

# Carlo Zappella Selected Works



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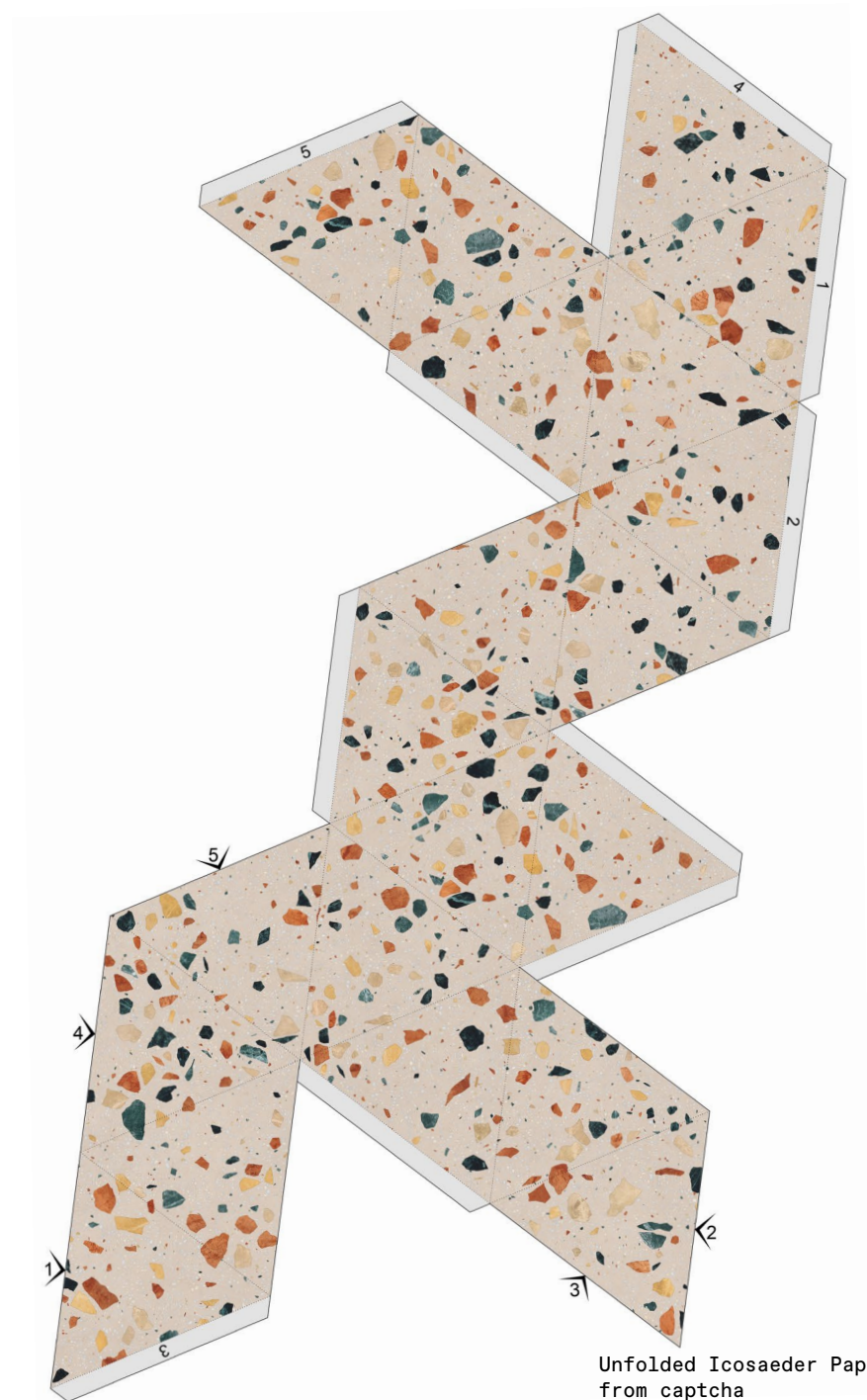
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Unfolded Icosaeder Paper Sculpture  
from captcha

**Carlo Zappella's interdisciplinary work includes large format photography, 3D rendering, and sculpture. Through exploration of human behavior, with humor, he delves into the motives behind our actions. His projects often focus on the artistic process, from impulse to creation, investigating how and why we make art. Collaboration plays an integral part in his working process.**

# captcha

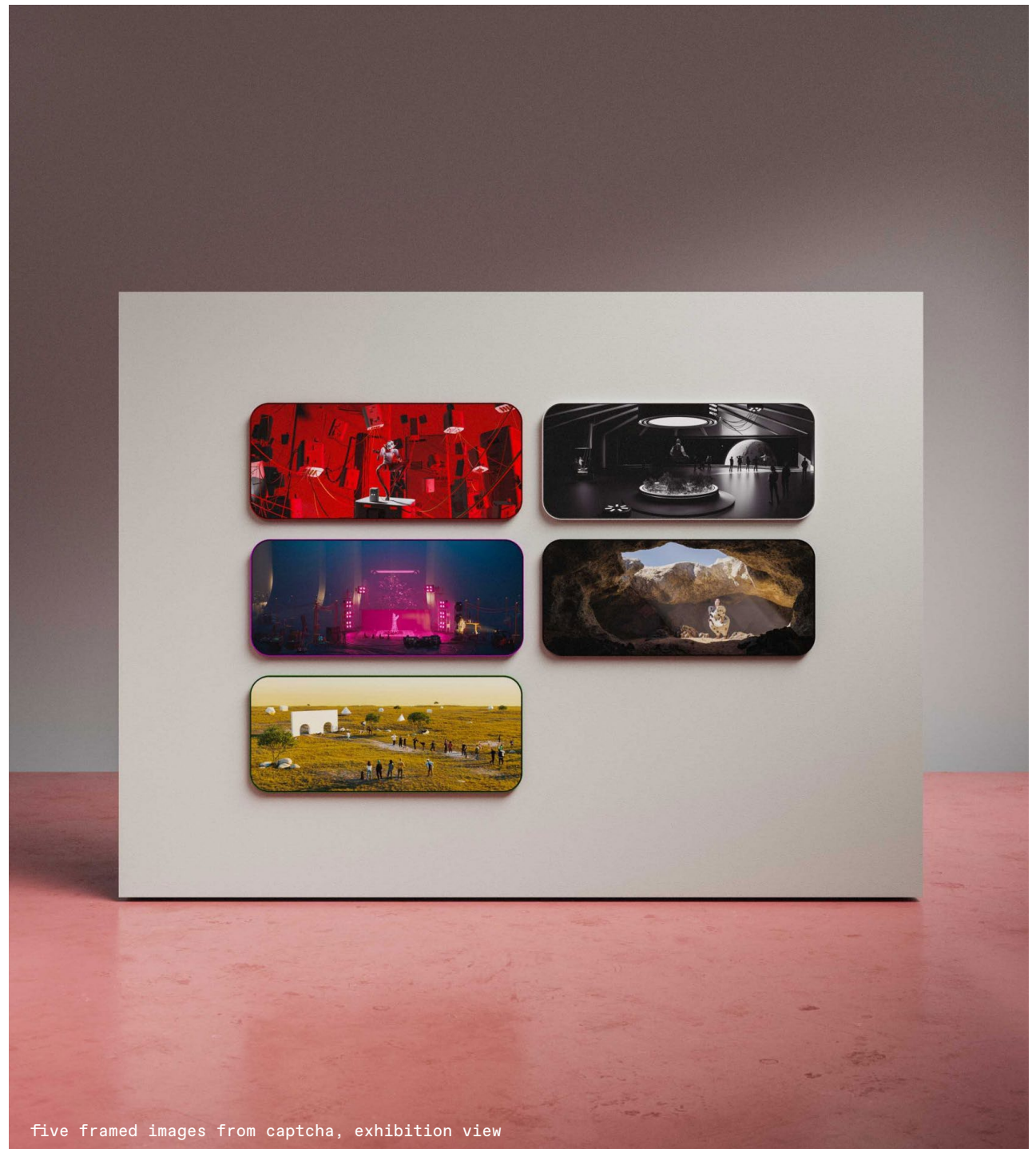
completely automated public turing test to tell computers and humans apart

transdisciplinary body of work,  
2021-ongoing

Computer Generated Images, framed,  
Virtual Reality, Sculptures, Videogame

*captcha* stellt die Frage ob wir nicht alle schon längst verkabelt sind.

Während wir das Verschwimmen der Grenzen zwischen Realität und Modell beobachten, fordert uns *captcha* auf, über unsere eigene Wahrnehmung nachzudenken und zeigt uns, dass die einst als unveränderlich betrachteten Grenzen formbar und neu interpretierbar sind.



five framed images from captcha, exhibition view





Uncertain Times, 2021  
 inkjet print on Hahnemühle Photo Gloss Baryta  
 60,5 × 140,5 × 5 cm r= 10cm  
 artist frame, aluminium shadow gap, painted  
 18K blender cycles render



Ausschnitte aus Uncertain Times



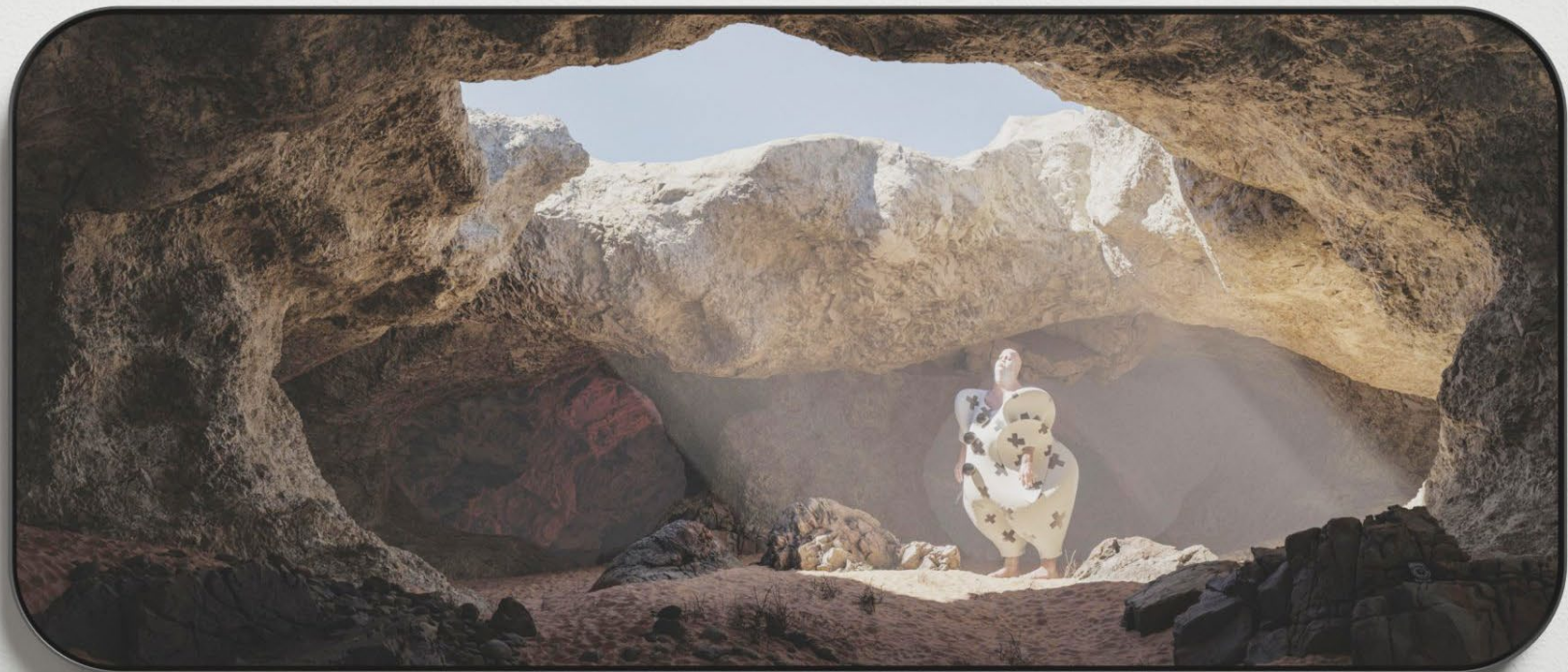


Uncertain Times Behind The Scenes Panorama, 2022  
 digital file, tif / jpg  
 360° Mono/Stereo Photospheres  
 12K Blender Cycles Render  
 2022

Viewable on:  
 Phones with Gyroscope Sensor  
 Computers  
 Google Cardboard







The Clown is Dark, 2021  
 inkjet print on Hahnemühle Photo Gloss Baryta  
 60,5 × 140,5 × 5 cm r=10cm  
 artist's frame, aluminium shadow gap, painted  
 18K blender cycles render



Ausschnitte aus The Clown is Dark



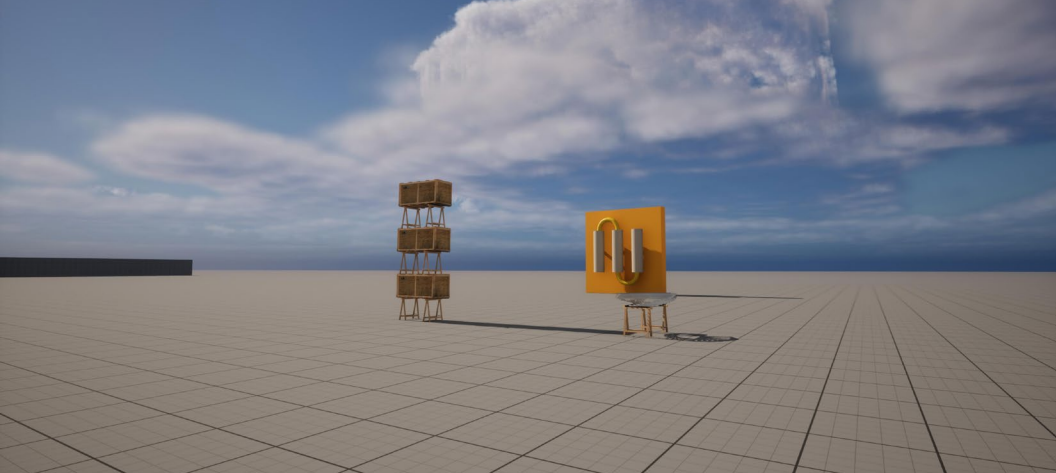


Detail of the artist's frames from *captcha*









In the *captcha videogame*, the viewer is invited to explore the digital sets on which *captcha* was created.

The virtual sets are full of static light equipment and people that were 3D scanned by the artist.



screenshots from video game



captcha videogame

Videogame Executable File  
.exe, .App, .AppImage  
Unreal Engine 5.2

playable with controller  
or with VR Headset

2023-ongoing



# London House

digital pigment print, 2023

150 × 120 cm

*London House* seamlessly merges the digital and physical domains. Through the folding of printed textures from 3D programs, the artwork presents an analog rendition of modeling and texturing. Blurring boundaries, it prompts reflection on the interplay between virtual and tangible worlds.









# Suddenly This Balance

collaboration with [Peter Walde](#)

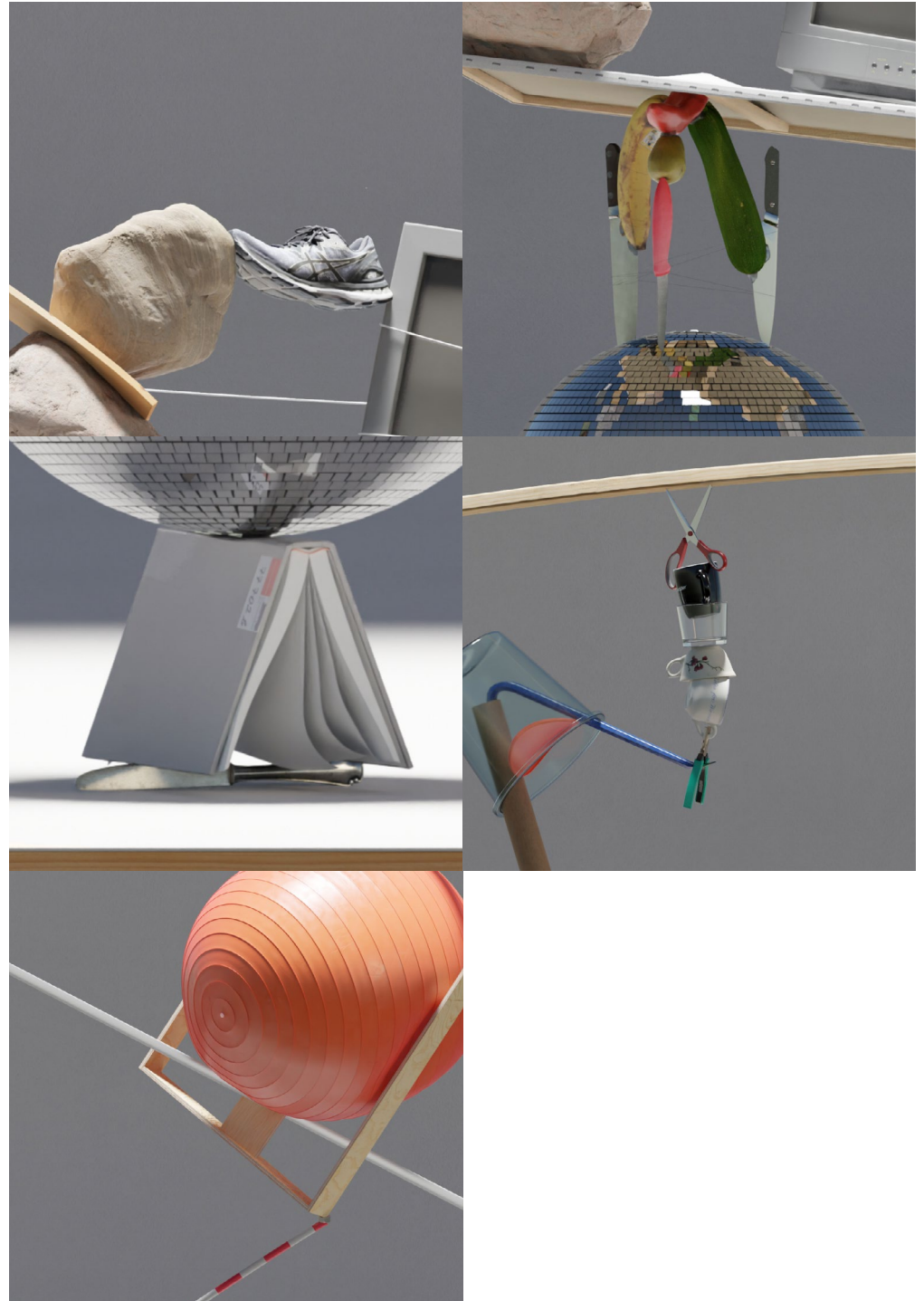
digital pigment print, 2023  
Computer Generated Image,  
20k Blender Cycles X Render

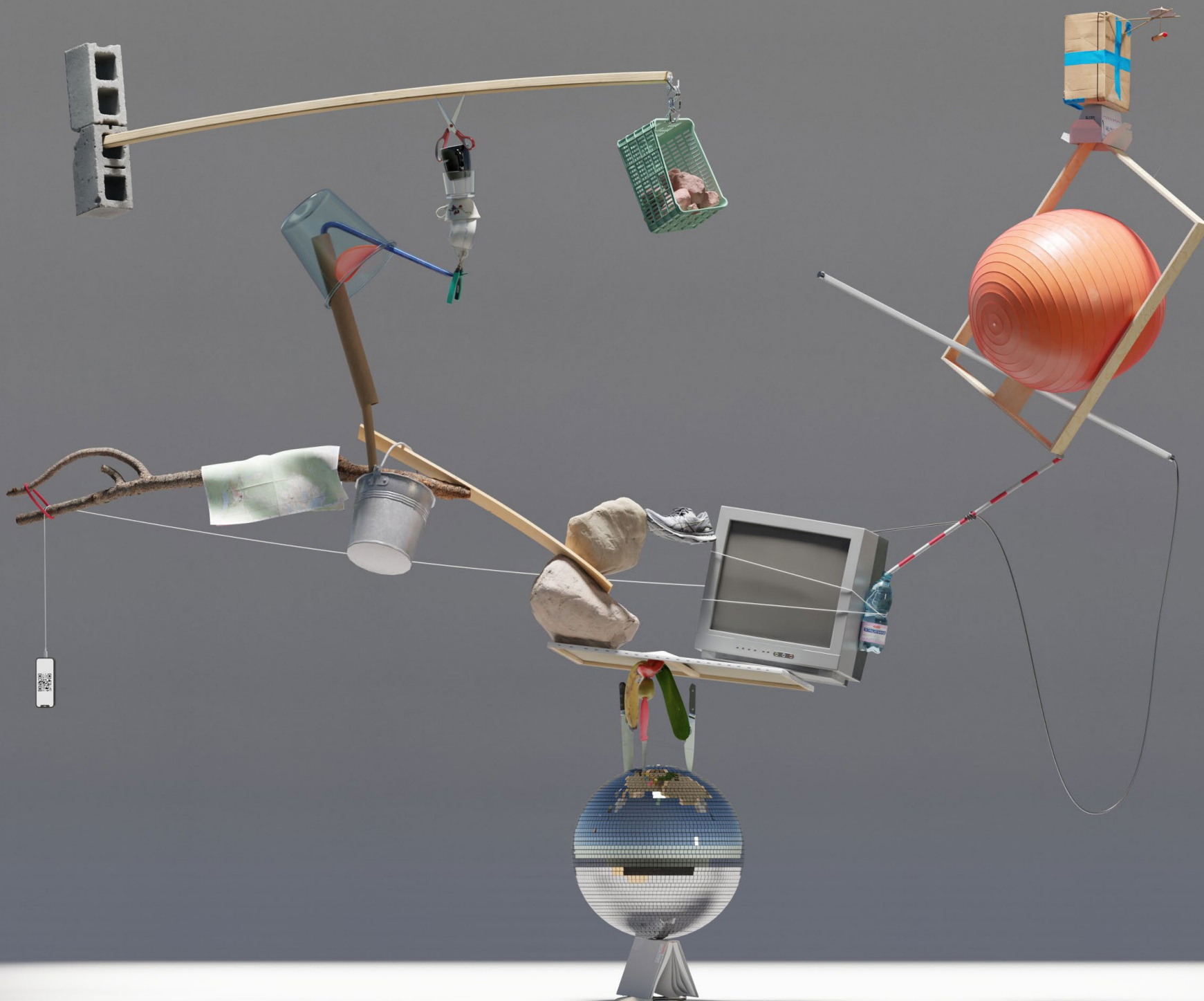
grey aluminium frame,  
80 × 100 cm

Unstable systems rely on each other and  
are artificially stabilized.

The image appears like a finely crafted  
studio photograph, where every detail  
seems perfectly arranged.

However, upon closer inspection, it be-  
comes clear that something is “off”. Some  
of the objects not only appear fake, but  
are also obviously placed in an unstable  
manner, as if they could collapse at any  
moment.







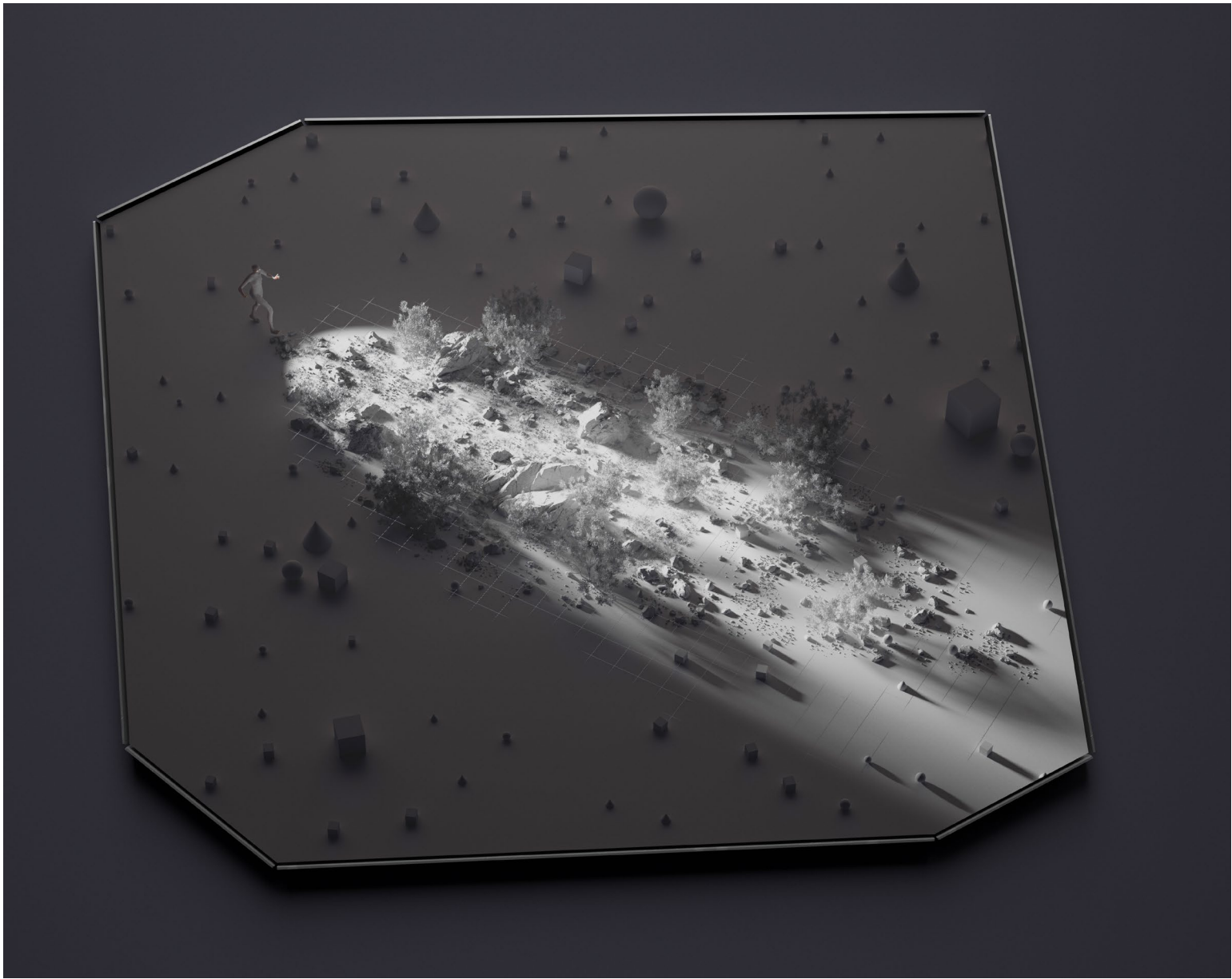
# Metaverse!



digital pigment prints, 2022 - ongoing  
Computer Generated Image,  
Blender Cycles X Render

artist frames  
laser-cut and bent sheet metal frames

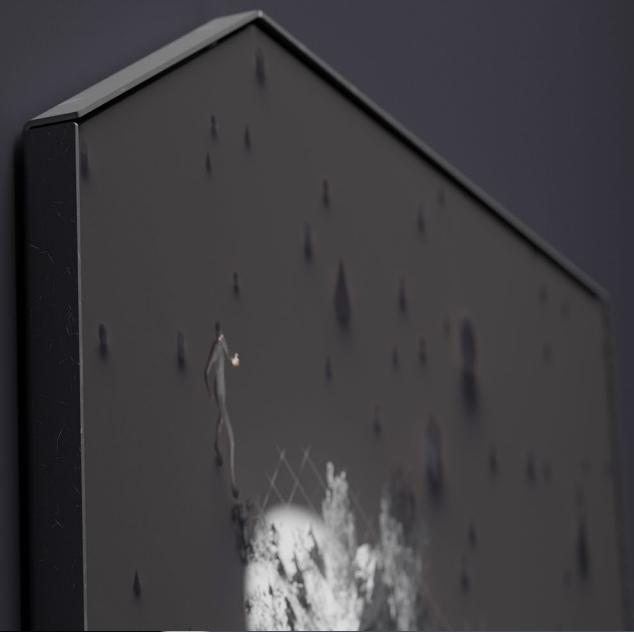
In *Metaverse!* a group of humanoid characters find themselves in a cold and simplified world. They do not know why they are there and want to leave.



Perception, 2022  
digital pigment print  
artists's frame - bent sheet metal

85 × 115 cm







Bench Sitters, 2022  
digital pigment print  
artist frame - bent sheet metal

65 × 150 cm





The Scream, 2022  
digital pigment print  
artist frame - bent sheet metal

40 x 60 cm

# Tiny Art Run

interactive group exhibition  
hosted and curated by Carlo Zappella

*Tiny Art Run* is an interactive group exhibition.

Visitors are invited to drive remote-controlled art transport boxes on a 1:10 scale track. The track features multiple sections that have been designed by students from various departments of die Angewandte.

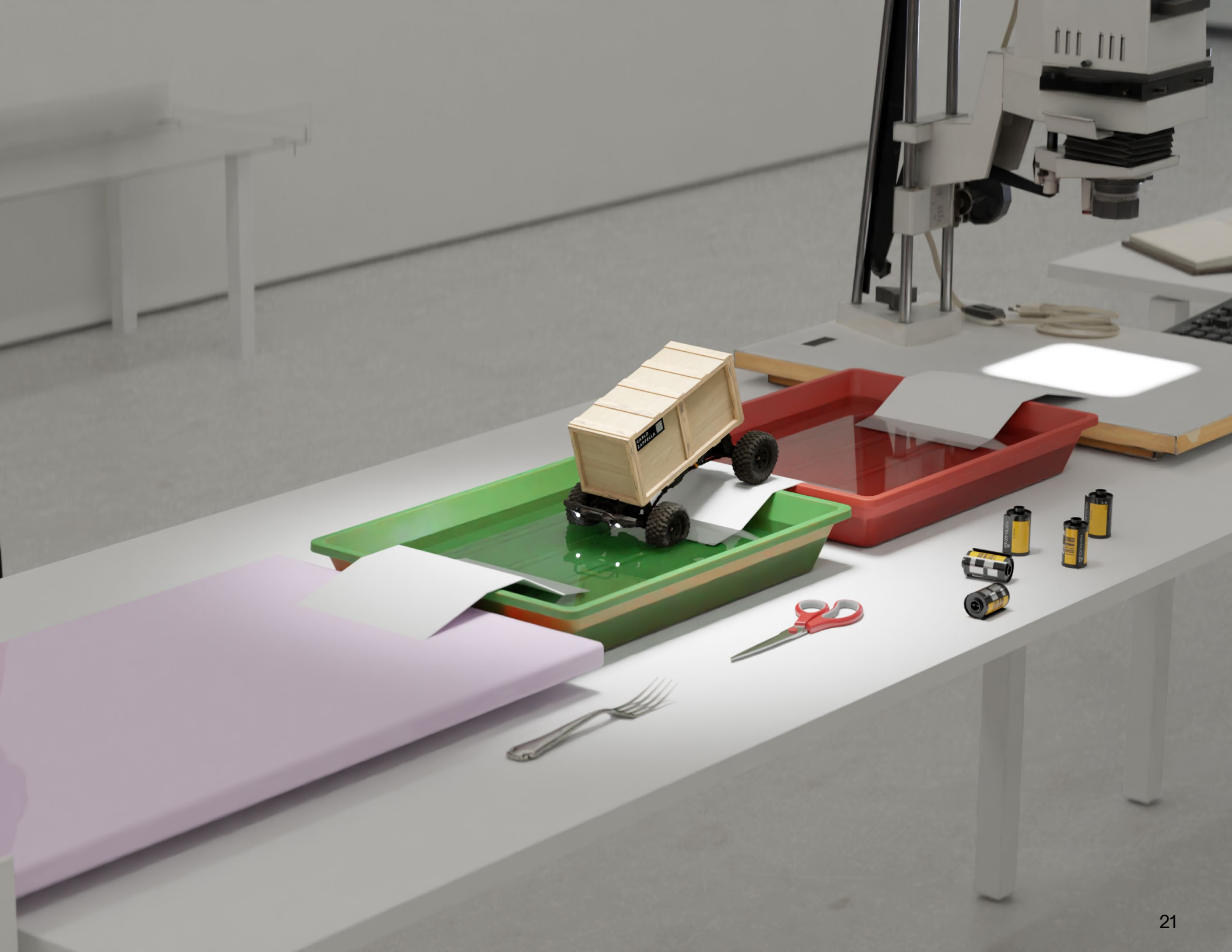
The exhibition takes visitors on a journey from “the initial spark of inspiration that led them to pursue art”, to the prestigious “Tiny Art Basel”.

In addition to the race, visitors can customize their art transport boxes with personalized lettering and unique designs.

On their journey through this artistic landscape, visitors encounter all sorts of obstacles that will put their skills to the test.











# Memories of Machines

transdisciplinary body of work

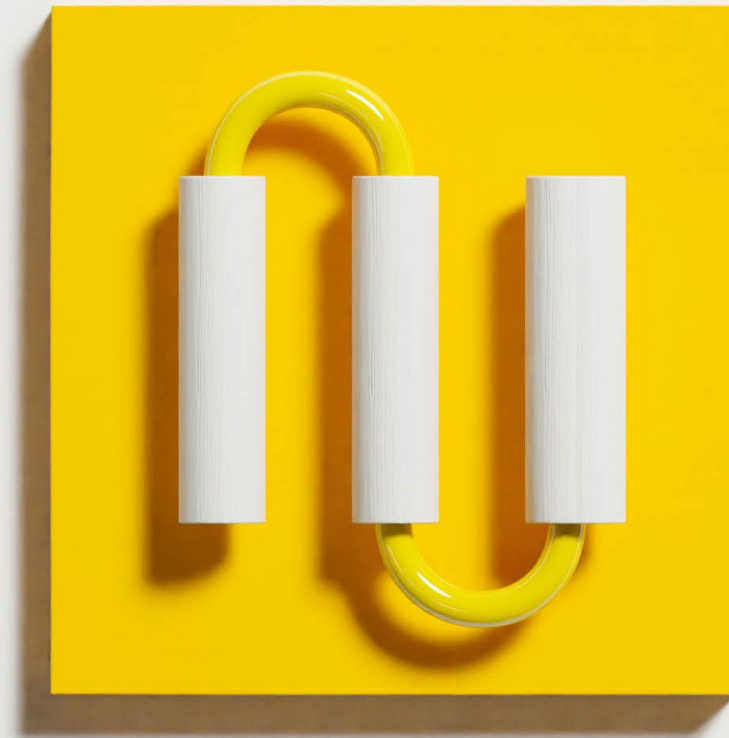
sculpture, CGI, large format prints

artist frames

laser-cut and bent sheet metal frames

*Memories of Machines* invites us to contemplate the gradual loss of our understanding of technology. Quirky sculptures, resembling ancient artifacts but clearly inspired by computers and high-tech devices, take center stage. Resting on museum pedestals, they evoke a sense of curiosity and nostalgia. The gallery walls display prints depicting these sculptures in their imagined fully assembled states.





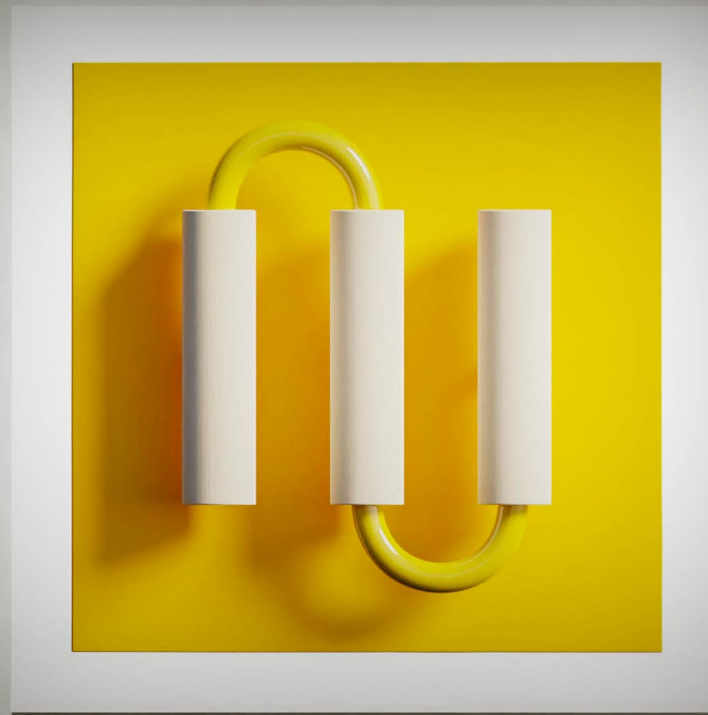
Triple A, 2022  
sculpture, wood and cables

16 × 16 × 5 cm





6 poly, 2023  
sheet metal sculpture  
55 x 50 x 3 cm



Triple A Big Print, 2023  
digital pigment print  
150 x 150 cm

# Curriculum Vitae

**Carlo Zappella, 1995**  
Born in Vienna, Austria  
Lives and works in Vienna,  
Austria

Currently studying Fine Art  
Photography (Klasse Gabriele  
Rothemann) at the University of  
Applied Arts, Vienna

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## Selected Exhibitions

### SOLO

2018 Biosphere, Improper Walls, Vienna  
2020 Wayside, Oxymoron Galerie, Vienna  
2021 captcha, KAH Kitchen, Vienna  
2023 The Lying Lens, Eikon Schauraum, MQ  
2023 captcha, Kollektiv Kaorle

### GROUP, FAIRS

2019 Parallel Vienna  
2019 Farewell, you beloved piece of Art, Galerie Rudolf Leeb  
2020 SIAF - art fair, Salzburg  
2021 Parallel Editions

### GROUP, UNIVERSITY

2020 Asphalt Gallery, in Trucks all over Vienna  
2021 Delay, Zacherlfabrik, Vienna  
2022 Stones in a Glass House, Foto Wien, Vienna  
2022 Angewandte Festival  
2023 Better Together, Angewandte Festival  
2023 Photo Book Festival, Foto Wien

## Talks

2022 Talk at the Blender Conference (BCON 22) "Planning Artworks and Exhibitions" - [Youtube Link](#)

## Short Films

2014 Road ([vimeo link](#)) 5 min  
2019 Nächtliches Gespräch mit einem verachteten Menschen 30 min

## Selected Press

2023 Eikon #144, p.54-55 ARTS & STUDIES,  
Peter Walde & Carlo Zappella  
written by Katharina Manojlovic

## Other Projects

2023 Tiny Art Run  
interactive group exhibition curated by Carlo Zappella  
2023 started an offspace with 3 friends  
dito - artist run space - [LINK](#)

