

## Pino Gengo

### BIO

Pino Gengo

06-03-1969

I live and work in Italy

web site: [www.gengocreations.com](http://www.gengocreations.com)

<http://vimeo.com/95478418/>

emai: [pino@gengocreations.com](mailto:pino@gengocreations.com)

### STATEMENT:

In my creative process, when I portray a subject, I try to isolate my feelings, my memories, my impulses,

my experiences, and I try to focus my vision on the whole.

Each detail of part of everything and it cannot be isolated. Everything is important.

Buddhism teaches that we are all interconnected and linked to each other like in a network.

We interact on the basis of that, and each thing is linked to another and cannot exist outside of that relationship.

This principle has inspired my project which I called MIND, heart and mind, an intuition, a clear vision of things to convey. My main goal is to express the fact that everything around me is still.

It may seem like a contradiction to portray this movement with flat colors and defining lines, but this dynamic energy that nourishes our being is visible, and different at each moment.

The spiritual path to this quest is the basis for everything, it is the starting point of my experience which I like to convey. The subjects and the themes are always inherent to my everyday life, even if hardly recognizable at first glance.

### Exhibition and digital Projects

2014 Duo Exhibition, at Joachim Rong Galerie, Berlin (DE) (UPCOMING)

#### Home Studio in Rome:

2014 Matte Painter for Palantir Digital Visual Effects (IT)

2014 Texture Artist, Texture Concept design at Goati Outsourcing (AU)

2013 Texture Artist,Texture cd, Sand Ground cd for Dosch Design (DE)

2013 Matte Painter, Italpinas ITPI Visual Architecture (PI)

2013 Texture Artist,Texture Concept design for Crytek Warface game. Part 2 (DE)

2012 Texture Artist,Texture cd, Road Surface cd for Dosch Design (DE)

2012 Matte Painter, Italpinas ITPI Visual Architecture (PI)

2012 Matte Painter, short film, "The Exile" - Promotional Trailer (INT)

2012 Texture Artist,Texture cd, Wood Floor cd for Dosch Design (DE)

2012 Texture Artist,Texture cd, Ground Surface cd for Dosch Design (DE)

2012 Texture Artist,Texture cd, Cliff & Rock Walls cd for Dosch Design (DE)

2011 Texture Artist,Texture Concept design for Crytek Warface game. Part 1(DE)

2010 Texture Artist,Texture cd,Old Wood cd for Dosch Design (DE)

2010 Texture Artist,for Crytek Codename Kingdoms-Ryse game. Part 2 (DE)

2009 Texture Artist,for Crytek Codename Kingdoms-Ryse game. Part 1 (DE)

2009 Texture Artist,Texture cd, Sci-Fi cd for Dosch Design (DE)

2009 Texture Artist, Texture Library for Crytek, Crysis 2 game. (DE)

2009 Matte painter, Zerofractal,Visual Architecture, (CA)

2009 Matte Painter & Texture Aritist, Frame by Frame, Spot Tv (IT)

2008 Texture Artist, Texture Concept design for Crytek. Crysis Warhead (DE)

2007 Texture Artist, Texture Concept design for Crytek. Crysis (DE)

2004 Texture Artist, Texture Concept design for Crytek. Crysis (DE)

2003 Texture Artist, Texture Concept design for Crytek. Far Cry (DE) In House

2001 Texture Artist, Texture Concept design for Crytek. Far Cry (DE) In House.

2001 Texture Artist, Texture Concept design for Digital Extremis (CA)

1997 Solo Exhibition at " Il Locale" Piazza Navona,Rome "Five Perspectives on Colour" (IT)

1990 Solo Exhibition at " The Saints" Nightclub, Rome , The Red Room, Testaccio (IT)

1990 Group Exhibition at Hotel Ergife Sala Congressi. Rome "La Nuit Appelle L'Aurope" (IT)