

Slot machine by Aldo Giannotti

To involve other artists in his work is a practice Aldo Giannotti has used before.

New game rules, new questions and medias but the same need to test out how permeable the boundaries between him and the others are. The other turns into a mirror to look at himself in all the possible ways. In his latest work, the interactive video installation *Slot machine*, the artist faces the classical portrait tradition: rethinking both, the selection's criteria of the subjects and their final representation, Giannotti lets his work be affected by different external inputs. Different artists (among them Giannotti himself), have been invited since the beginning of the process, and asked to embody and to perform their own, visionary self-portraits. Found objects, personal dresses and specially created accessories turned into childlike armours for these portrayed archetypes - figures that keep both a sculptural and performative appearance in their final photographic and video presentation. Giannotti, in this way, starts his personal collection of fantasy superheroes. A collection of images, further on manipulated by a software in the last stage of the process. In that way the artist loses the control over the final result of the work, which is an unforeseen consequence of a very defined working method.

The *Slot machine* is a "videogame" for viewers/players, winning random video portraits generated through a multilayered action directed by the artist. A contemporary iconography challenging the idea of representation and questioning the relationship between the author and his subject.

In this work the artist acts as a skilled DJ, combining bodies and movements, the self and the other. Mixing up and multiplying identities, he gives birth to a never-ending circus of uncanny monsters and anti-vitruvian men.

text by Emanuele Guidi