

## JACK SILVERIO NEW WORK

May 25 - June 23, 2024
Opening Reception
First Friday June 7, 5-7PM

## CALDBECK GALLERY

12 Elm Street Rockland Maine 04841 (207)594-5935 email: info@caldbeck.com • www.caldbeck.com

image: CORONA 2024 flashe on aluminum 30 x 30 inches

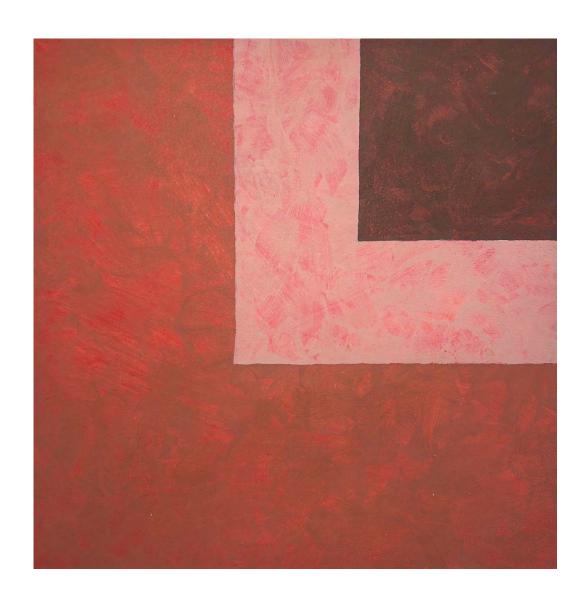
## **NEW WORKS**

These recent paintings are primarily about proportional relationships between purposefully simple forms. The forms diminish in size in a very proscribed progression based on the Fibonacci Series or Golden Rule. Such progressions are found throughout nature and in the structure of the solar system. Since antiquity, artists and architects have considered these proportions to possess a unique beauty.

The works are made using Flashe, a French sign painting vinyl medium which has the qualities of being self-leveling and producing a matte finish. Both qualities reduce the distractiions of buildup and glare, resulting in a very soft and muted surface. The coloration is also purposely developed. A neutral base coat mixed with gesso is applied first. Then, three primary colors are combined to create an almost black pigment. This is added to varying amounts of white to create a range of values. Each form is then painted with a gradation of value. This reuslts in a luminous quality as the hues struggle to reveal their identities.

Most of the works are painted on 1/8 " aluminum composite panels - now a standard backing used by sign painters. The panels are versatile and durable due to their resistance to temperature and humidy changes.

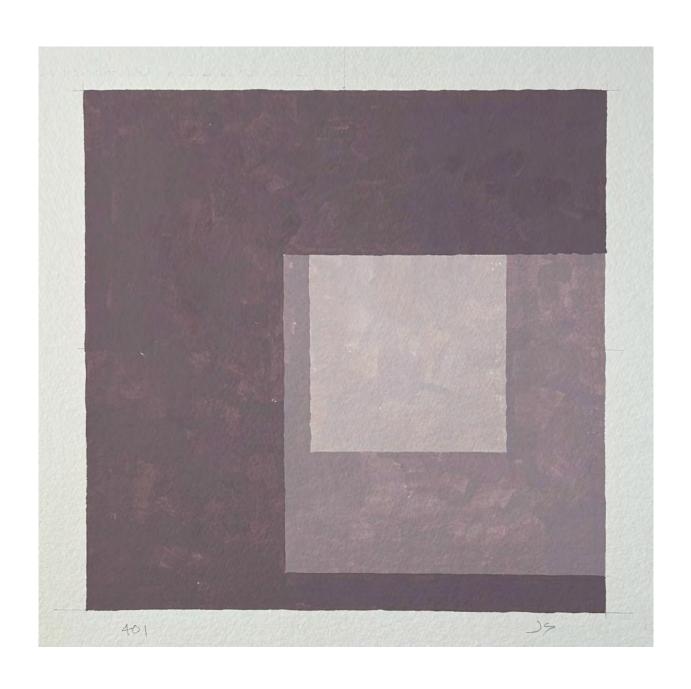
Jack Silverio Lincolnville, ME 2024



RED CORNER 2023 flashe on aluminum 12 x 12 inches



TALL OCHRE DOWN 2023 flashe on aluminum 24 x 15 inches



DARK MAUVE 2024 flashe on paper 16 x 15 inches



PUMPKIN 2024 flashe on aluminum 24 x 15 inches



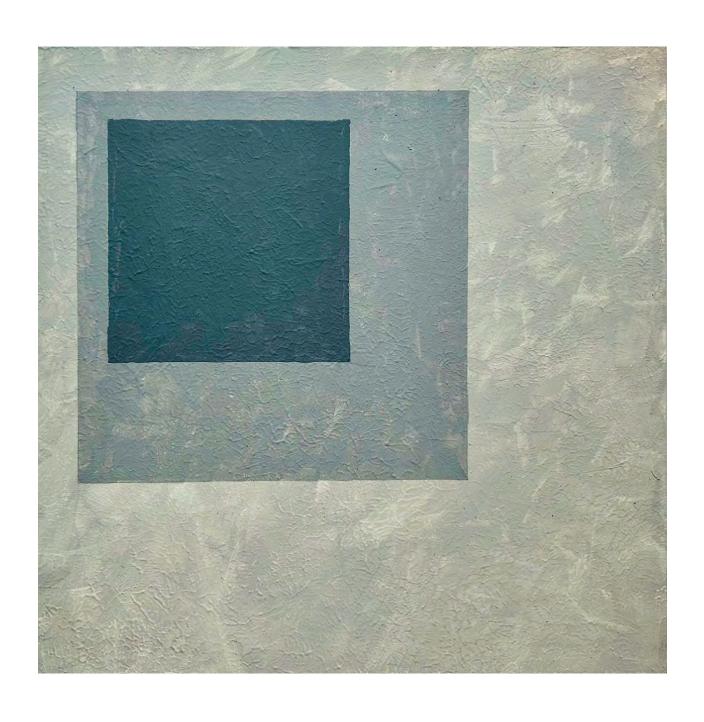
FAR LEFT 2023 flashe on aluminum 12 x 12 inches



FRESCO UNO 2024 flashe on aluminum 23 x 23 inches



SEARCHLIGHT 2023 flashe on aluminum 24 x 15 inches



GREY RANGE 2024 flashe on aluminum 12 x 12 inches