weekend review

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Retablo, plasticine and mixed media on wood, 2011-2012: This is an amalgumation of sharty towns from around the world. Each house has been built brick by brick from plasticine. Different artists worked on different sections, but the entire work blends together to form a universal sharty town that highlights the inequality and injustice in our society and the need for change

Mould of the human condition

Mondongo, a collective of seven artists, uses folklore, literature, film and modern-day icons in its sculptural creations to make profound comments about today's society. Their aim is to bring about positive change

We want our work to talk to every strata of society and we hope that it can bring some change.

-Manuel Mendanha. spokesperson, Mondongo

who work together to create toast, cookies and trinkets. The Argentine group gets its name from the traditional ripe stew that is one of the most popular

hes in South America. "Mondongo is made from cheap and simple ingredients, but it is delicious and everybody likes it. Similarly, we use a blend of ordinary materials to create our artworks and we hope that everybody will connect with them and also enjoy them," says Manuel Mendanha, the group's

The group began as a threesome com-prising Mendanha, his wife and a friend and has gradually grown.

"My wife is half Japanese and has

The largest piece in

brough her knowledge of Asian culture to the group. Similarly, every member has enriched it with their own ideas, skills and experiences, and this wonderful mix is re-flected in our work. Working as a group is

not easy and we argue all the time. But I can say that although we were initially like a rock band, after 13 years of working together we now play like an orchestra. And we believe that working together is the way to build a better society," Mendanha

Mondongo is showing three recent artworks at their exhibition in Dubai. The beautiful pieces, made from plasticine on wood, are filled with detailed miniature models of people, flowers, animals, build-ings and many other objects. Each piece is an amalgamation of various themes, with references ranging from folklore and classical art, literature, films and mythol-ogy to pop art and modern-day icons. The artworks are fun, witty and irreverent, yet they make profound comments about modern society, the history of mankind

The largest piece in the show is a rec reation of a shantytown spread across a hill slope. Every tiny house in this massive slum has been carefully moulded by hand from plasticine and the details are a de-light — the individual bricks in the walls,

the grills on the windows, the corrugated tin roofs, and the satellite dishes and an-tennae on the rooftops. A closer look reyeals words written in Hindi on some of

the houses.

"This work is inspired by the big and ever-growing shantytown in Baenos Aires. But this is a problem that exists everywhere in the world. So we have mixed as India, the United States of America, and Bolivia to create this fictional slum,"

Mendanha explains.

It took the seven artists seven months to make this piece. "Today artists can create digital art with the click of a finger, but our work is painstaking and time-consuming. Each house is constructed brick by brick and the colours we use are handmade by us," Mendanha says.

Many messages have been subtly in-corporated into this stark shantytown through features such as a broken-down car with a Nike logo on it, a boy playing with a football and a big fluorescent moon on the back of the cabinet in which the artwork is enclosed.

The logo alludes to our consumerist society and also the aspirations of slum dwellers And the footballer is Mondon-go's tribute to Maradona, who grew up

in a shantytown. The moon is a poignant reminder that unlike the inequality in our society, the moon shares its light equally with every being on the planet.

"We want our work to talk to every strata of society and we hope that it can bring some change in our society," Mendanha There are many other features on this

Container of all humanity

The other two pieces on display are from crammed with a plethora of plasticine sculptures. "The skull is a popular symbol in classical as well as pop art. We see it as a container of all humanity through which we can talk about the history of our species," Mendanha says,

The skulls are based on multiple con-cepts, but the beauty is that all the indi-vidual stories told by the artists combine to trace the history of the human race.

The references and the connections are fascinating. For instance, the three medieval ships on the forchead of one of the skulls are the ones in which Christopher Columbus sailed to America, marking in essence the beginning of globalisation and

skull that connect different periods in hu-man history.

An old man moves the wheel of time that bears candles as a symbol of the life of our species. And just above him you can see the ancient Maya calendar, which predicts the end of the world in 2012. A huge wave in the background is actually a rep-lica of Japanese artist Hokusai's famous painting and perhaps a symbol of the present economic and political turbulence in the world.

oil came from.

are shown sailing into Dubai's Atlantis ho-tel, suggesting that the city is now the glit-tering new world that everybody wants to

References to our materialistic society References to our materialistic society include dollar notes growing on a tree, a billboard advertising the earnings guaranteed by a bank, a graph of the Bloomberg index, a Monopoly board and the mythological character Gargantua greedily devouring piles of money. The figure of Van Gogh lying in a wheat field right next to a Sothobr's avention placetile, a similar sto-Sotheby's auction also tells a similar story. Other figures in this narrative include Marlon Brando as the Godfather, Pinoc-

chio, Marie Antoinette, Mao Tse Tung, Leo Tolstoy and the Latin American saint who helps job seekers.

and Eve are part of the spiritual imagery here

Modern times

The other skull on show is based on moral and spiritual themes and deals with issues such as love, human suffering, migration, death, racism, unemployment

The figures seen here include Charlie Chaplin from his film Modern Times, Hitler, Michael Jackson, a member of the Ku Klux-Klan, Andy Warhol, Banksy, the famous statue of Christ the Redeemer, the shark from the film Jaws, Gollum from Lord of the Rings and a recreation of a scene from an Ingmar Bergman film showing a medieval knight playing chess with Death.

The artists have also recreated several landscapes including New York City, the gateway for immigrants and a

financial centre, the Leaning Tower of Pisa with its weak foundation, the fair-ytale castle at Disneyland, and primitive Inca huts.

Some of the portions are inspired by fa-mous paintings such as Tiziano's Adam and Eve and The Kiss by Brancusi.

There are also references to Indian, Jap anese and South American mythology and to the weird aquatic life seen on the South American coastline after the tsunami i

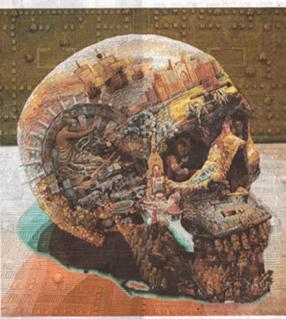
The background in all the skull pieces is based on Pacmon, the popular computer game released in the 1980s.

"This was the first ever computer game, and we feel that these Pacman characters who are trying to devour each other are ant symbols of modern society and the modern technology is shaping our

Mondongo will run at Art Sawa, DIFC,







Skull, plastilina on wood, 2011-2012; This piece highlights the materialistic aspect of our society and the problems arising from our mindless pursuit of wealth through references to historical events, comics, art, films, political ideology, pop culture and mythology. It traces the origins of our materialistic attitude in the past connecting it with the way things are today. Medieval ships, the Mayan calendar, the Sphinx in Egypt, the legend of Atlantis and traditional South American masks are some of the references to the past. Dubai's Atlantis hotel, the fluctuating market index, art auctions, film and comic characters link the narrative with the present. The wheel of life turned by "Time" reinforces the link between past and present asking us to pause and learn from our history.