

## art of the natural world imagination vision forms

metro4 is delighted to invite you to the preview of „art of the natural world imagination vision forms“, an one time approach of two artists to the various expressions of the language of natural world. joël roux , sculptor and gian-luca mazzotti, video artist, present their latest objects. the preview takes place on friday 04.06.04 | 6 – 9 pm | oslo-strasse 8 | ch-4023 basel/dreispietz, gate 13.



in joël roux's sculptures taken from the natural world, the idea that one is supposed to begin and end in nature holds true even when the artist has moved beyond the natural object and created a piece by hand. he is still concerned with capturing the randomness and unpredictability of natural creation.

an other achievement reflected by the video performances and prints from gian-luca mazzotti has been to direct attention to the qualities of randomness and irregularity in nature. the idea that the degree of the irregularity and fragmentation is identical at all scales is somehow fascinating. in other words, the idea of scaling allows by extension the possibility of the infinite to be presented within a finite space.



our twentieth-century notions of art tell us that the act of seeing is a form of making. The conceptual process of creating the many and varied forms of natural objects begins with that initial action of seeing or identifying a particularly evocative natural object; but then the process goes one step further, by extracting the object from its original environment. the intention, however, is never to denature that object, nor to alienate it from its origin. rather, the idea is to comprehend it as a part of nature that is once complete in itself and representative of a greater whole in both a formal and organic sense.

metro4 has the great fortune to know two artists who recognized and celebrate the concept of randomness in nature and the idea of scaling in myriad ways. They play sophisticated formalist and conceptual games in their art. The objects exposed, for example, are a little piece of a system; a little part of a form from which you can imagine the whole form; it's a little piece of a subsystem from which you can imagine the whole subsystem – and so on.