

HANDSMATTER



GUIDO DETTONI'S CREATIVE PROCESS

The direct encounter between hands and the matter he shapes, often blindfolded characterizes his work. Hands see and eyes touch until "discovering" the final shape aimed to reach everybody's hands.

The original hand held shape is further enlarged, so that what we are containing might in its turn contain us.



HANDSMATTER

HANDSMATTER is the name of the collective creative process conceived and defined by Guido Dettoni beginning in the early 1970's.

This process is originated by his way of working. Previous workshops demonstrate it is a collective creation method which is an artistic practice open to people of all ages, cultures and psychophysical conditions

THE COLLECTIVE PROCESS

The collective process is initiated in workshops where the encounter between hands and malleable matter (wax, clay or other) takes place.

The shaping happens with blindfolded eyes while perceiving previously selected stimuli (i.e. reading of a story, listening to music, smelling a fragrance, tasting edible elements and even surrounding participants in silence). These stimuli specifically address the senses and/or the intellect, awakening memories and emotions of participants..



Avoiding every intention to 'model something', the hands move within the matter. When the stimuli finish, the hands stop their movements and the shape does appear and witness, both memories and emotions. Shapes are the initial artistic outcome and are immersed in water.

INTERPRETIONS / IMAGES

In the next step, digital pictures of one or more chosen points of view of each shape are taken and afterward are composed on the computer screen aiming to illustrate and represent the previously selected stimuli.

For this purpose, Dettoni has created specific computer software. The resulting pictures are the final artistic outcome of each participant and of the collective workshop which can be printed on paper or canvas.



There is a composition process that may also happen with the shapes now digitalized in 3D. The composition/assemblage in 3D on the computer screen has the same aim as the prior one, but the artistic result will be a digital shape/sculpture which could be reproduced volumetrically through solid printing or numerical control.



HANDESMATTER is a working methodology which includes the didactic assistance of monitors trained by Guido Dettoni. Initial workshops begin this training process and monitors have typically originated from the collective itself as part of the team-work process, learning the method for future workshops by having a first hand experience in the initial workshop as co-author of their workshop's final artistic outcome.

Guido Dettoni has himself utilized this process as "another means and manner" to "discover" and to reach his own artistic outcome, in extension to or inspired by these collective expressions > <http://www.nesher.org/handmatter2.php>

The **HANDESMATTER** process may go further: the end picture or the shape/sculpture might be shown to others outside the process without any explanation whatsoever to receive their own verbal interpretation. All different interpretations will then be mixed and composed inspiring new stories, poetry, songs and even rewriting of the original myths and legends. This greater community participation constituting further intellectual stimuli for other workshops of **HANDESMATTER** can be started an ongoing international community dialog using the process which could go indefinitely with new interpretations...> creative stimuli > shapes > interpretations > creative stimuli > shapes > interpretations >...

HANDESMATTER -combining concretion and virtual- is a creative and pedagogical practice containing other functions which go beyond the aesthetics to include ethics, psychology, therapy and spirituality. Its guided process of individual expression in an I-Thou-Us communal meditation generates: cooperation and team work, frees concealed emotions and memories, adds to connections between self and communities and awareness that parts constitute the whole...

