

“Artist Turns Colorful 8-Bit Computer Graphics into 3D Sculptures and Paintings”

Emma Taggart / March 21, 2019



Argentinian-Spanish artist Felipe Pantone is a self-described “child of the Internet era.” Through art, he explores color, light, and form with works that look like 8-bit graphics and pixelated computer glitches. His recent exhibition in Shanghai, called *Distance, Speed, Time, Formula*, presents an incredible technicolor series of graffiti, paintings, and 3D sculptures.

Walking into the gallery showroom was like stepping into a computer world from the ‘80s. Pixelated prisms of neon hues hung from the ceiling, while optical patterns and jagged grids adorned the walls. Viewers could experience a sensation of vibration as they changed position in relation to the work, mirroring the vibrating color and light of a digital screen. “Color only happens because of light, and light is the only reason why life happens,” Pantone says. “Light and color are the very essence of visual art. Thanks to television, computers, and modern lighting, our perception of light and color has changed completely.”

To achieve his mesmerizing effect in his work, Pantone uses modeling software to design his 3D sculptures, murals, and paintings. “I grew up as a simple painter, trained as a painter, and now my biggest goal is to get clear of all the academic training and to be able to make art freely, with the tools that work best,” he says. “I try to create things that are not supposed to be where they are. To bring awareness of certain things, to move people’s thoughts elsewhere.”

<https://mymodernmet.com/8-bit-art-felipe-pantone/>