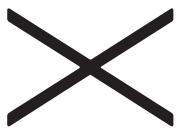


SNAFU

Artist Collective's Artbook #1



Dedicated to the community that supports us and to the artists that followed us in this amazing adventure.



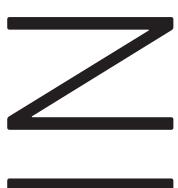
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Preface

In 1950 the mathematician Ben Laposky realized an oscillogram and inserted in his processor a mathematical function, obtaining a basis for a graphical projection, then with an oscilloscope he varied the wavelength of the light rays emitted by the cathode ray tube creating distortions. Digital art was born.

Some time later, in 1985, the father of pop art Andy Warhol, during the presentation of the Amiga 1000 Commodore, the first multi-media PC, created a work starting from a black and white photo of Blondie singer Debbie Harry. It is the first recognized work of art made with a computer.

Time has passed since then, but digital art has not stopped evolving and with the progress of technology, it has expanded its horizons and its possibilities. In spite of these advancements, this artistic language has remained linked to the world of advertising and graphics for a long time, without receiving the attention it deserves and it has been regarded as a minor art, relegated to little more than a pastime for its exponents.

Yet the possibilities for digital artists are almost endless. Apart from 2D works with graphic tablets, which are essential today, the means and tools now available are so many: photography, 3D graphics, CGI, VR, music and more. All this bring creativity and imagination to a new level. No longer constrained to the limited space of the canvas and sculpture material, the work can literally explode in mammoth works of the size of just a few megabytes.

Thank God, the network and the world of Cryptocurrencies have come to the rescue of digital artists and in the last year, the attention towards this type of art has risen to new levels. So much so that during an auction the work "Everyday: the first 5000 days" by the artist Beeple was sold for \$ 69 million, a figure never seen before, which testifies to the growth of interest in this language. Now everyone is talking about it, and from all over the world thousands of artists have poured into the network to showcase their creations.

A cybernetic golden age has just begun, the doors of mnemonic perception have opened wide to all those who feel brave enough to cross them... will you be one of them?

THE
COLLECTIVE

The code that becomes art.

SNAFU collective was born from the primordial need of the members to express their emotions through the artistic languages. We were islands adrift, but we started to build bridges to communicate our passions and shout out to the world that beauty will save it from squalor.

The beating of our hearts marks a new time, an era that needs new spaces and new infinite horizons; we will no longer be relegated to the margins of a society that has lost the taste for beauty and wonder.

We want to throw ourselves to the conquest of these new worlds and then share them with the whole of humanity, because we are inclusive not exclusive.

We want to show the wonders of the digital firmament even to the most analogical of beings, without forgetting the beauty that nature gives us because we can see, we are not blind.

We want to take back our future, which today seems only a mirage, less and less real and more and more nebulous. We are tightrope walkers suspended on a thread of uncertainties teetering on a stormy sea, but we face danger with all our passion because we are brave and not cowards.

We want a brave new world that keeps up with our dreams and ambitions because we are the change we would like to see in the world.

We are cyberpunks, graphic designers, painters, programmers, photographers, musicians, art lovers trying to give their point of view of what is and can be conceived as art in an era where everything is digital and immaterial.

Since Art is tied to its historical period, like every other artistic movement of the past (Pop art, Abstractism, Performance art, etc.) the SNAFU Collective wants to pursue its own goal of creating a new form of self-sustenance for young underground artists all around the globe. We are engaged in exploring and experimenting this new way of conceiving art, testing its limits and finding an answer to the question of what can really be considered art in the historical moment we live in.

We navigate in the digital ocean in a stubborn and contrary direction, because we are pirates and we want to take everything we deserve.

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The order coming from chaos.

Our first collection was an immense joy for us, what looked like a chorus of dissonant voices turned out to be an extremely delicate harmony that plucks all the strings of the human soul.

You can feel the influence of the pandemic and lockdown in many of the works, in which solitude and the search for immense spaces are a constant. The artists have literally opened fire against the despairing monotony of these days. A sacred fire pervaded everyone, putting an end to a lethargy that lasted too long. All media and tools were used to widen the field of artistic action and to try to touch all the possible shades of the soul.

Beyond these melancholy notes, the works also transmit hope and an unprecedented strength; they seem to want to shout to the world that the time of meadows and barefoot races is coming back. Cities will once again become rivers bursting with life and people will reclaim their rightful spaces. It is no coincidence that we released the collection at the same time as the first timid reopening of the world; we wanted to encourage everyone with our warm embrace. Alone our arms were too short, together we managed to tie them and hold the whole world to our chest.

The worst is over, back to life.

Our second collection is an epiphany of gazes, a chorus of images that represent our present.

Thanks to the arrival of new artists we have been able to dig deeper and better analyze the world around us.

The new arrivals are a breath of fresh air, adding art forms such as photography, watercolor and collage to our tools, making our artistic lexicon even richer.

This collection is about the world we are living in, a blade-runner-like city where the sun shines perpetually, making this horizon even more absurd. We address loneliness, daily difficulties, integration and cultural differences, tangible and true narratives of our time, everyone can see themselves in our works, no one excluded.

We are the precarious workers who hope for a stable life, we are the outcasts, mocked and frowned upon, we are the lonely, the misunderstood, the depressed, but we are also the dreamers, the free, the equal, the best of this world.

We invite you to enjoy our works and to imagine with us the world you would like.

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Alessandro

Alessandro Nalli, a.k.a. Nalli.

Born in San Severino Marche on January 23, 1993. Trained clinical psychologist, he moves the first steps in the world of theater, becoming an actor and a theater trainer.

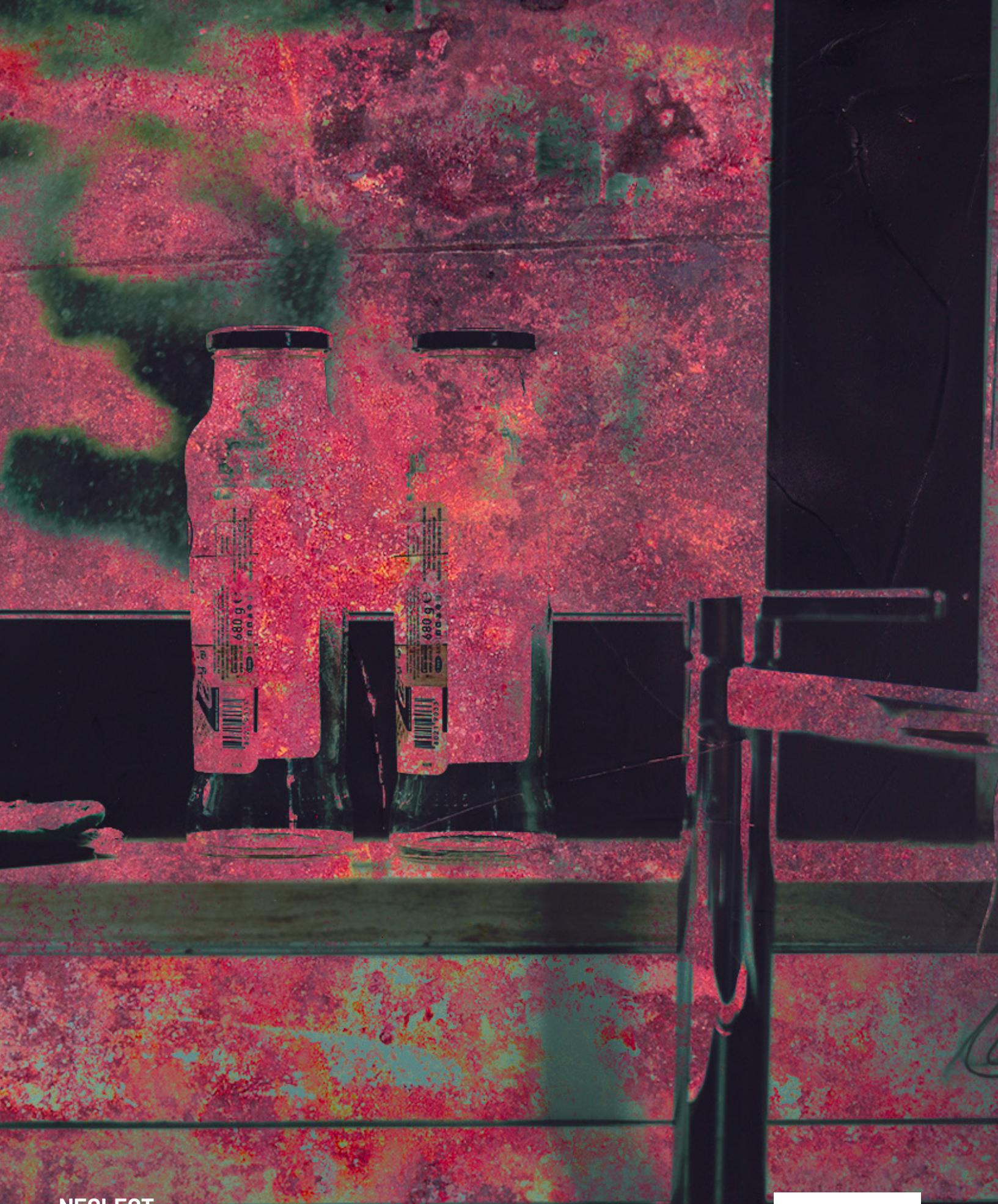
From the wooden boards of the stage, he slowly approaches the lenses and the cameras... new tools capable of evolving his artistic path.

The film and the camera become the instruments of expression and growth that lead him to discover photography, which becomes the perfect language to express all those words that voice alone is incapable of saying, and to tell stories that otherwise would not find an audience.

The Story is the essence of Nalli's art, which draws inspiration from the paintings of Magritte, Chagall, Van Gogh, rock music and cinema.

For some time he has been part of a collective of photographers, with whom he participated in exhibitions and contests with excellent results.





NEGLECT

The most banal piece of furniture turns into a unique dream experience. The border between banal and magical becomes impalpable.



NIGHTMARE

For humans, the night has always been a mixture of fear and fascination. In the deepest darkness, nightmares and astonishment can arise. In the dark, innocence can turn into terror.





NEURON

The forces of nature mix with the magnificence of the universe in this work where light plays a central role. The branches seem to reach the deepest meanders of the firmament, creating a space-time bridge towards new worlds.





BALBÈRO



Born in 1993 in Terni and raised in Amelia, a small Umbrian town hidden among the Amerini Hills, surrounded by countryside and safe from wild anthropization. As a child, he soon began to consume boxes and boxes of markers, but it is only thanks to his mother that he became passionate about oil painting. Watching her paint in the garden with the easel set up and the light illuminating the canvas was probably the beginning of his personal spring. At that moment, the seed of interest in the visual arts was planted; then it germinated and has been cultivated ever since. Balbèro always pursued his passion for drawing and painting in parallel with his studies in agronomy, bearing witness to a resolved dualism between art and the rural world in the heart of the artist.

For this reason, to this date, his "works" in the artistic sector were mainly illustrations for posters of events and underground concerts and a successful collaboration with an old print store in Perugia (Tingo Shop, now closed) during which some illustrations have been used in the creation of T-shirts, sweatshirts and tote bags.

Balbèro's works mainly involve the use of wax and oil pastels, watercolors and oil painting. But digital illustrations are progressively taking more and more space among his works, thanks to the use of overhead projectors and graphic tablets.

To this date, in his everyday life he works for an agri-food company, without neglecting (indeed sometimes strongly desiring) the opportunity to dedicate more time to his passion for drawing and painting.





PUBLIC RELATIONSHIPS

To be bound without knowing it and to be bound without wanting it.

(right)



PIDGEONS AGAINST DESOLATION

The urban dimension in its most extreme synthesis, apparently dead and unused architectural elements are embraced by nature which recaptures the spaces giving them new life.

(next page)









He was born in Perugia in April 1994 where he attended the State Institute Bernardino di Betto, where he graduated brilliantly in 2013. He continued his artistic studies in the same city, at the academy of fine arts Pietro Vannucci where he attended courses in painting, sculpture, foundry, photography, engraving xylography, woodworking and special graphic techniques that gave him a well-rounded training.

In 2017 he graduated in Artistic Planning for Enterprise Design that opened him to digital art. Very attentive and interested in the relationship between art and urban spaces, he continues his studies at the "magistrale" focusing on this aspect, ending his academic career with a specialization in painting and urban anthropology in September 2020.

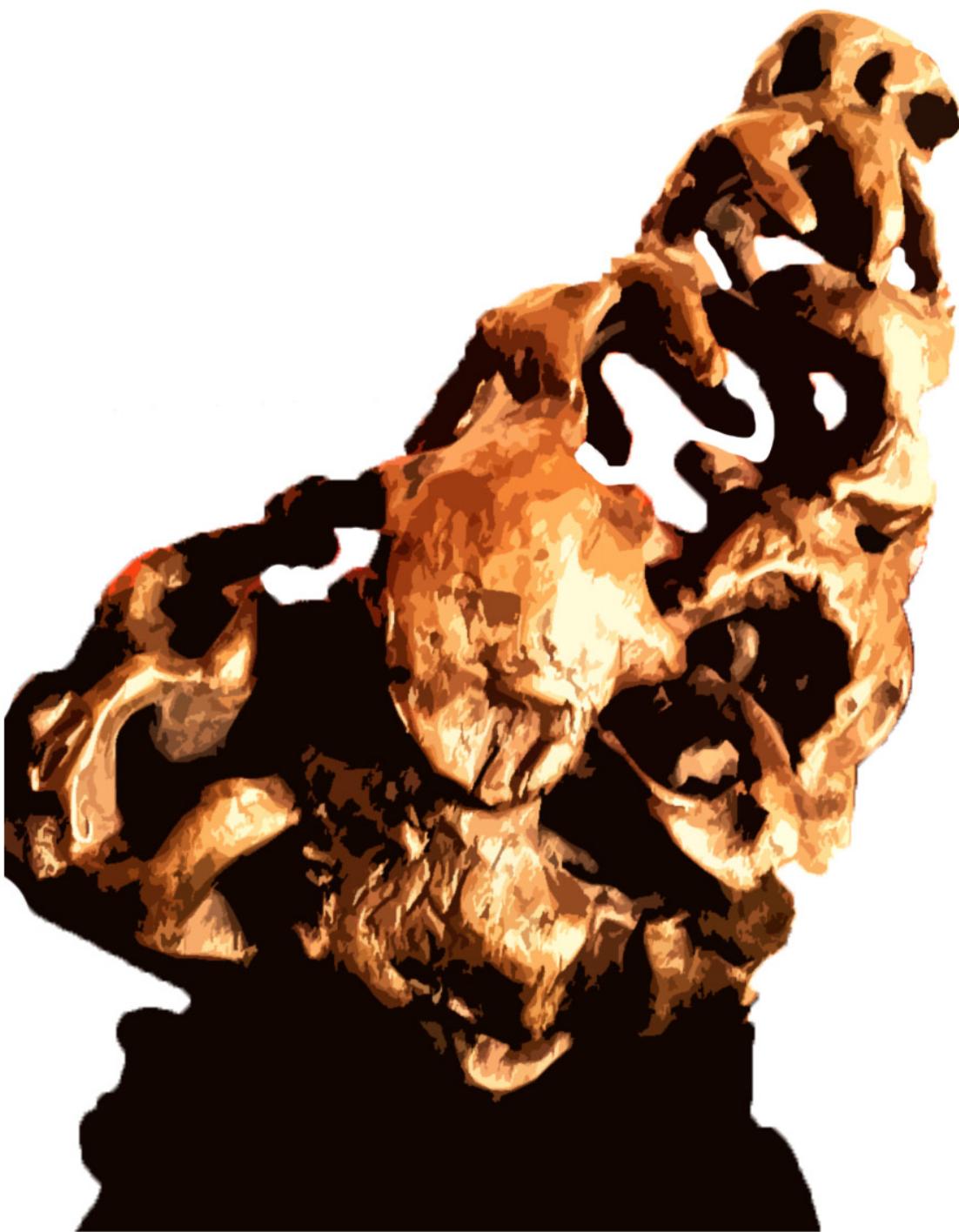
His art develops on these two directions: the never hidden taste for design and graphic production with strong pop influences and a spasmodic research of urban art and its human dimension.

He participates in many local and national exhibitions and competitions with excellent reviews.



ORGY

The most brutal moment of sexual intercourse, an indistinct tangle of limbs and body parts brings us back to the most primitive instincts of our species, reminding us of the evolutionary line from which we come.





LUTSCHER PIRULETA A RAYAS

The strength of the human impulses permeates the artwork. Eros, fear, and joy seem to share the same moment in an infinite loop, bringing the viewer to a state of hybrid and controversial emotion.





Francesco Orn



Born in Sarno in 1992, he has always been passionate about photography, thanks also to a family climate open to art and creativity, his parents being owners of an art gallery.

Since he was a child, he began to approach the photographic medium through the old point and shoot. The classical studies and the university course in the journalistic field direct him to the study of the great photojournalists. This artistic research led him to become a member of the national network "IgersItalia" both as local manager for the province of Salerno (@Igers_salerno) and as regional manager of Campania (@igerscampania).

In his journey within this association, around the region first and then around Italy, he had the pleasure of meeting many important photographers of the national scene that have increased his background of technical and practical knowledge.

The Covid-19 pandemic has been a watershed between street photography and the experimentation of unique and evocative images. The impossibility of living the street and capturing its infinite nuances pushed him to a more intimate and psychological research.

He is also ambassador for the @24hour-project.





LUIGI

Architectures intertwine in complex geometries that give a sense of strong instability, the human figure in the center seems resigned to a possible structural collapse, not only material but also psychological. Cities can swallow and bury the human dimension.

(right)



The language of the street expressed in a simple and direct way, an image that perfectly delivers the sense of constant abandonment of our urban spaces.

(next page)





The logo consists of a large, stylized letter 'E' where the top bar is replaced by a dark, textured circle, possibly representing a planet or moon.

Masseo Marziali a.k.a. EMME, was born in Castiglione del Lago (PG) on 10/4/1992.

He approaches art at an early age thanks to his parents (both painters) and brothers (a painter, a mosaicist and a sculptor). Thanks to them, he experiences every artistic address from an early age.

He attends the state institute of art Bernardino of Betto in Perugia for 3 years, studying comic strips, graphics, xylography and lithography.

At 14, he discovers street art murals and with the tag "flam_up" he starts coloring his hometown. At the age of 17 he leaves Perugia for Friuli, attending for 2 years the school for mosaicists: a fundamental step in his training that opens him to new horizons thanks to the multicultural environment of the school.

During his stay in Friuli he works in the field of mosaics and exhibits his works in the streets of Udine and Trieste. At the end of this experience, he moves to the Tuscan coast where you can eat and breathe the art everywhere you go.





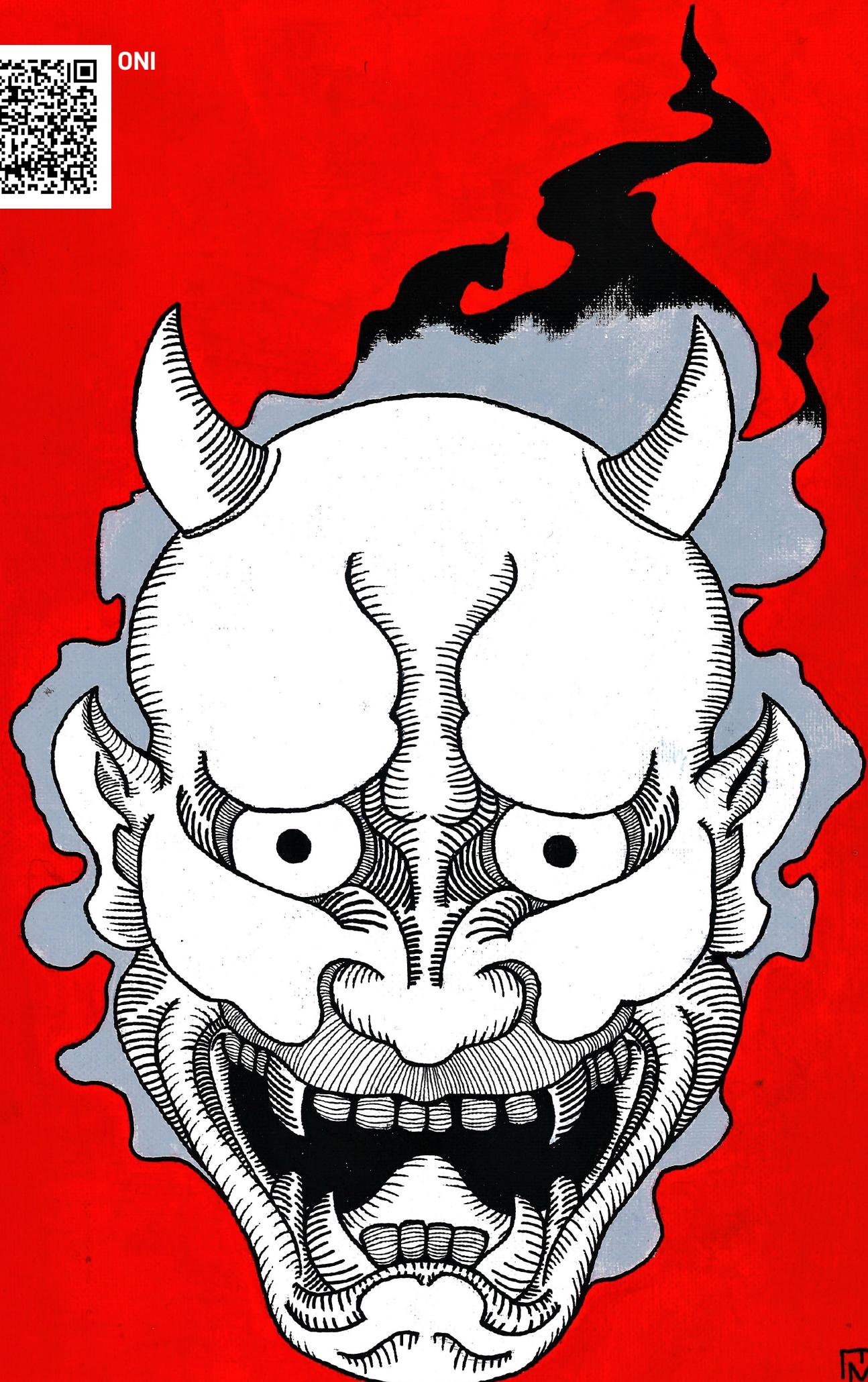
HAN NYA

The mask as a metaphor of the human soul, a tinsel in which we can hide our fears and our most violent impulses. We can turn into heroes or demons depending on the situation, hiding the most fragile part of us.





ONI



MM



TENGU



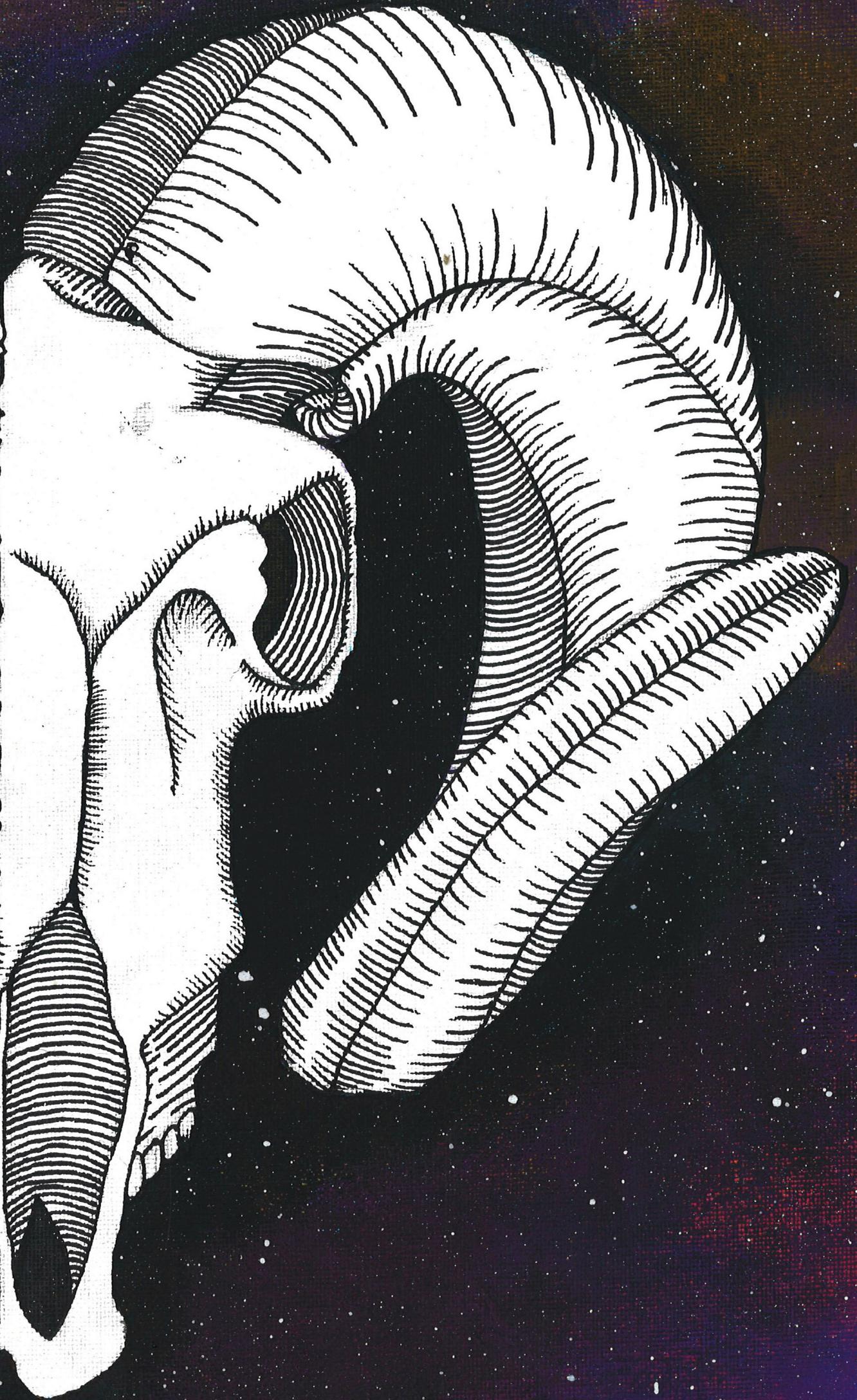
EMM



ARIES

The cosmic dimension of the zodiac is summarized perfectly in this work. The sign of Aries seems static, emanating a feeling of death. But death is change, transformation. Aries knows this and embraces this peculiarity, becoming a symbol of dynamism and passion.

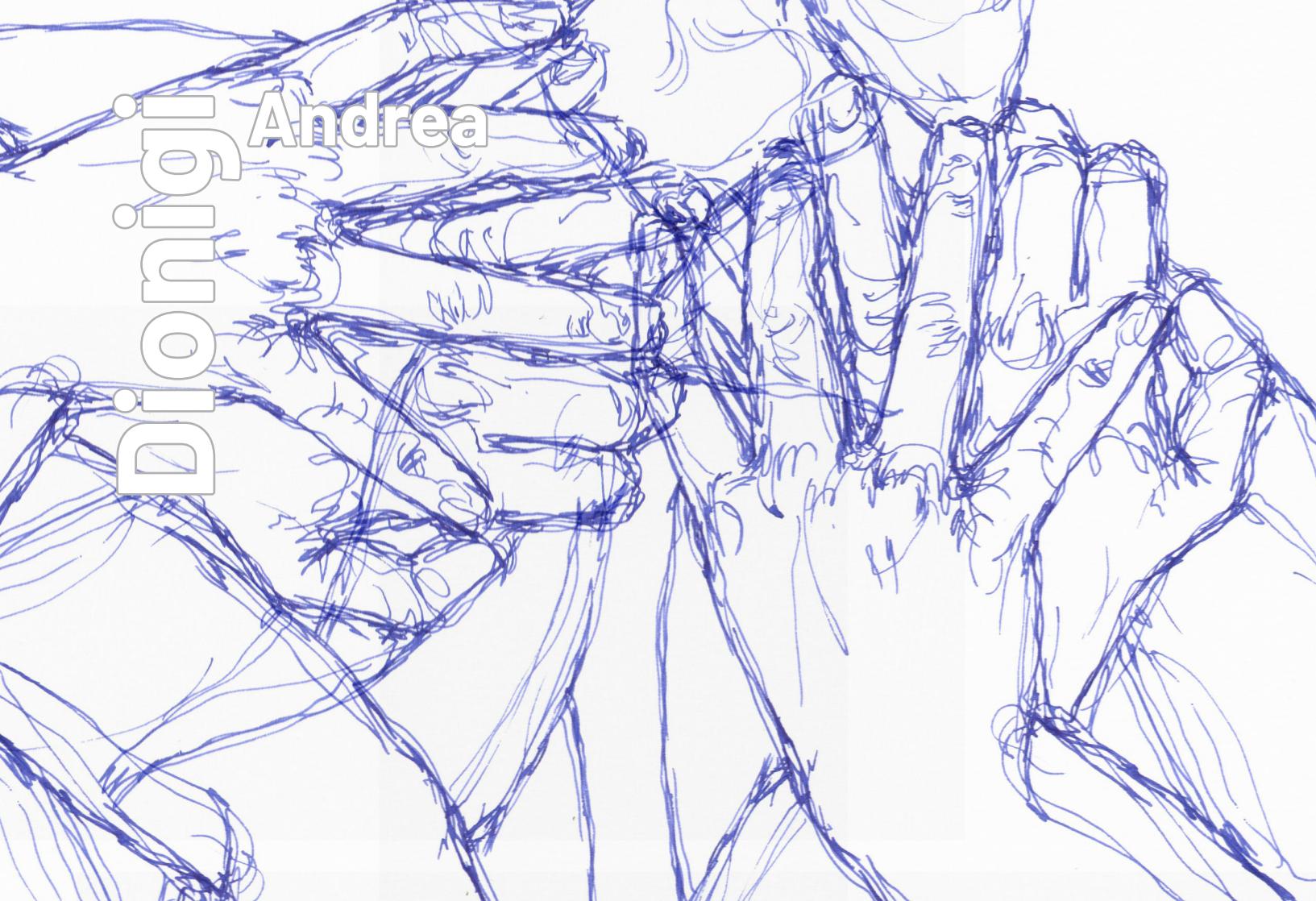




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Andrea



Born in Assisi in 1996, in the city of Saint Francis, he successfully graduates from the local scientific high school.

In 2015 he enrolls at the Academy of Fine Arts in Perugia, graduating from the three-year painting course in 2019. He is currently completing his master's degree in the same institution.

The engine of his work draws fuel from the experiences related to the contact of the artist with nature and human relationships, transforming the sensations it receives into strong artistic suggestions. Through modern media and classical instruments, he transposes the images he absorbs into real musical notes striving for harmony.

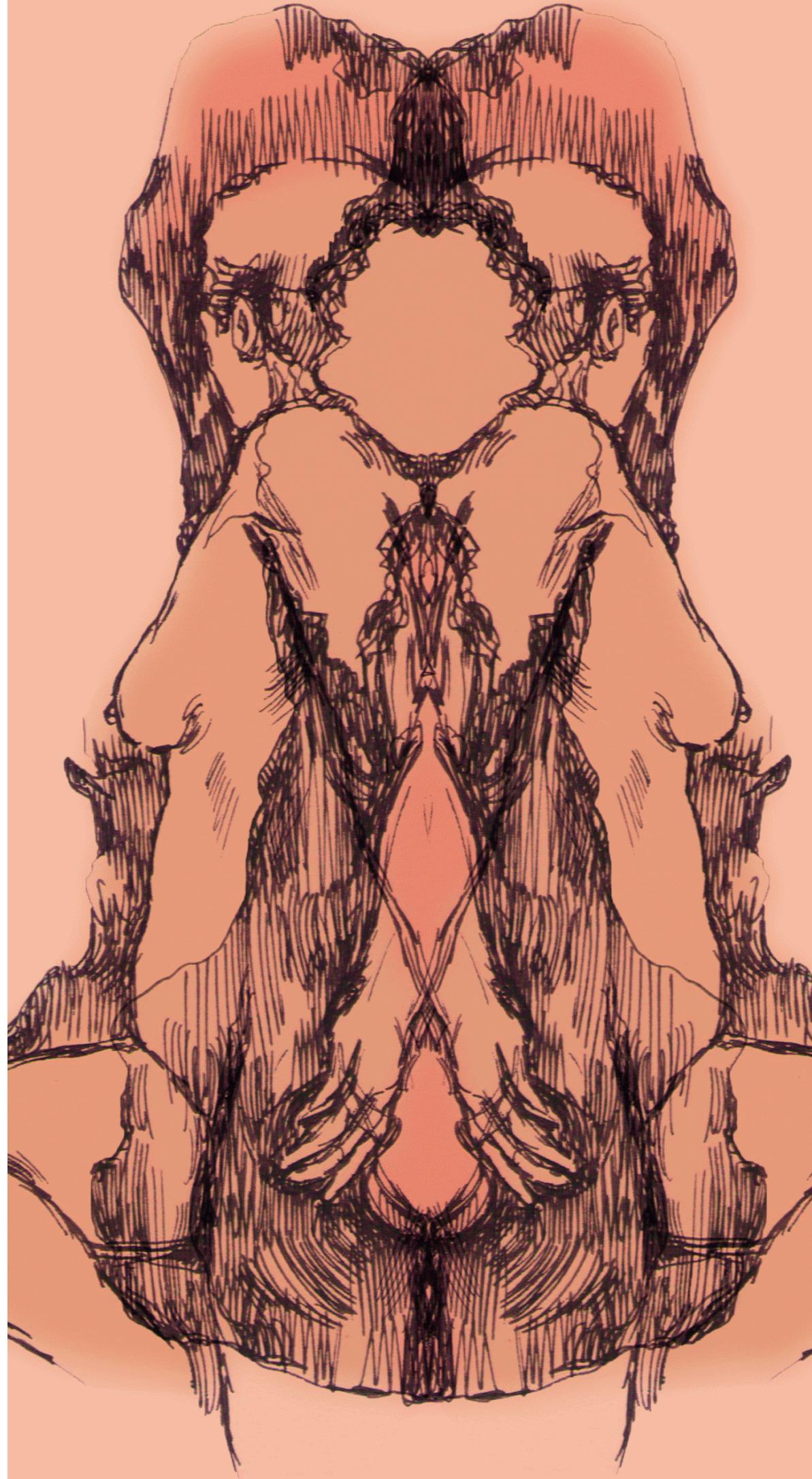
During the last years he has participated in numerous artistic events, exhibitions, workshops and collaborations with public and private institutions. Currently he has opened a small studio where he works.





BFF

The concreteness of the human body is transformed into a shapeless Rorschach blot that hides its features. The work seems to push the viewer to wonder what are the unconscious mental impulses that govern the concept of Eros.





WHIM

Colour permeates everything, the artist too, who becomes an integral part of the artworks. Shapes looking like ongoing fluid and invite the viewer to dive into to understand the Essence.

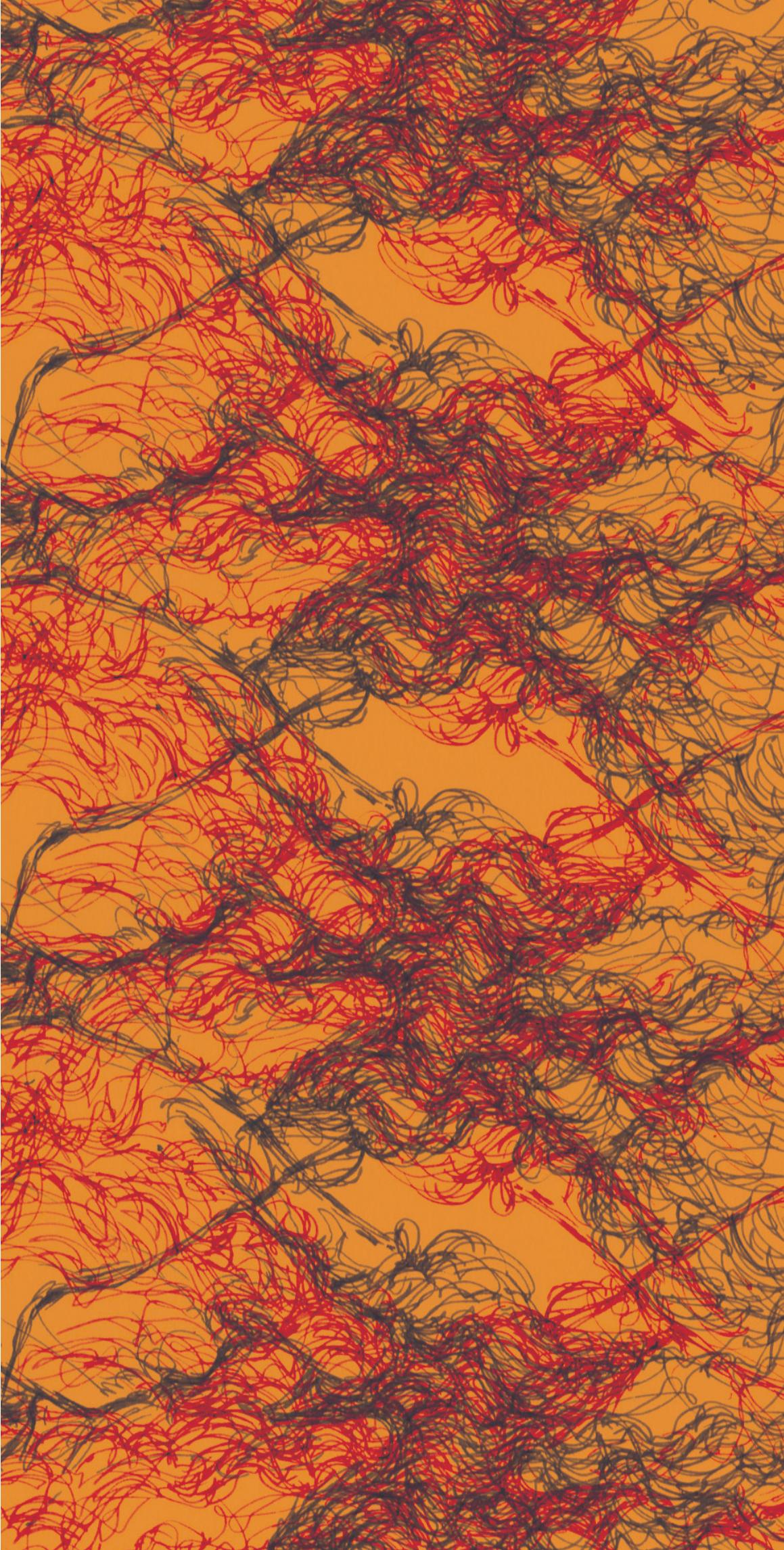
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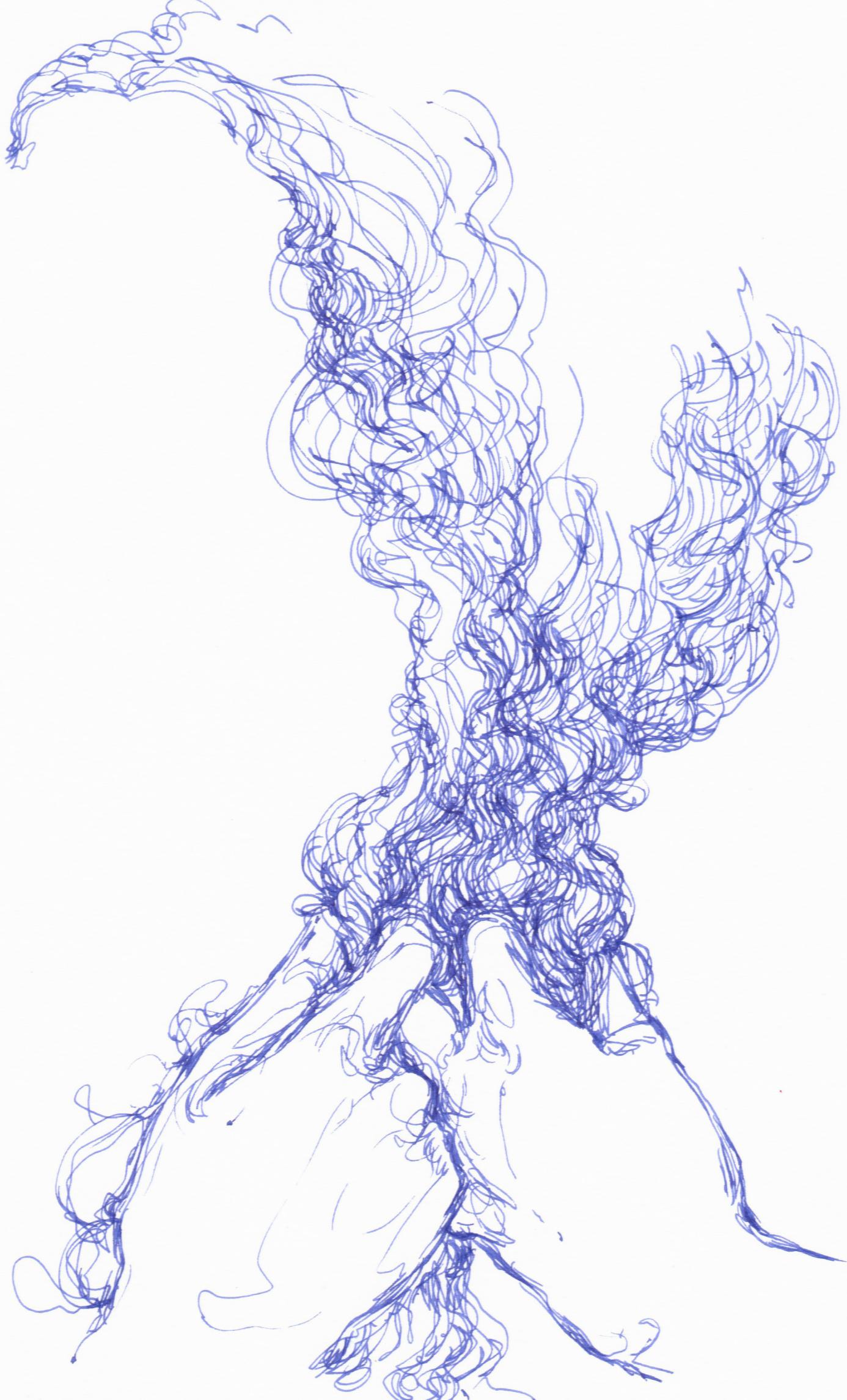


TWIST

A sketch that would like to be shaped by the artist like a piece of clay. The twisted lines of the drawing seem to take strange and peculiar shapes under the effort of the hands, which squeeze and push them towards a form. A desperate cry of a blocked artist with no more ideas who even goes as far as violence in order to get the work done.

(right)





Bacchesschi

Jasmine



Born in Montepulciano (SI) in August 1994, she graduated second level AFAM (Higher Education for Art, Music and Dance) at the Academy of Fine Arts Pietro Vannucci in Perugia.

She deals with photography and with this language; she tries to reach herself and the others, in a flow that goes from the eye directly to the senses. A look from "here", from being here present, in this moment, in this place occupied by the body. A vision imprisoned in the space-time contingency, in a cage made of a single reality. But in this world every print is the sign of a passage, of an expectation, of a presence, of a will to escape or run after something, in an eternity of moods, gravity and nostalgia.





ALTRA MATERIA #1

A distorted reality, an uncertain moment dispersed in the meanders of time. A dimension alien to reality that triggers the imagination of the viewer who can only wonder what place he is exploring.

(left)



ALTRA MATERIA #2

The artist gives the concept of indefinite a personal definition. The lines are precise in their imprecision; the light is perfect in its contrast, a concert of contraries that become synonyms.

(right)

Neeko



Neeko was born in Battipaglia (SA) in July 2002.

Since she was a child, she has loved to draw and this got her closer and closer to the artistic field. She enrolled at the Enzo Ferrari Institute in Battipaglia but during her third year, a nameless impulse draws her somewhere else. The same inspiration leads her to enroll the artistic institute in Eboli that she still attends.

Fascinated by the works of Goya and taking inspiration from them, she approaches the dark side of art: colors, monstrous and grotesque creatures fill her works with a marked preference for reptiles, her real totem-animals.





PREDATORS

A perfect killing machine, created by nature through millions of years of evolution, a mechanism made of gears, perfectly adapted to the surrounding environment. A true living work of art.



Sabrina



Sabrina, 23 years old, was born in a small town in the north of Italy.

She has always been attracted to art and design, which lead her to leave her little and safe village to move to London where she is completing her degree in Graphic and digital design.

She feels ready to explore this new world of art as much as possible.

Since she likes everything about graphic design, she is also interested in photography, which she perceives as a connected whole. If you are lucky enough, you can spot her roaming around with her camera, while she savors those short intense moments and small details that arouse her emotions.





PICCOLI INCONTRI

Beauty can be found in the smallest of living beings, this has always been clear to the artist who gives us a magical moment, an image of vivid wonder that very often escapes our sight.

(right)



PICCOLI INCONTRI #2

The detail of the hidden, of the concealed, is shown in all its extraordinary power. A vibrant image, delicate and powerful.

(next page)







Ilaria



Ilaria was born in a little town in the south of Italy on the 31rst of October.

She has always had an artistic and creative mind but she put it aside to pursue scientific studies. Six years ago, she was going through a rough time and started practicing art. This led her to rediscover its magic and she hasn't let it go ever since.

She moved to London 3 years ago to pursue her artistic path and now she is a BA student in Graphic Design at the Camberwell College of Arts in London.





Lost into the Childhood #1

Moments that evoke precise and indelible memories in all of us: the golden age of humanity, too far away not to cause nostalgia, too close to forget.

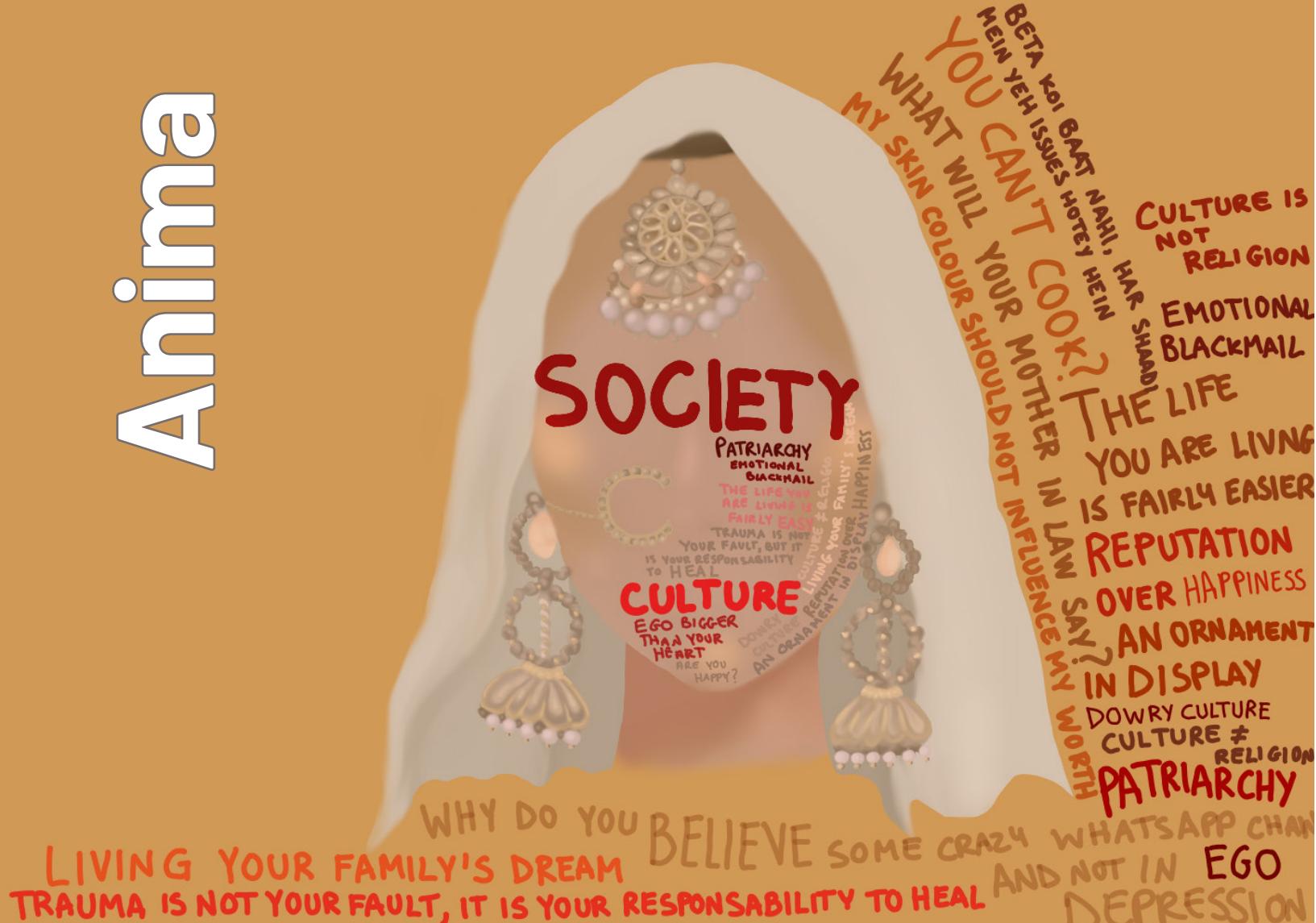


Lost into the Childhood #2

The light-heartedness and fragility of childhood portrayed in bright pastel colors. A moment of rest that evokes previous moments of exhausting play. A precious memory that fills our soul.



Anima



Anima was born and raised in Mantua, a town in northern Italy that has been elected Italian Capital of Culture in 2016.

She grew up surrounded by art. As a kid, she was introduced to her favorite museum "Palazzo Te", where she was amazed by the "Chamber of the Giants" and the "Chamber of Cupid and Psyche". This seminal experience initiated her to the art of drawing natural and symbolic scenery that narrates a story.

Her Bengali roots also influenced her creativity, Bangladesh itself being known as a country of literature, art and sculpture. Raised and surrounded by so many artistic stimuli she naturally grew into her interest for art.

She is currently studying Medicine in London and she keeps art as a parallel activity, but if you think about it, even anatomy, pharmacology and biochemistry have art within them. Many drug structures and chemical molecules can be seen as forms of art; after all, they all work harmoniously on one sole canvas: the human body.

Where there is creativity, art resides.





MY NEW SKIN

The problems of multiculturalism expressed in the most direct way possible. The words weigh like boulders in this work that leads the viewer to question of what the concept of right and wrong really is.

(left)



EID

A wish, a message that mixes faith and hope for a better world without borders, without prejudice.

(right)

Marchetti

Andrea



Andrea Marchetti comes from Perugia, he began his artistic career at the art institute Bernardino di Betto.

He moved to Portugal and Spain where he continued to study traditional and digital illustration, drawing the foundations of his formula from different cultures.

He currently works as an illustrator and painter, also trying his hand at Street Art.





PESCATORE DEL CIELO

A moment of play, a dreamlike fun that we can only experience in our dreams. The influences of the surrealism of Breton and Dali are fully discernible but the artist's style remains unique and creates an environment that everyone can inhabit.

(right)



INCESSABILE VOGLIA DI EVADERE

The cyberpunk science fiction of Philip k. Dick and the metaphysics of De Chirico come together to create a new language. A technological fable that expresses universal concepts but that does not hide a certain fear for the future.

(next page)







Born and raised in Perugia, Italy, she loves to create, using whatever she finds inside her house. At an early age she falls in love with drawing and it's like a stroke of lightning.

The memory of the beautiful feeling she felt when she received a new pack of colors as a gift is incomparable and it is from these emotions that her artistic journey begins. She decided right away to attend art school.

During her years of study, she learned the art of printing, receiving a certificate in screen-printing. After the diploma of master of art she started to attend the course of design at the academy of fine arts in Perugia; enriching her experiences with the courses of photography, sculpture and painting.

She understood that painting was the most beautiful thing that could happen to her, with it she could express all of herself, throwing problems and concerns on the canvas, creating unique works.

She participated in the exhibitions of "recycle design for Umbria Jazz" and in the exhibition of contemporary art in Narni, which had Vittorio Sgarbi as guest. She currently works at a photography and copy store in Perugia where she continues her artistic growth, improving her use of Photoshop and other computer programs.





DISCORDANT

Human bones become a precious casket that contains the wonders of nature, a container that hides life and death within itself, in the same infinite moment.





AND WHILE OUT-SIDE YOU SHINE, INSIDE YOU ARE DEAD

The pathos and the terror of the Laoconte are overturned, the coils of the snakes that tear the flesh of the seer are transformed into flowers in an explosion of bright colors. The Trojan's expression seems to turn into ecstasy, thus embraced by the beauty of nature.



WEAR OUT

Mystical ecstasy blends with the wonder of nature in its infinite cycle of death and rebirth. The sacred fire that surrounds the base of the scene reminds us of the spark of creation and of the divine within all things.





ESCAPE

A whirlwind of human fears made even more frightening by the bright colors of the whirlpool that make everything paradoxical. The viewer would be tempted to enter it by challenging vertigo, but it is a risk, the choice is yours.



Elisa Petrini was born in Foligno, in Umbria. Since she was a child, she approached the world of art thanks to her family environment, in which creativity, under various forms, is daily bread.

Growing up she got more and more passionate and she understood that she could not renounce to express herself through the artistic languages.

She graduated from the Academy of Fine Arts Pietro Vannucci in Perugia in 2013, she has spent time in Seville, Spain at the Real Academia in 2011 and, during the following year, took part in several individual and group exhibitions both in Rome and Umbria.

In 2013 she participates in the artistic residency Torgiano Confluenza D'Arte, in the field of ceramics led by Mirco Denicolò realizing two ceramic design objects that are currently exhibited at the Oil Museum in Torgiano, Umbria.

In 2014 she realizes the art-video "Taking Shiva out of the Box" for the Roehmpton University in London involving the dancer Sara Azzarelli. She stays in the same year in Barcelona and realizes other artistic works and video-art projections.

In 2016 she participates in the Umbria World Festival with the photographic book "The dance of Tersicore" and arrives at the final stages attracting the attention of famous Japanese photographer Q. Sakamaki and of the British Guy Martin.

She works for several cultural and musical associations, for which she takes care of the artistic aspects relating to exhibitions, web promotion, video, photography and graphics.

During the last years, she discovered the therapeutic value of art and decided to study to become an Art Therapist.

She graduated in 2017 at the Training School of Art Therapy Pro-Civitate in Assisi, where she currently works.

She is the whole package: being also a dancer, nature lover and always looking for new music to inspire her many artistic inclinations.

In her art different languages converge, from painting to photography, from video to installations and performances, touching the body and its gestures, the internal organs in osmosis with the landscape that surrounds us as the main themes, often translated into the dreamlike and the symbolic.





ERASERHEAD

A diptych that highlights the contrast between the movement of the body and the static nature of the object represented.

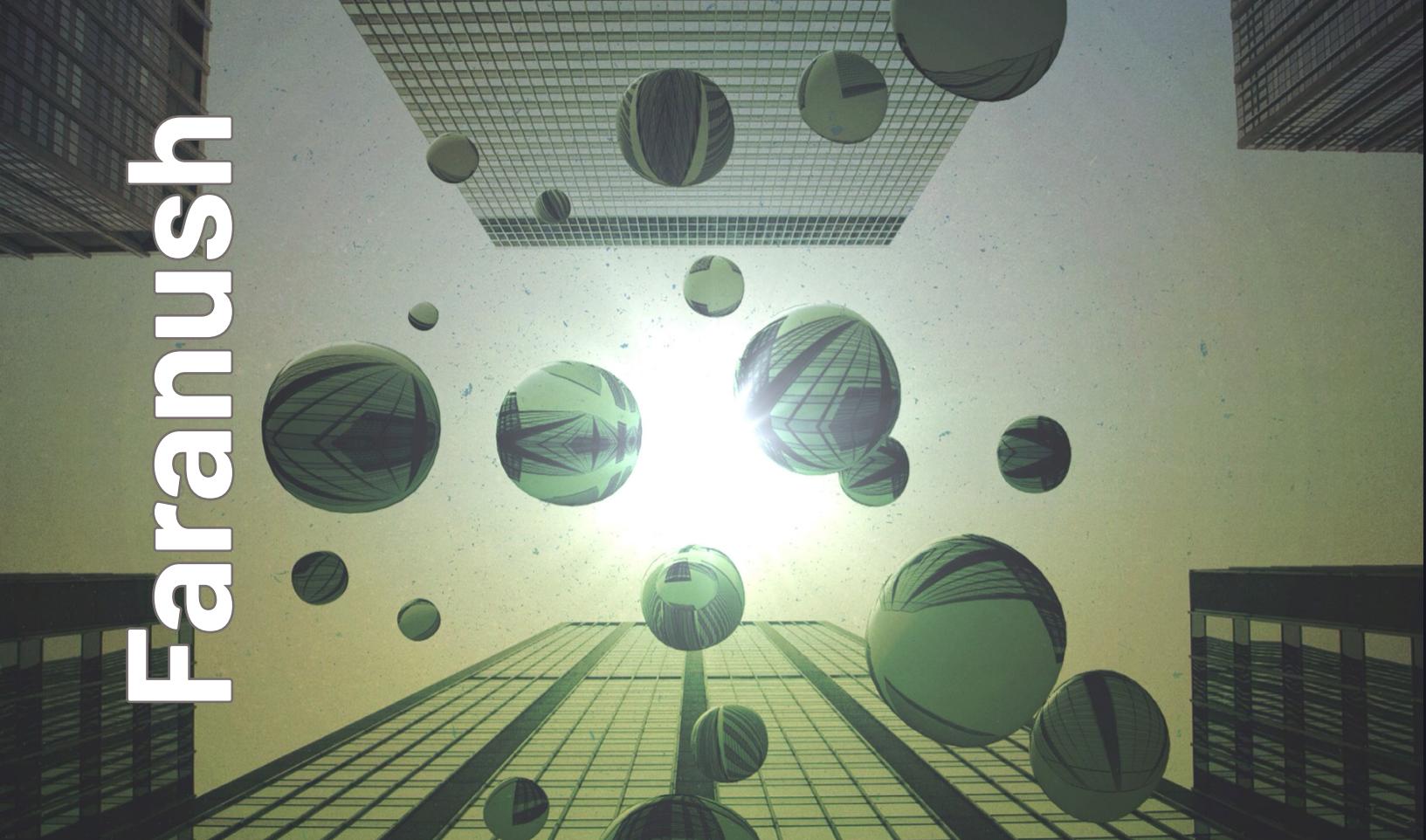
(left)



ORGANIC GROWING

(right)

Farahush



Born in Marsciano in May '92, in his family environment art is at home, his mother and grandmother being painters. This gives him the first real push towards the world of art.

He works as a designer specializing in fiber optic systems, creating a double bind with the digital world.

His work is inspired by the surrealism of Dali and Breton with a strong inclination for German expressionism. These languages become the main paths to the realization of his works that he then transposes into the digital world. Through graphic tools and new drawing technologies, magic and emotions mix with science fiction, creating a world where androids dream of electric sheep.



REBORN

The human body hides a world that most people fail to contemplate. The universe resides within the smallest of cells, sparking enchantment and mystery.



CONNECTED

The gesture is at the center of the work. The movement expressed with simplicity and rhythm showing us a universe of possibilities of language.





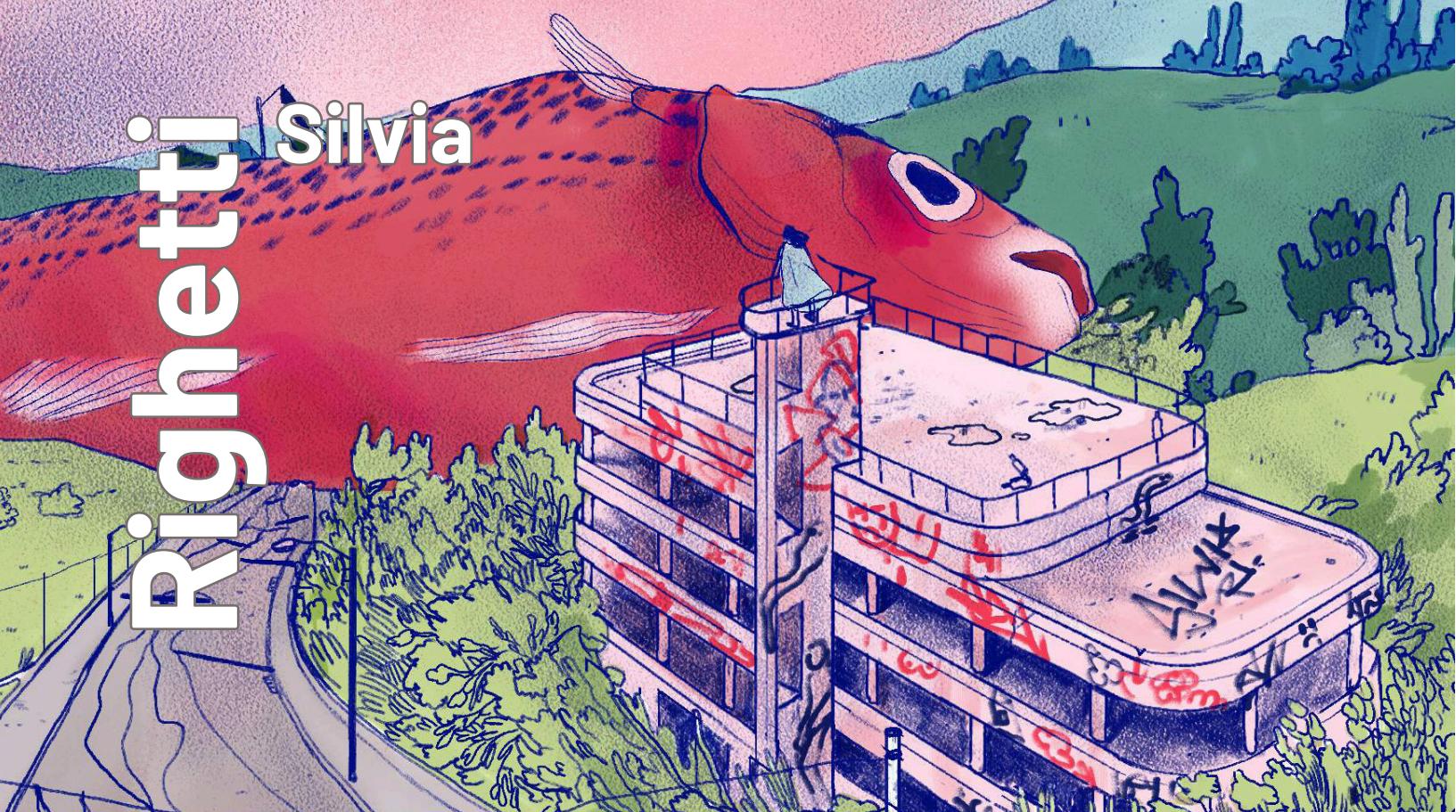
PRESAGE

A deconstruction of the Renaissance portrait. The beauty of the visage, its delicate lines worthy of a painting by Filippo Lippi are deconstructed through a focusing on the strength of the gaze. Natural elements complete the work.





Righetto Silvia



Born in Rimini in 1994, she graduated in comics and illustration and in comic-strip languages at the Academy of Fine Arts in Bologna.

From 2015 to 2019 she has been active in the Italian independent comics scene through the anthology magazine "Brace", of which she is co-founder.

She currently lives between Berlin and Bologna working as a freelancer.





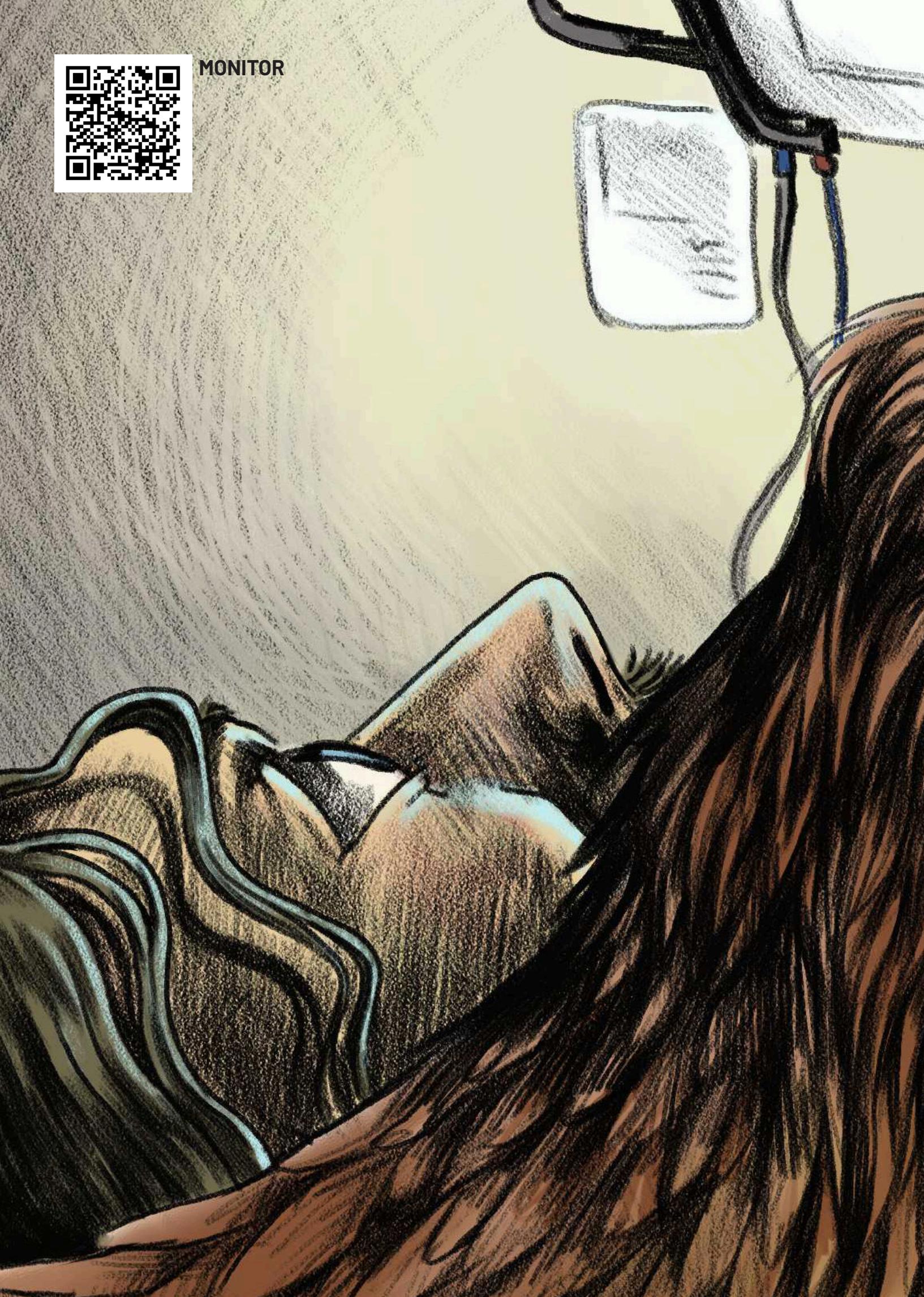
MAGENTA

Still life post-modern natures and living bodies, a language that seems to combine East and West in an unicum never seen before, where eyes and looks seem to follow the viewer that cannot help but feel investigated.





MONITOR





Snaefumett



Born in Perugia in January 1994, after attending the scientific high school he decided to enroll at the Academy of Fine Arts Pietro Vannucci in his hometown.

Here he applies and experiments with many forms of art; from painting, sculpture, photography to digital works.

In these years he has always been very careful in using as many supports and materials as possible: in painting he uses watercolor, acrylic and oil; in sculpture he initially preferred ceramics but he eventually let himself be fascinated by recycled metals and plaster.

He graduated brilliantly in 2018, but decided not to continue his artistic studies and enrolled in the faculty of nursing. Despite this choice, he never abandoned art and he continues his work and experimentation.

His works focus on human emotions in the most brutal and crude of ways. Some of his works seem to shoot the viewer in the face by how effective and direct they are.





BLINDED

The moment that delineates the passage between life and death, a thin red line crossed daily by men at war. A conflict that is not only physical and violent but also a metaphor of the mental struggle against oneself that sends us to the gallows every day.

(right)





DEADMAN

In war the young die and the old speak, this Homeric parable well describes the state of mind of man at war. Words are useless; one can only hear the clangor of weapons and the rumble of human stupidity.

(left)



GRANATEN

At the dawn of the twentieth century, a new concept of war arose, transforming men into numbers and death into statistics. The technology that was supposed to save lives, condemned them to an end without honor in which courage became a thing of the past.

(right)

If I win alone
I would rather lose



Ebby



Letizia is a tattoo artist at the "kuro ten tattoo" studio in Ascoli Piceno where she is known by the pseudonym Ebby.

She started out as an illustrator of children's books, having studied at the "School of Books" in Urbino, but during her time at university in Bologna, she approached the world of graphics, taking care of advertising for stores, bars and restaurants, in the city and abroad.

The subjects, at first very child-like, eventually evolved. The works became a mix between collage and minimal graphics where the caption becomes part of the work itself.

Over time, her passion for tattoos and body art took over, leading her to obtain a diploma to work as a tattoo artist in a professional studio where her love for art and stories came together in an ideal union.





LOVE IS A MESS

Emotions and feelings locked up in an impenetrable cage, the soul that tries to join them through an apparently docile and gentle act but that actually hides a force of pure violence.

(left)



RIAE

The pride and independence of the female body in its minimal concept. A cry for emancipation, a slap in the face to those who see us only a mere object of sexual desire.

(right)



"If your day seems poor to you, do not accuse it; accuse yourself, tell yourself that you are not poet enough to evoke its riches; for the one who creates there is no poverty, nor are there any places indifferent or miserable."

Reiner Maria Rilke (Letters to a Young Poet)

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