to the form, but I added the concepts of the colour and the touch. My sculptures-models, realised with polymer clay, modelled and then cooked, are a step of the above mentioned concept. Specifically, toys clearly refer to the Art Toys scene. Toys combine emotional features of the toy itself and elements of design, illustration and street culture. Often produced in extremely limited quantities, they are objects of pure "emotional design", small works of art and collector's items, they are the expression of an international artistic movement started in the mid 90s. Toys are fetishes to be collected and venerated, but they also represent connections between oneself and the world to obtain positive feelings. My aim, as documented in my website [www.toysthink.com](http://www.toysthink.com), is producing these models/prototypes in limited series, even though my ultimate goal is to start a process of communicative curiosity between me and the interlocutor and to look for an input, a link between our internal and external worlds into the sensory being of the work of art.

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