

paradoxCity

graphic design artwork

Get lost, get concerned

The concept : a world, cities, visions.

paradoxCity is a graphic design concept exploring man's relationship with the urban environment, with others and his own demarche. An immersive journey that challenges familiar visual clues.

Six pieces are available now, they can be bought separately or in lot and/or be shown for temporary or permanent exhibits.

Artworks

Original loop

The town. Lose yourself, find yourself.

No exit. Throughout the loop, an invitation to construct, experience, discover yourself in action, contemplation.

mini : 300x200cm

Mandala

The circle. The quest for serenity.

The mandala is an active, inward-turning approach. Whether you allow it to unfold or plunge straight in, the city metamorphoses under the effect of meditation.

mini : 270x200cm

Archipel

Tribute to the islands

In the Philippines Islands, overpopulation is an important issue. It must be everyone's concern, as everyone is part of the solution.

mini : 115x150cm

Triptyque

A triad. A balance of shapes and meanings

Each one with its own life, independent, yet complementary. The approach is minimalistic, complex or figurative, three visions seeking and finding balance, simplicity answering sophistication, the object as a synthesis, denoting the potential of things.

mini : 50x65cm

Rencontre

Even in a systemic world, the meeting - la rencontre - influences the course of things. Zoom in on a juncture where roles are exchanged in one interconnected movement.

Where do you live

Get lost in the multitude. The ultimate approach, a system lapping at its limits, the familiar diluted in the mass.

Going forward is a game, a labyrinth. It's a riddle without an answer - but there's always a way.

Bal(I)ade

A balade is a walk, a ballade is a song. Playing on the musicality of the approach, a declinable graphic system, with melodic variations of shapes from the graphic scale. The system finds a meaning.

The artist

Pierre-Emmanuel MICHEL

Visual communication specialist, award-winning art director, photographer.

Graphics designer for almost 20 years, he mainly worked in advertising and interactive agencies, working aside his own artistic way.

After living for long time in Bordeaux, Paris, Manila (Philippines), he lives now in Oloron-Sainte-Marie, in the french Pyrénées mountains, where he created the gallery [Existences](#). His artistic approach, graphic design and photo, is filled from his trips in Europe, North America, Philippines, getting from this country the warm and friendly vibes, shared via his photographic works.

On the other hand, his influence for ParadoxCity comes from Daniel Buren, MC Escher, Piet Mondrian, Bauhaus... to represent the city in a minimalistic but expressive way.

Paradox City is the achievement of a graphical work started in the early 2000s, defining a formal frame, systemic, a real world open to all variants...

«Through graphic design, inward work, and photography, outward work, my work explores life and human experience in a quest of equilibriums.»

<http://www.pierremm.com>

Buy

Artworks are for sale, prices are available on demand.

- Pieces can be bought separately or in lot and/or be shown for temporary or permanent exhibits.
- Ordered artworks are printed on demand in limited edition series.
- Color, size, media can be personalized.
- The artist supervises the printing process.
- Each artwork is signed and numbered.