

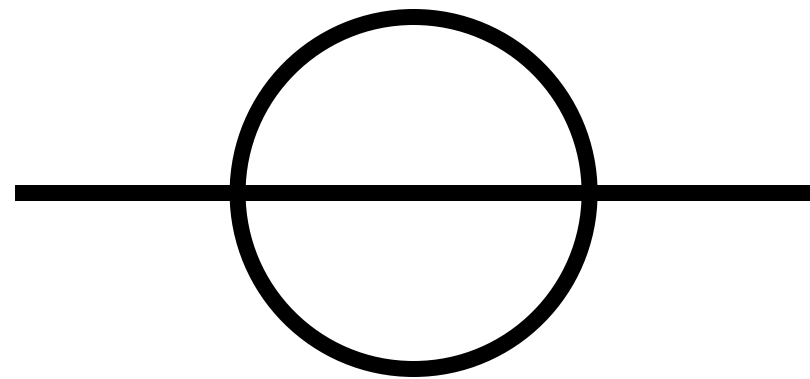
COMA

RY DAVID BRADLEY

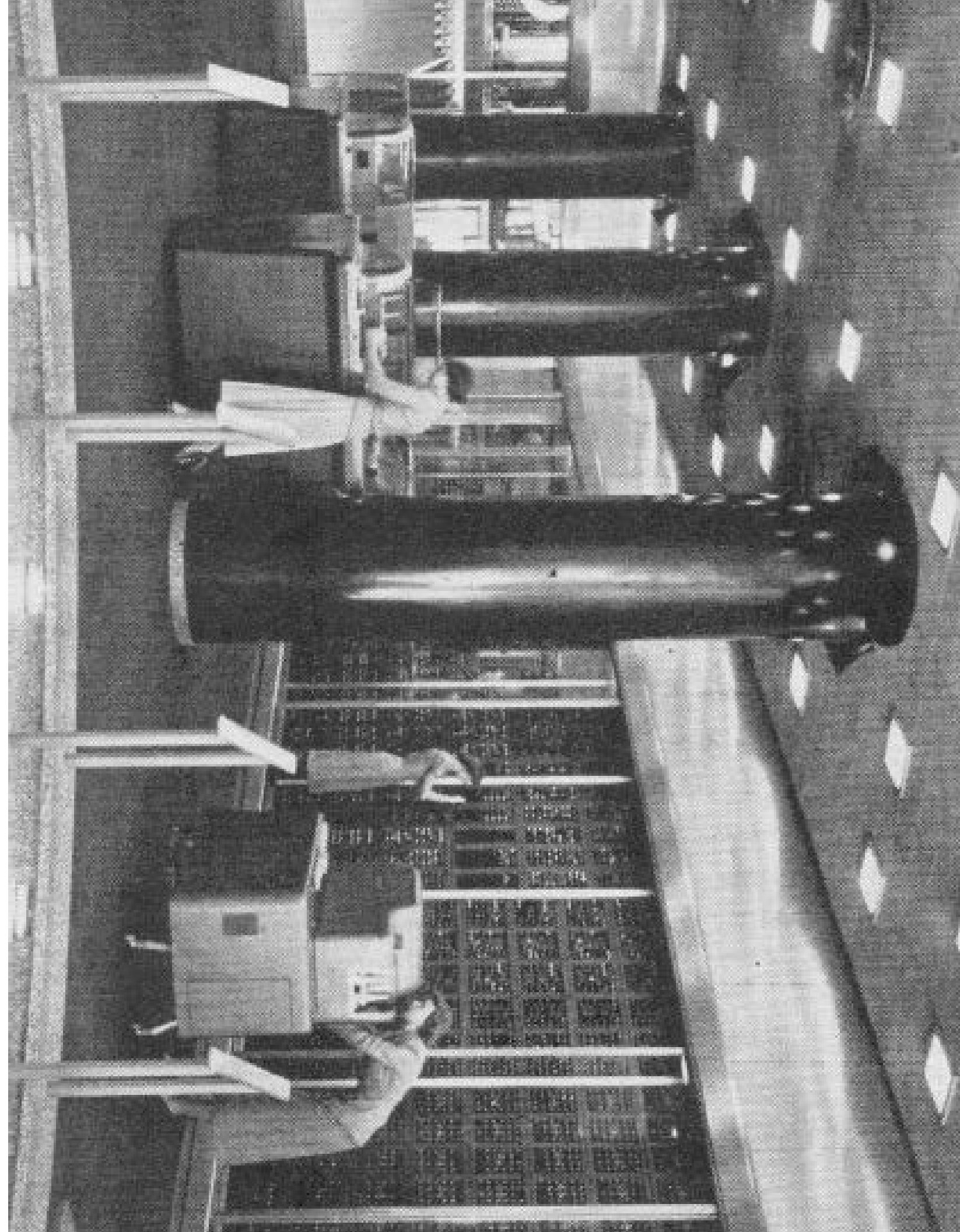
OVERWORLD

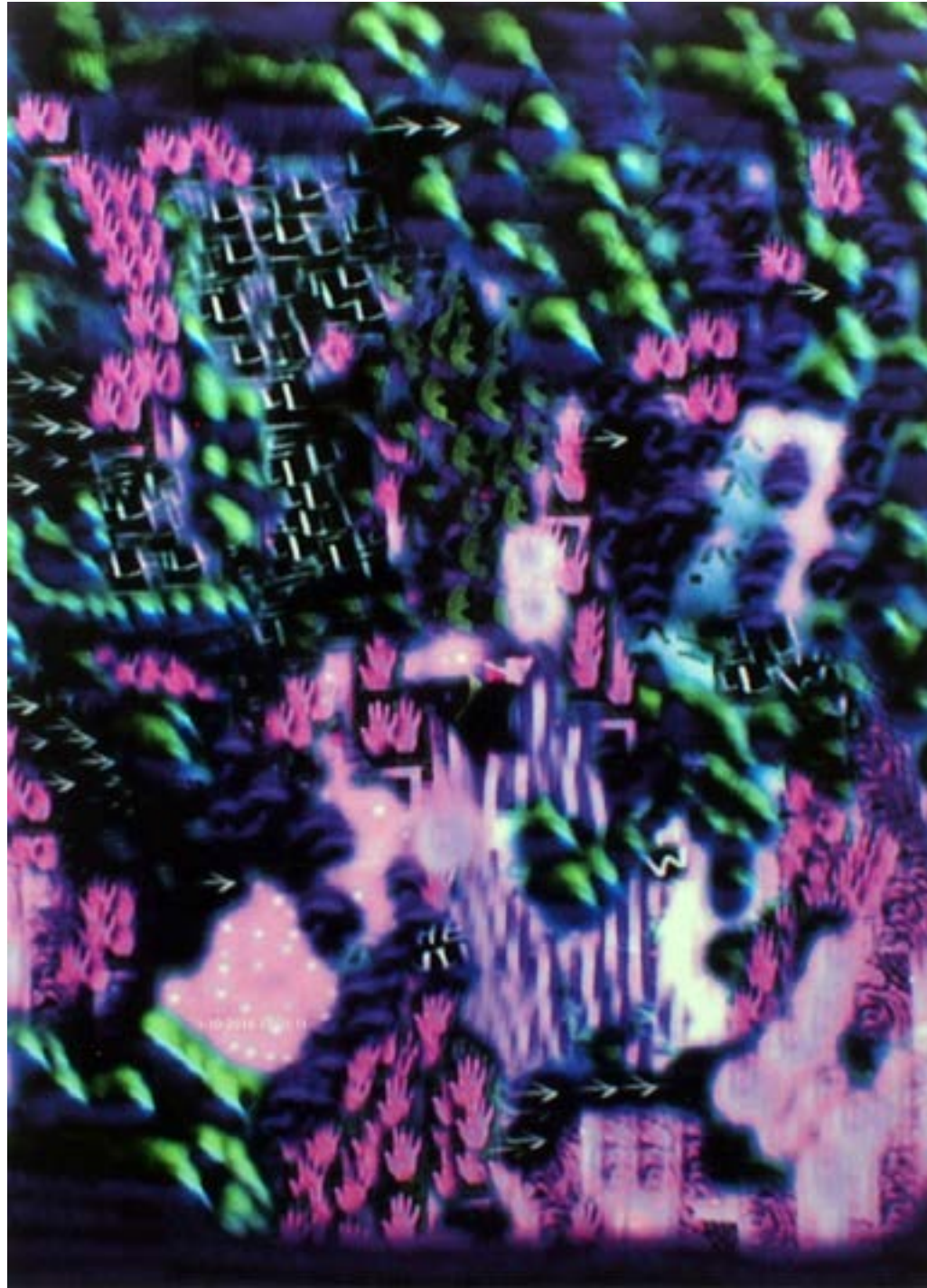
DECEMBER 2016

OVERWORLD



Artwork Catalogue
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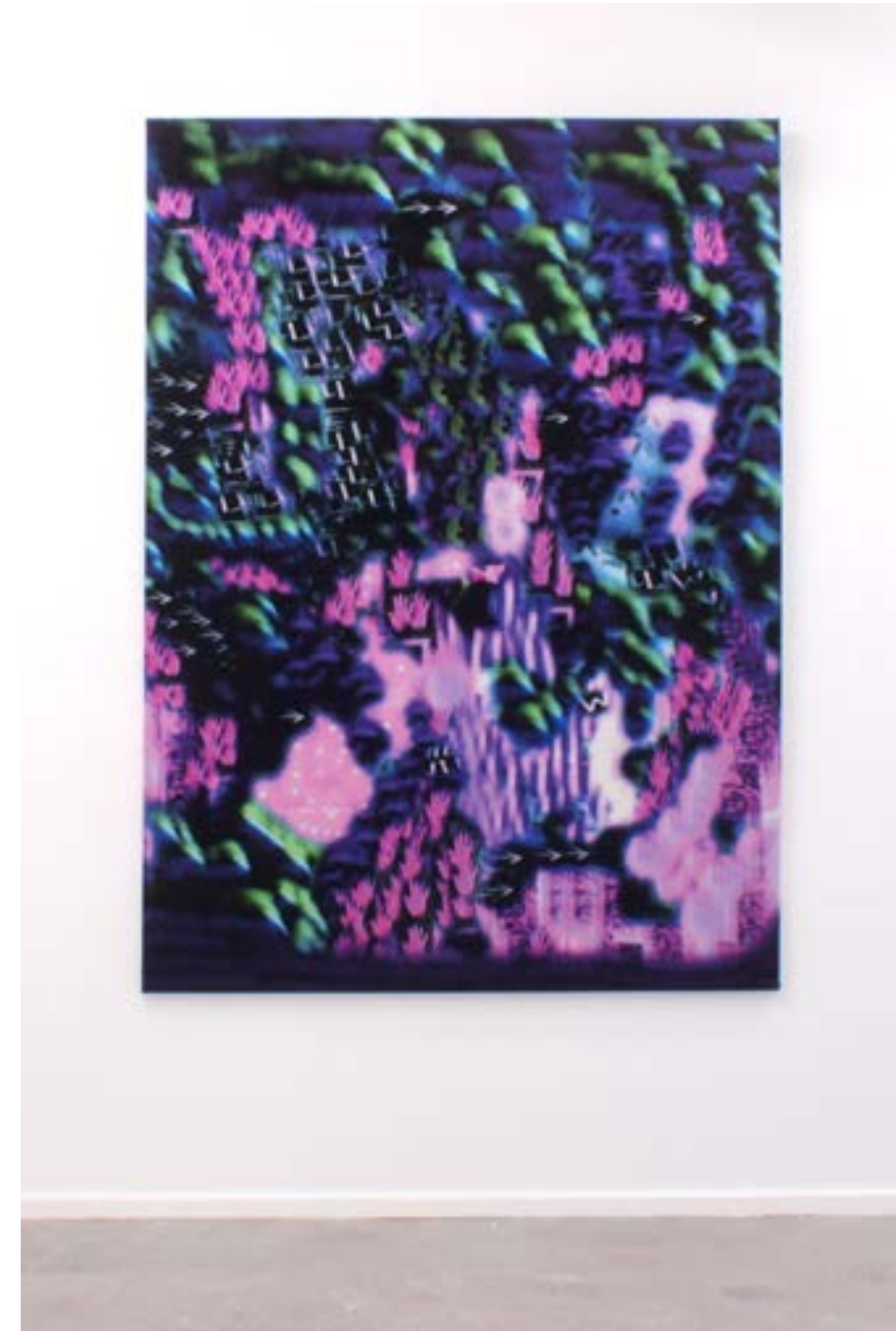


Ry David Bradley

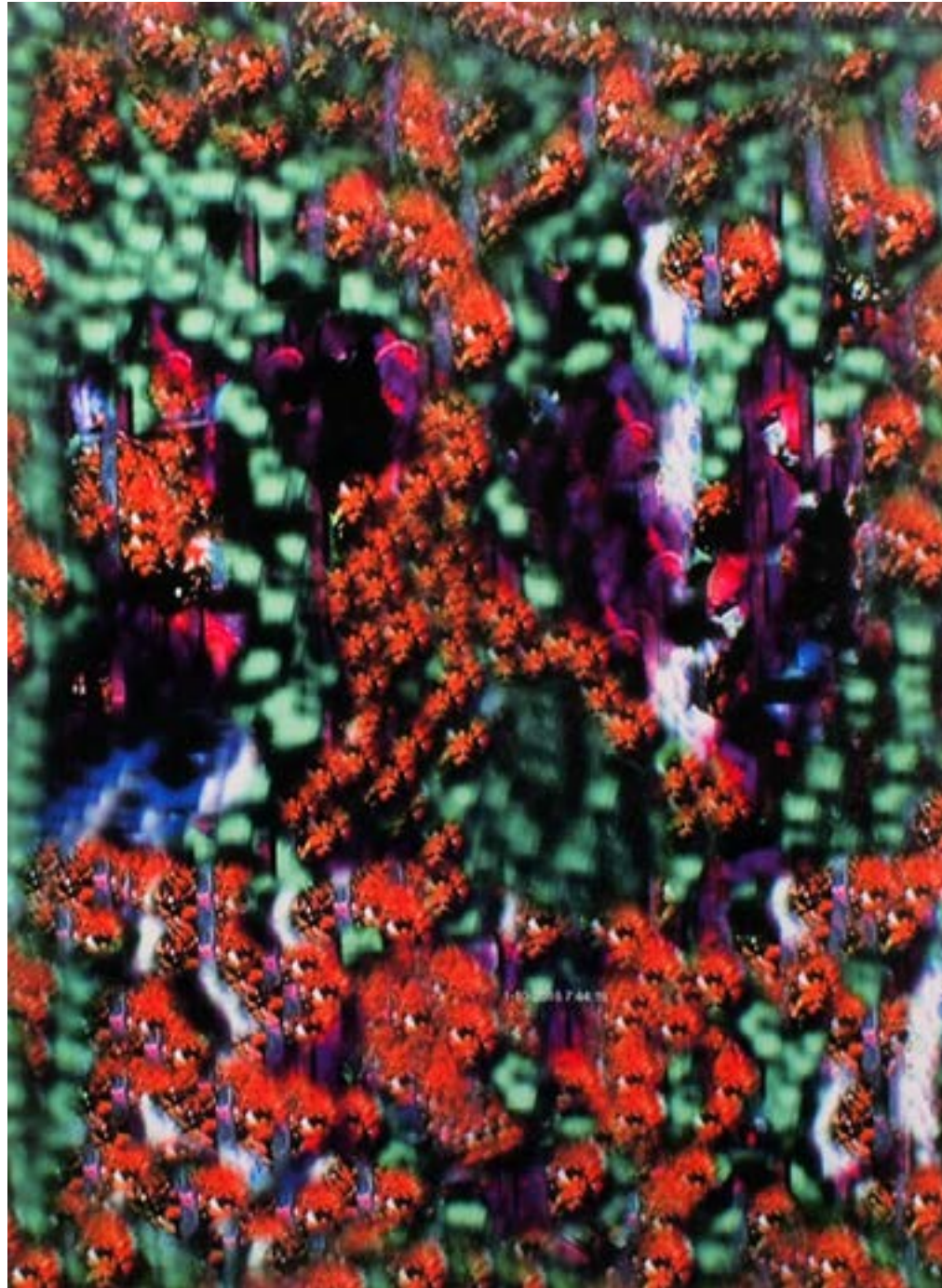
PIECES (1-10-2016 13:03:11)
Dye Transfer on Velvet

168 x 123 cm

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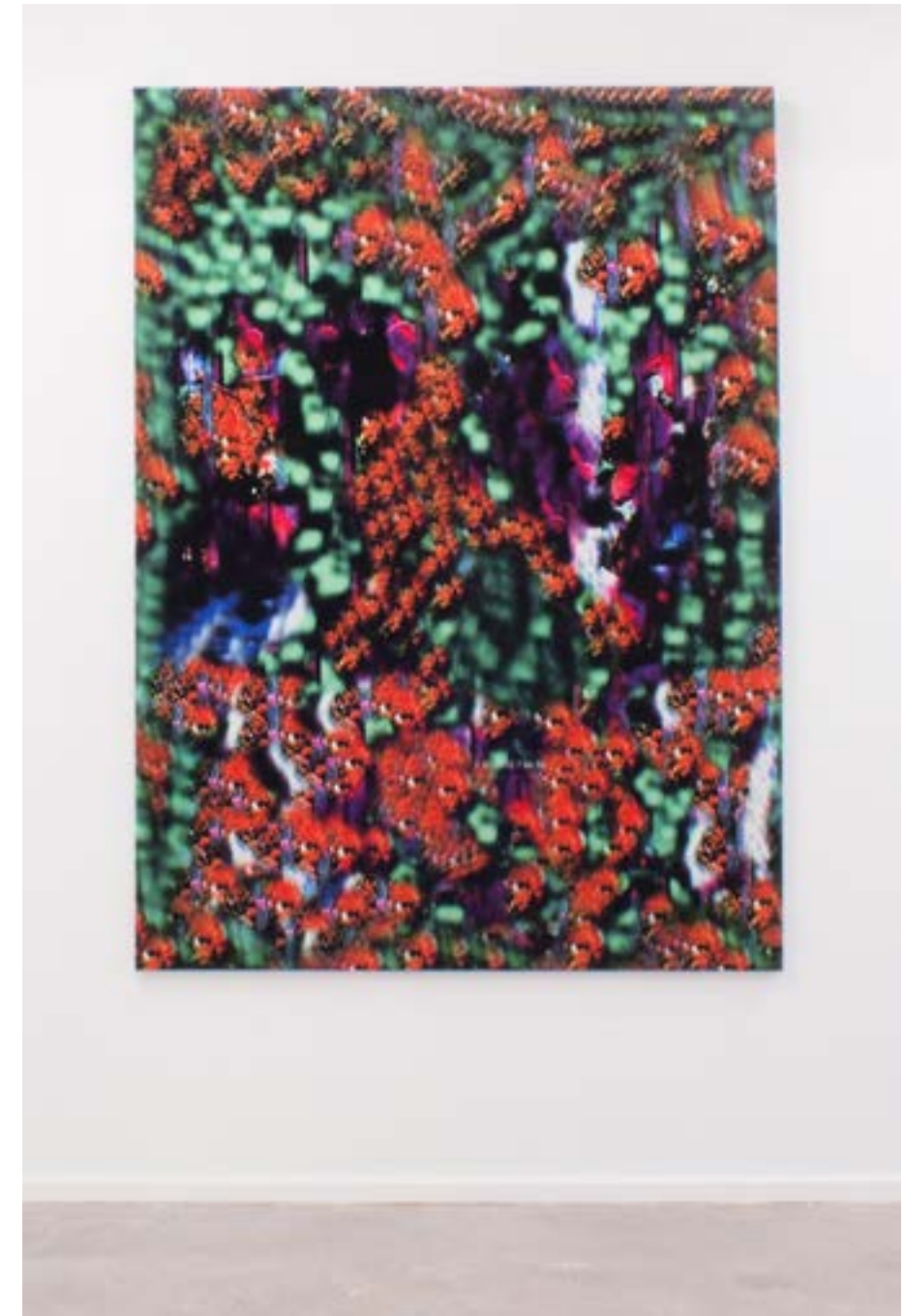
Ry David Bradley

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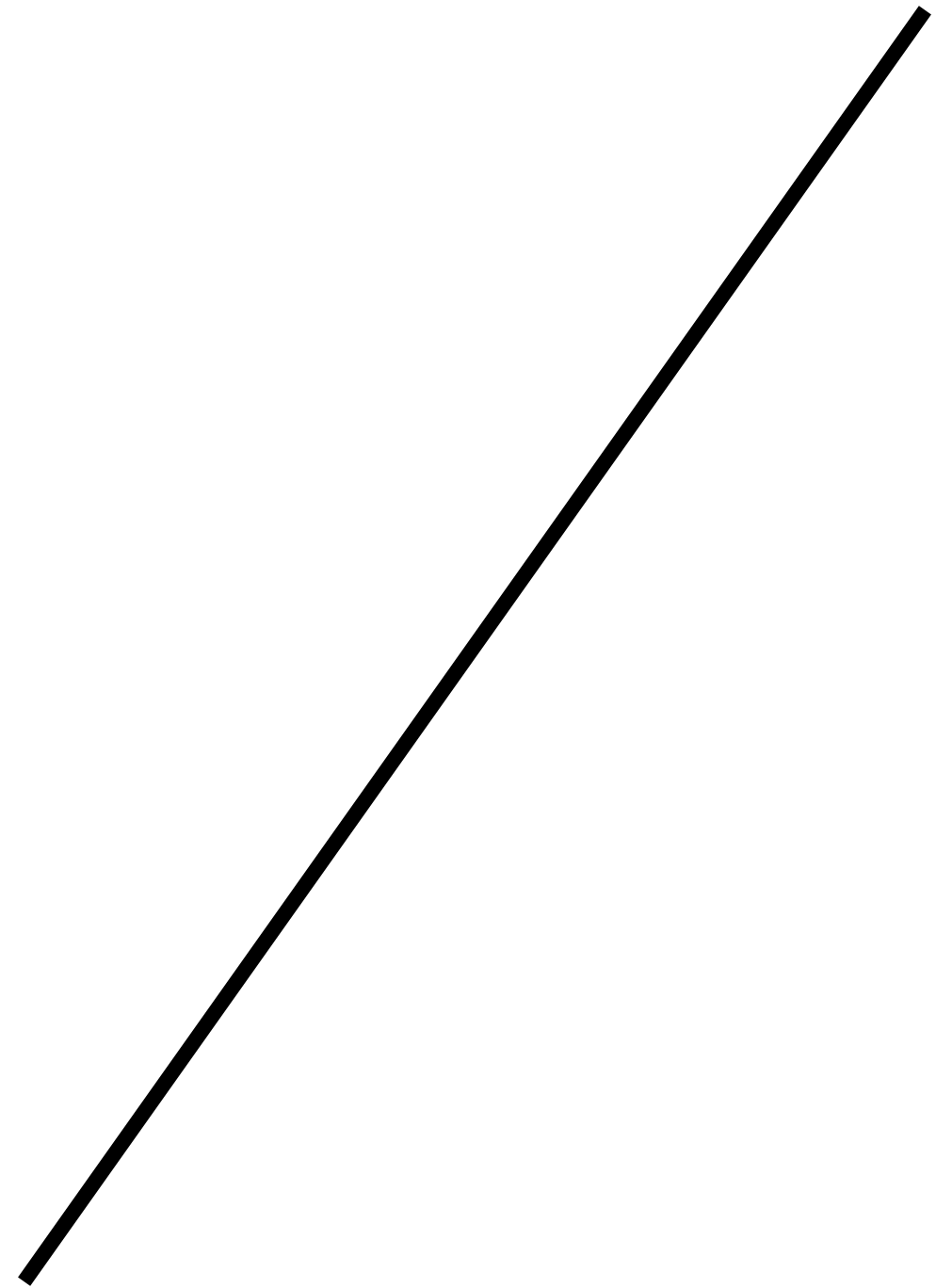
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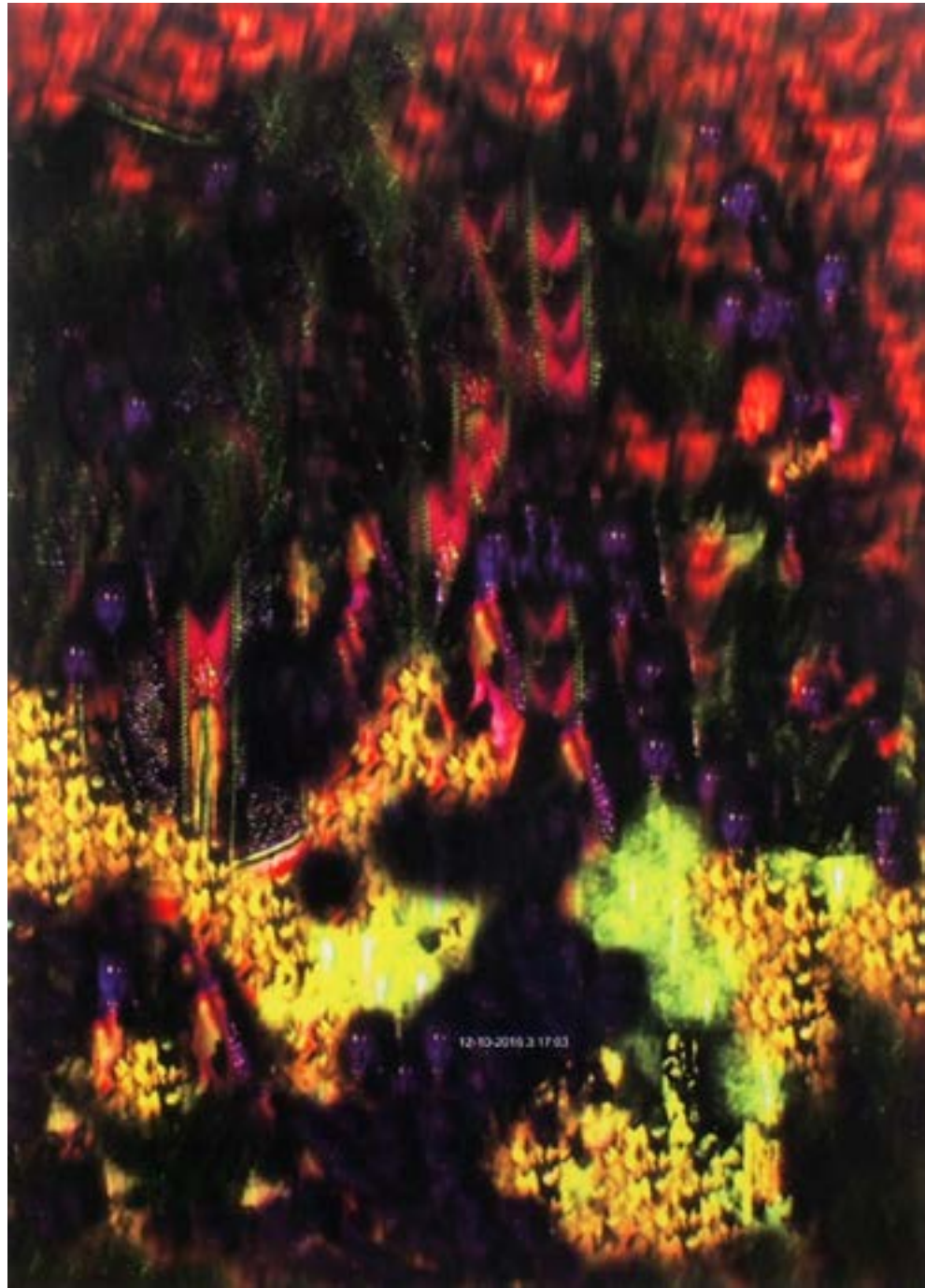
168 x 123 cm

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PIECES (12-10-2016 3:17:03)

Dye Transfer on Velvet

168 x 123 cm

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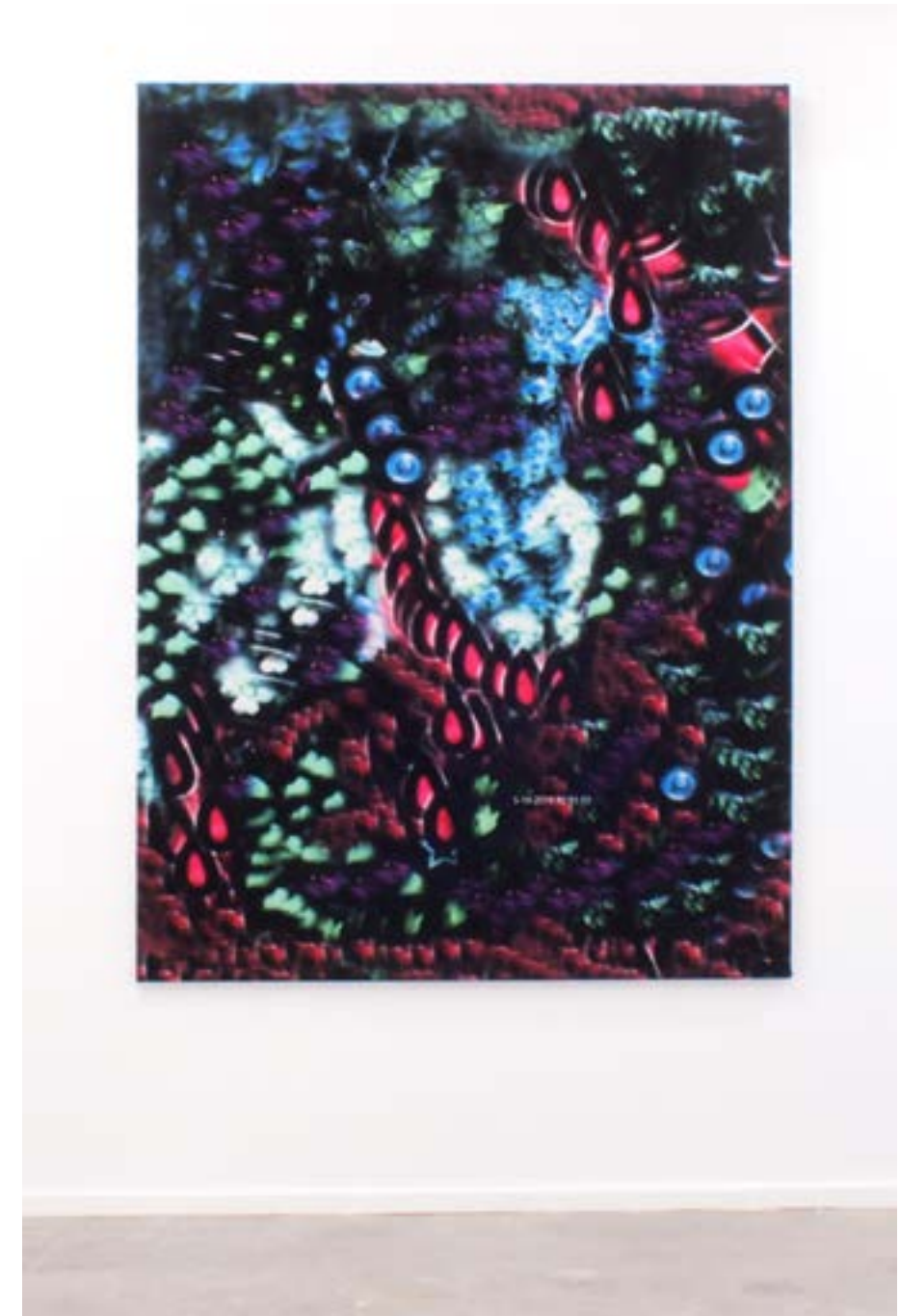
Ry David Bradley

PIECES (5-10-2016 22:15:10)

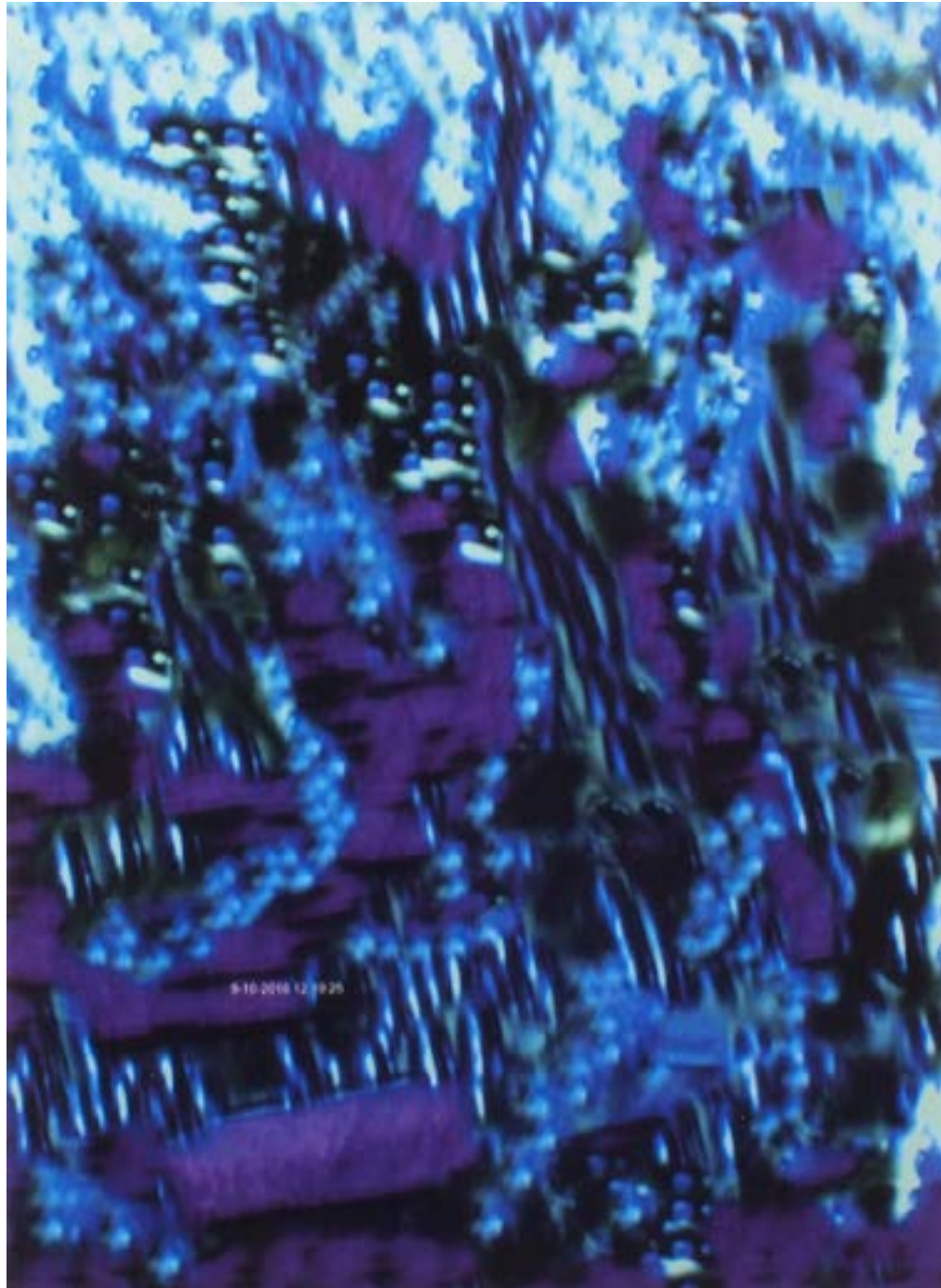
Dye Transfer on Velvet

168 x 123 cm

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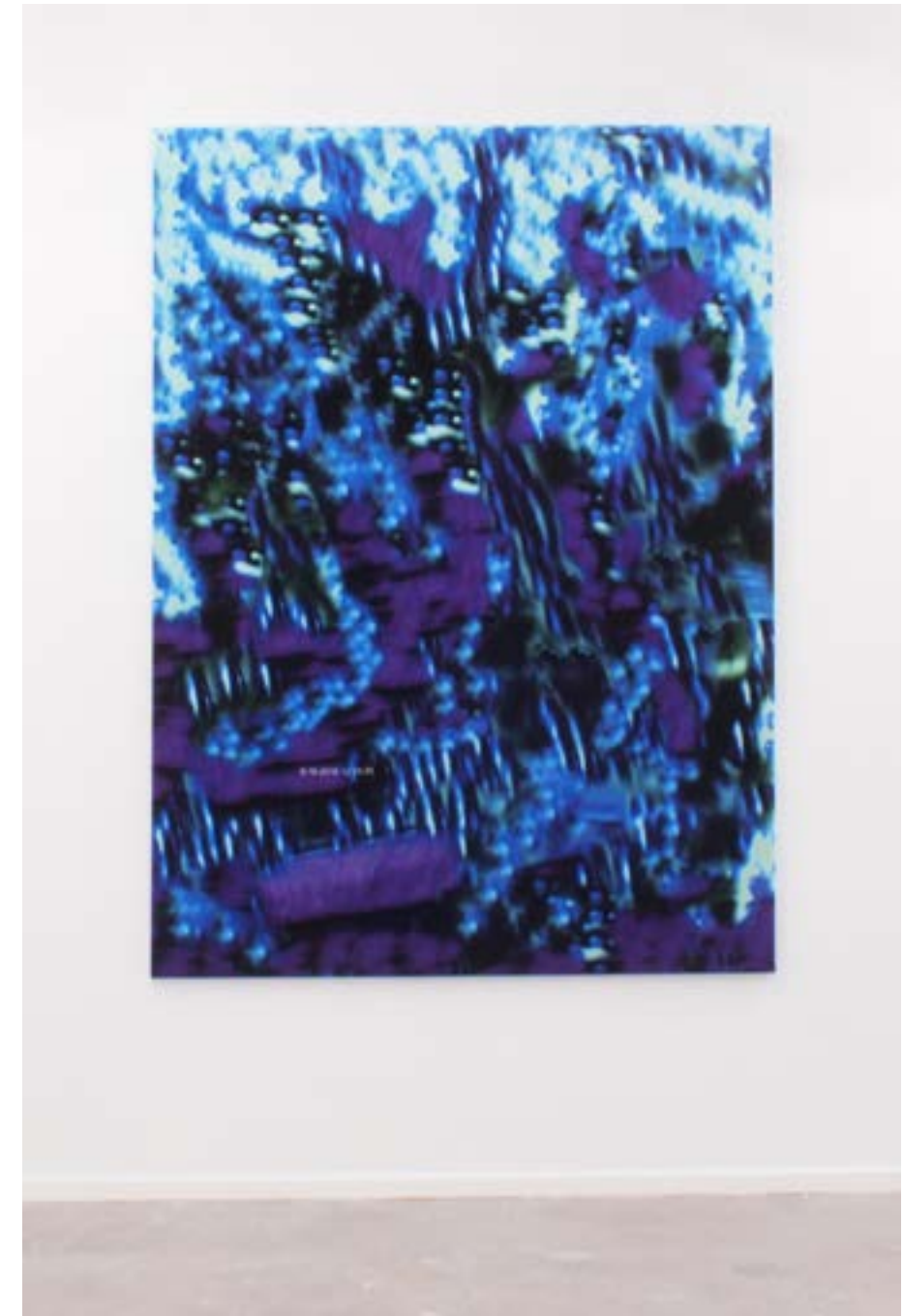
Ry David Bradley

PIECES (9-10-2016 12:19:25)

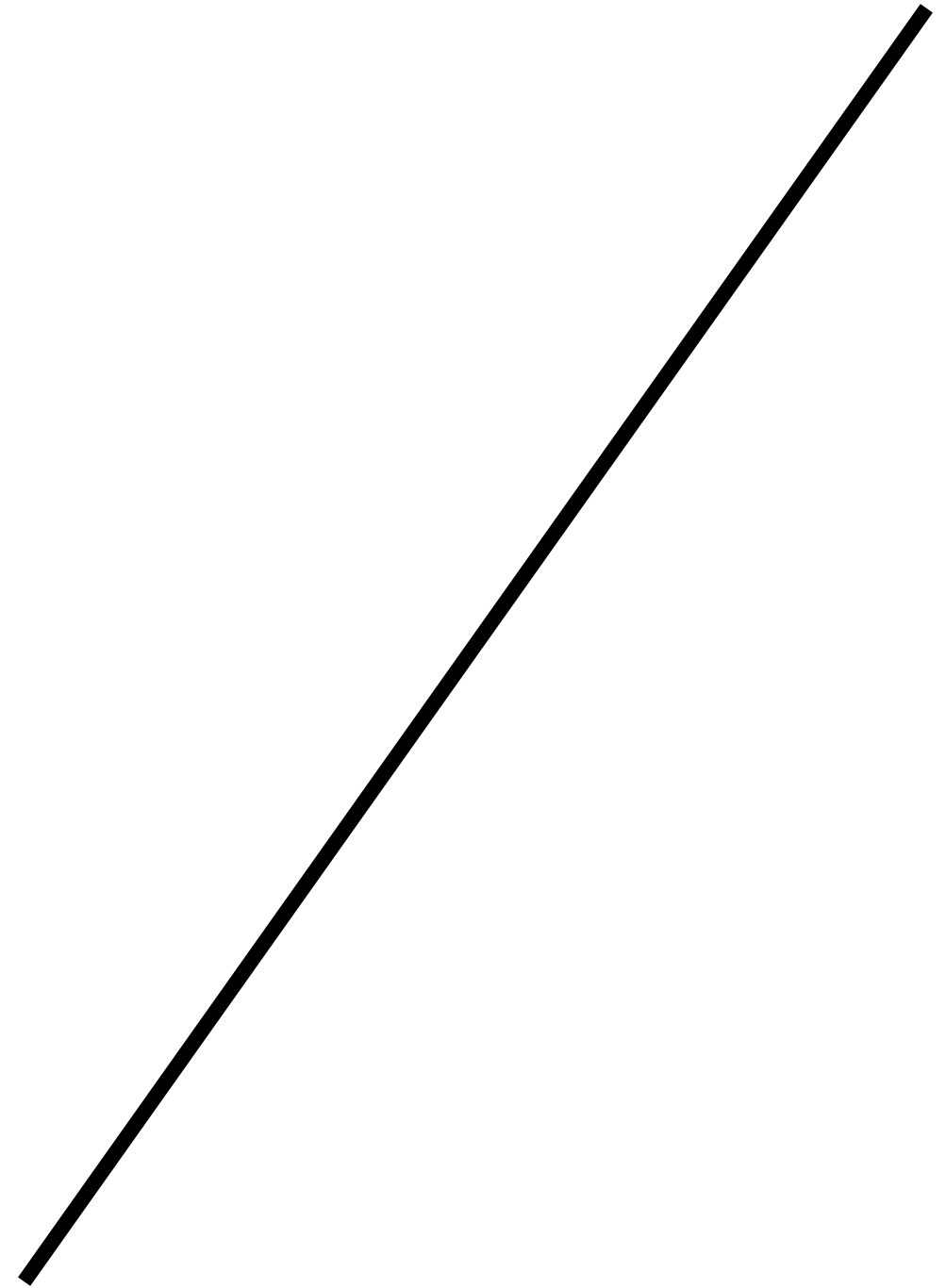
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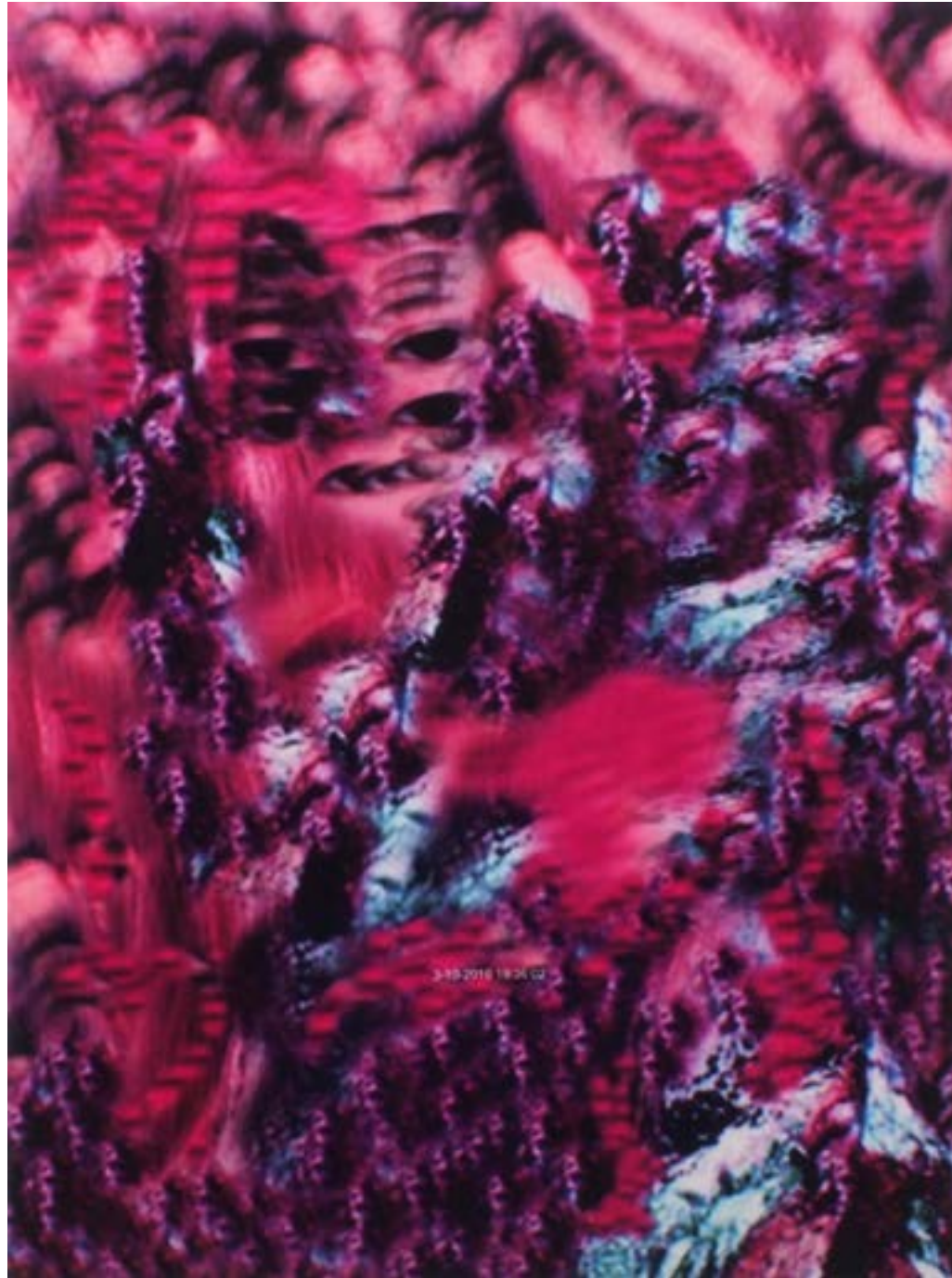
168 x 123 cm

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Ry David Bradley

PIECES (3-10-2016 19:36:02)

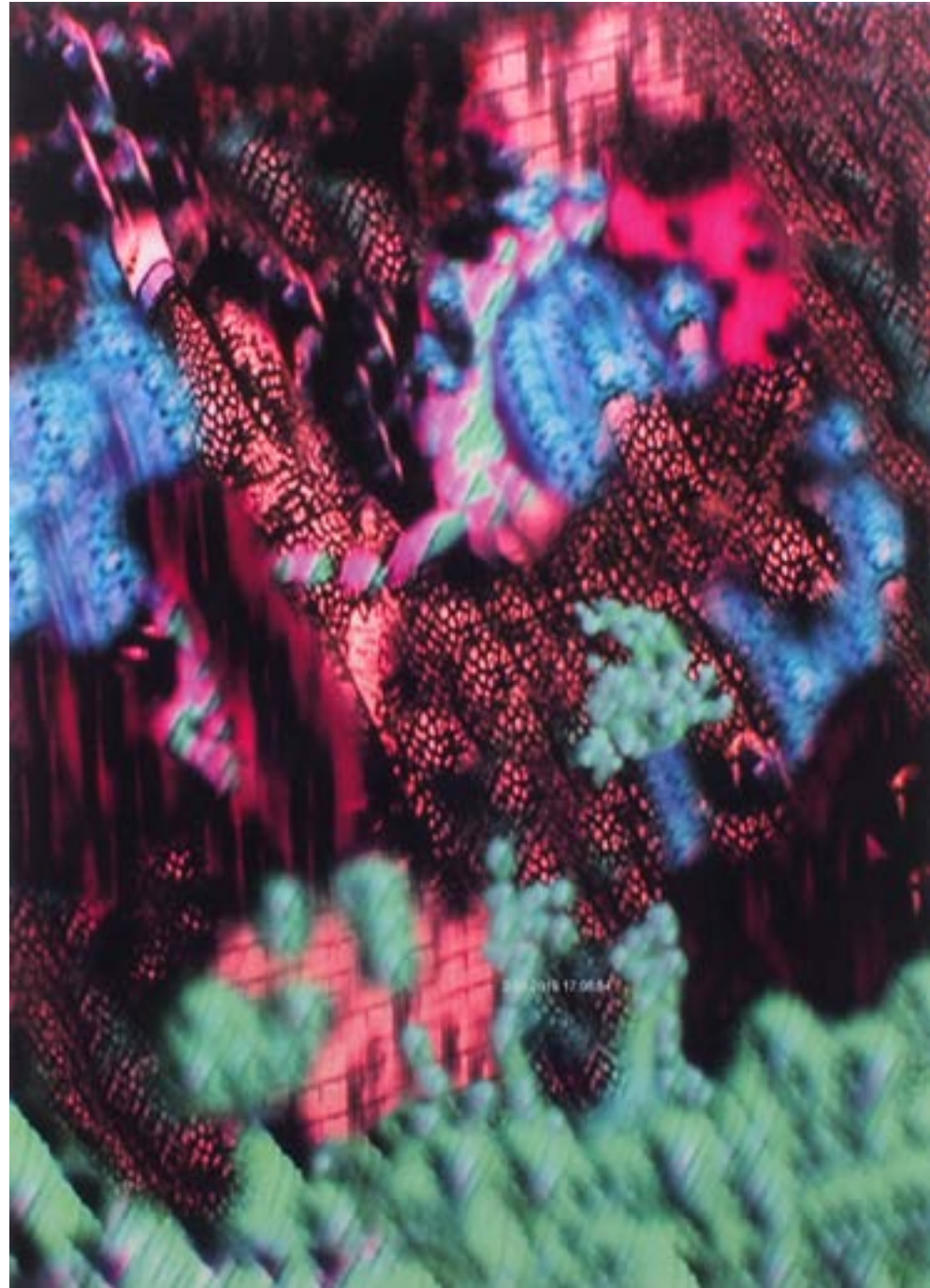
Dye Transfer on Velvet

168 x 123 cm

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Ry David Bradley

PIECES (3-10-2016 17:08:54)

Dye Transfer on Velvet

168 x 123 cm

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In 1886 George Seurat developed a technique of painting with tiny flecks of pure colors inspired by scientific theories of light and perception prevalent at the time. Though Pointillism was heavily criticised, its principles are now the standard manner in which we see all screen based images, where tiny dots are placed in an array. The technique relies on the ability of the eye and mind of the viewer to blend the spots into a fuller range of tones. Acknowledging this parallel between the screen and the history of painting, Overworld presents a new body of work where pattern and repetition are employed alongside hidden surface manipulation in a series of paintings that seek to merge tradition with contemporaneity.

An Overworld is an area within a video game that interconnects all its levels or locations. Typically it presents an aerial perspective, a global map of the stages that have been completed or are yet to be, allowing one to see what may lay ahead without revealing what that is. Access is granted by completing tasks, or entering secret passwords.

In presenting an exhibition installation that mirrors the aerial stage, where some positions have been unlocked, and others are yet to be known - Ry David Bradley continues an exploration of access and restriction within specific worlds, each an enquiry for where painting was, may now be and is yet to be.



* All prices will be scaled to the appropriate and current exchange rate at time of sale.

For more information or any queries please contact info@comagallery.com