

Matteo Alfonsi

Photographer, Visual Story Teller and Digital/3-D Artist

*interview by Kris Swenson
for Art Anomaly*



Matteo Alfonsi is
a digital visual artist, he resides in Rome, Italy & his visual artwork is rich, dark, intelligent & haunting with flourishes of dark/goth/fetish elements.

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1. Can you describe your working method & the mediums you use?

I usually proceed by working out a general concept that leads the single works of each series as if they were one story's episode. Then the images are realized by digital drafting processes that range from photographic touch-up to 3d drawing.

2. What are your influences & inspirations?

My influences most of all grow out of cinematic suggestions. I've been strongly influenced by Tim Burton and David Lynch's films, but some of my influences have also been affected by the latest goth music, especially its stereotyped elements.

3. Are you influenced by literature? And if so, which writers/stories inspire you the most?

...Lit is not one of my primary references but surely, Lovecraft's restlessness and oneiric ravings and the "divin Marquis" 's (Marquis de Sade) sadistic cynicism have had great impact on my mental scenery's shaping. Recently I've found out Tim Burton's tales, a brainwave!

4.

What 3d modeling software do you use?

My collection of work entitled "The Rooms" were all made up with Autocad, but lately I'm using above all 3d Studio Max and Rhinoceros.

5. Your use of reflections in "The Rooms" is very rich and creates almost an entirely separate story within each piece. Can you describe your use of reflections?

The Rooms' reflections discover meaning in their meaningless, their function is to create an alienating effect due to the fact that they don't ever correspond to the real reflection that the objects should have, the rooms' physics follow an oneiric and not a scientific logic.

6. There is a sense of dark/faery-tale, other-worldliness to your work, and each piece tells part of a story. If you combined the thoughts behind them all & wrote one story, how would the story go?

There's not a proper tale considered as a consistent and sequential story; every episode exacerbates a more general system's themes, made up with anxieties, citations and meaningless.

7. How would it end?

As it doesn't have a beginning, so it can't have an ending either: situations run after each other and withdraw into themselves potentially endlessly, just like the surface of a moebius' tape or a hypercube's cells.

8. Each of The Rooms tells it's own story, (referencing the Alice in Wonderland story with symbols & imagery). Each room darkly lit, but shiny white reflective walls - some with a variety of tools on the wall & figures with various props...doll heads, lollipops, some political inuendo, crosses... Can you describe some of the "room" space, the icons & the meaning behind them?

...Each one of those spaces has the significance of a placeless place, a sort of four-dimensional prison which meaning has to be pursued particularly in their oneiric involvement.

They don't follow a deterministic logic, but they admit several interpretations - every tool has its own symbolic meaning, often unconscious, that can have various senses or different importance, depending on who is viewing it.

9. Thanks for the interview. Is there anything else you would like to mention?

Thank you for your interest about my work, no, I have nothing to add, I think you've reached all the main matters.

>> Interview by **Kris Swenson** for Art Anomaly

Find Matteo Alfonsi online at:
http://www.myspace.com/tanz_der_vampire