



Galerie MINIMASTERPIECE
PRESS KIT

SÈVRES

NICOLAS BUFFE
Shoot'em up

September 20 to October 31, 2019

Opening night Thursday September 19, 6 to 8 PM



Shoot'em up, necklace, Sèvres porcelain, black enamel, 18k yellow gold, green onyx and pink quartzite, edition of 10 + 2 AP 2019 © Yann Delacour

**THIS EDITION IS MADE BY GALERIE MINIMASTERPIECE
IN COLLABORATION WITH THE MANUFACTURE DE SÈVRES**



Nicolas Buffe

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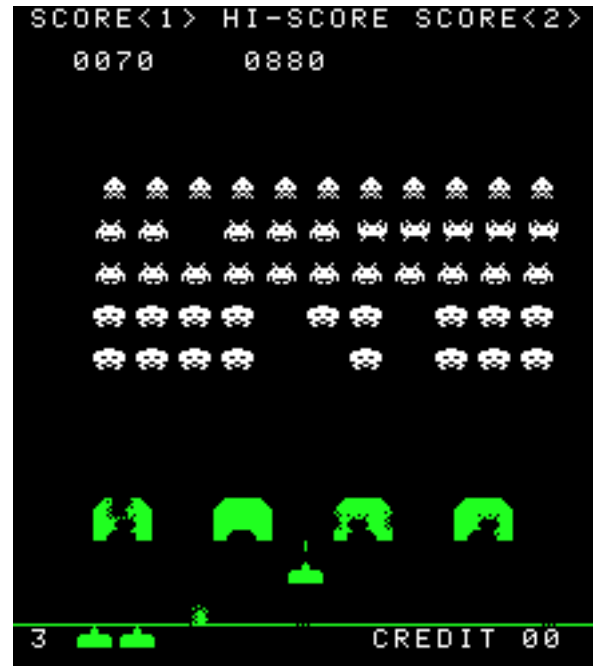
Nicolas Buffe, a French artist based in Tokyo, is the creator behind a multifaceted, interdisciplinary world combining erudite and popular culture.

Born in 1978, he belongs to a generation naturally marked by Japanese culture, developing from childhood a passion for cartoons, manga and video games. These references were supplemented throughout the course of his studies by classic works of the Middle Ages and the Renaissance, such as *The Romance of the Rose* and *The Dream of Poliphilus*.

This blending of narrative and visual influences is omnipresent in his work, which is based on the humanistic notion of «*serio ludere*» or «*serious play*», and which has been presented in France and internationally through exhibitions and outstanding installations, such as in *La Maison Rouge* (2007, *Le Vestibule*), Tokyo Contemporary art museum (2008), MAD Paris (2010, *Circuit Céramique*), Hara Museum of contemporary art de Tokyo (2014, soloshow), Théâtre du Châtelet - Paris and Nijō Castle - Kyoto (*Nuit Blanche* 2016), French May at Hong Kong City Hall, and K11 Hong Kong (2017 soloshows), *Sèvres : 300 Creative years* (2017-2018, Suntory Museum - Tokyo and Osaka, Hagi, Shizuoka). *Roppongi Art Night* (2018, Tokyo) and *Magiques Licornes* at Musée de Cluny - Paris (2018-19), as well as prestigious and varied collaborative projects (*Hermès*, *Comme des Garçons*, *Maison Pierre Hermé*, *Sèvres*, *Mitsukoshi-Isetan*, *Craft Limoges*, *N2*, *Hankyu*, *Tsutaya*). He is also the winner of the 2010 Aubusson Contemporary Tapestry Award. He ventured into the opera at the invitation of Jean-Luc Choplin and was commissioned twice for the Théâtre du Châtelet to handle scenography, costume design and visual conception for Haydn's *Orlando Paladino* (Best Scenic Design of the year 2012) and Mozart's *Il Re Pastore* (2015). He designed the stage curtain of the Seine Musicale on the theme of *Orpheus* (2017).

Most recently, in 2018, he designed one of the five facades of the the Museum Garage in Miami's Design District (project curated by Terence Riley, with WORKac; J. Mayer H.; Clavel Arquitectos; K/R; 11 national and international awards), while over the winter of 2018-2019, he set up a monumental installation inside Ginza Six in Tokyo. His first collaboration with Sèvres dates back to 2016, when he was invited to participate in an exceptional firing in of the largest wood-fired kiln dating from the 19th century.

SHOOT'EM UP : THE JEWELS



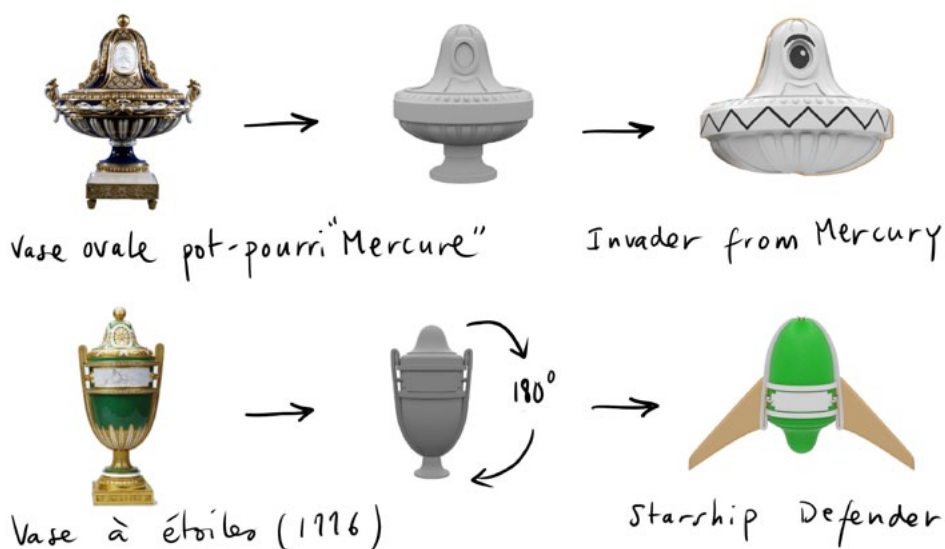
Left : Shoot'em up, porcelain and black enamel, plaster mould - Manufacture de Sèvres, photo : Yann Delacour
Right : Screenshot from «Space Invaders (1978)» video- © Yann Delacour

The concept behind this jewel comes from the combination of two worlds that at first might seem to be in opposition. On the one hand, there is the Manufacture de Sèvres, emblem of the prestigious history of French porcelain since the 18th century, also embodying a certain notion of refinement and fragility. On the other hand, there is Shoot'em up, which as the name suggests, is a frantic action video game in which the aim is to eliminate ever more enemies from outer space appearing on the screen.



Space Defender mould, black and green enameld Sèvres porcelain, Manufacture de Sèvres, © Yann Delacour

Nicolas Buffe spent long years studying the historical collections in the storerooms of the Manufacture de Sèvres. With their elaborate curves and evocative names, some vases made him think of futuristic spaceships like those he had seen in many video games since his childhood. With a touch of irony, he took pleasure in tracing the links between the origins of French porcelain and those of video games. Each of these is a history that Nicolas Buffe loves, and both in their own ways have universal significance.



Thus, Buffe transformed the Mercury potpourri Vase into an «Invader from Mercury» and the Star Vase of 1776 into the «Starship Defender». As for the laser beams crossing between these vessels, the parallel with the luminosity and brightness of the stones could not have been bettered. The sophistication of Sèvres biscuits is echoed in the miniature animated vessels on the screen of an arcade terminal.



Earrings, two versions : green enameled Sèvres porcelain and green onyx and black enameled Sèvres porcelain and pink quartzite, 18k yellow gold, edition of 15 + 2AP -

SÈVRES MANUFACTURE ET NATIONAL MUSEUM: Heritage and creation



© Yann Delacour

Sèvres is a veritable shrine of heritage and exceptional creation. This public establishment, located between Paris and Versailles, brings together the prestigious Sèvres Porcelain Manufactory, in activity since the eighteenth century, and the National Ceramic Museum, inaugurated in the following century. The Manufacture nationale de Sèvres invites artists and international designers to participate in a creative residency. The resulting works are subsequently exhibited at the Sèvres gallery in Paris. The works of Sèvres are admired and collected all over the world.

The Museum, which covers all types of ceramics, is an invaluable source of inspiration not only for the 120 craftsmen of Sèvres, but also for creators, collectors and art lovers. Of the 50,000 works conserved, around 5,000 were made at the manufactory from the 18th century to the present day.



LA GALERIE MINIMASTERPIECE

The MiniMASTERPIECE Gallery – created in the Spring of 2012 by Esther de Beucé – is the first Parisian gallery exclusively dedicated to the edition and sale of jewellery by contemporary visual artists and designers. Art jewellery, in the same way as a painting or sculpture, is a work of art. Born of the same creative process, it possesses the same force, poetry, provocation and sometimes humour. They differ only in their destination.

The aim of the gallery is to invite renowned contemporary artists and designers to come up with new and exclusive jewellery projects. Those who have so far worked directly with the gallery include the artists **Jean-Luc Moulène, François Morellet, Pierrette Bloch, Lee Ufan, Barthélémy Toguo, Claude Lévêque, Vera Molnar, Carlos Cruz-Diez, Phillip King, Françoise Pérovitch, Miguel Chevalier, Pablo Reinoso, Sophia Vari, Andres Serrano,** and designers **Christian Ghion, Pierre Charpin, Constance Guisset, François Azambourg, Nestor Perkal, Cédric Ragot, Aki et Arnaud Cooren, Frédéric Ruyant, Pierre Gonalons et David Dubois.**

Yann Delacour, artist, sculptor and photographer, has created the visual identity of the MiniMasterpiece Gallery. He designs and creates all the scenographic layouts at the gallery and at art shows (Design Basel, Art Paris, PAD Paris, Collective Design NY ...)

For the «Shoot'em up» show, Yann Delacour will design a new scenography in the gallery's showcase.