

ANTONIO PANZUTO

Antonio Panzuto is a painter, scene designer and sculptor. He discreetly withdraws from labels with a smile. His theatrical machines are inhabited by objects and shapes. They are moved at sight by tangles of wires. By mixing wood and metal, ropes and cloths, Antonio Panzuto provokes visions according to the secret dictates of a pictorial dramaturgy that proceeds by affinities and correspondence rather than by logical or novelistic nexus.

He is the author of very original theatrical performances using objects, cars and sculptures he creates from waste materials rejected from the nomenclature of beauty that are made of engines or waste objects, soldered pieces of iron glued together, apparently drawn near by chance, nailed to old planks and painted with wide and variable strokes.

Antonio Panzuto is the forerunner of out of scheme practical work, often reductively called “of figure”. He creates scenic devices – empires that sometimes are limitless and sometimes miniaturized, but always out of scale- where the space metamorphosis articulate in time modules with the complicity of Alessandro Tognon, the director and compiler of music paths inspired by sound syncretism.

In his scenes, Antonio Panzuto creates surroundings where visual art becomes the scene, the place of light and movement and suggests the director to give equal dignity to all scenic languages.

In his recent work, Antonio Panzuto sets side by side his poetic of the “wreck” and a peculiar video animation use, where a very pictorial and neo-impressionist stroke appears.

Antonio Panzuto graduates in Architecture at the University of Venice in 1981 with a thesis on “The scenic fiction in the 19th century Italian melodrama”. Feeling a strong wish to become a clown, from 1982 to 1984 he attends the Ecole Nationale du Cirque directed by Annie Fratellini. After that, he works as a juggler clown with the Fratellini Circus, with the Cavado brothers Clown Circus and with the Dutch troop Van Zelf. In 1988, he is awarded the Premio Nazionale Grimaldi d’Oro dedicated to the young clown.

In 1992, Antonio Panzuto attends a course of production design hold by Josef Svoboda at the Communal Theatre of Modena. In 1993, he starts collaborating with the Teatro Stabile delle Marche where he holds training courses, prepares his performances and makes his production designs for other authors’ performances until 1999. In 1992, he performs his play *L’Atlante delle Città* (Town Map) at the Royal National Theatre of London.

In 1994 he wins the first prize at the International Festival of Lugano with *Balkanika*.

Since 1994, his artistic project has the collaboration of Alessandro Tognon, who directs all the performances produced from that period on.

In April 2000, Antonio Panzuto was chosen by the Atlantic Centre for the Arts (USA) to participate to the international workshop with the South African artist William Kentridge. In the same year, the Museum of Contemporary Art of the Colonna Castle of Gennazzano hosts an exhibition of Panzuto with titled “*Oggetti, Macchine, Scenografie*” (Objects, Machines, Production designs). In 2002, the Cultural Centre de Belém of Lisbon shows his performance *Notizie Straordinarie da un altro Pianeta* (Extraordinary News from another Planet).

As a production designer, Antonio Panzuto worked with the directors: Eugenio Allegri, Beppe Arena, Valerio Binasco, Tadeusz Bradecky, Edmond Budina, Giorgio Gallione, Leo Muscato, Massimo Navone, Cristina Pezzoli, Nenad Prokic, Daniele Segre, Fatbardh Smaja, Giampiero Solari, Alessandro Tognon. He collaborated with: the Teatro Stabile delle Marche, the Fondazione Emilia Romagna, the Teatro Stabile of Pistoia, the Foundation Teatro 2 of Parma, the Teatro Stabile of Veneto, the Teatro dell’Archivolto of Genova, the Teatro Regio of Torino and other Italian Production Centres.

In 2003, Antonio Panzuto started an International Cooperation project with the Foundation Emilia Romagna Teatri of Modena. With this project he went to the Mijenj Theatre of Skoder, Albania, and, in 2004, to the Cultural Centre of Beograd where he introduced a personal exhibition and a plastic art workshop.

In 2001 he moves his study in a former industrial shed in Padova.

In 2003 The play “*Cara Professoressa*” directed by Valerio Binasco, for which he makes the production design, wins the UBU prize.

In 2004 he holds a production design course at the Architecture University Institute of Venice, School of Design and Arts.

In 2005, Antonio Panzuto produces the performance HAIKU, a dance for a figure in a field.

In 2006, he makes a tour in Morocco with the play *Le mille e una notte* for the Institut Français de Culture of Casablanca, Marrakech, Tangier, Tetouan, and Meknes.

In 2007, he holds a workshop of production design at the Nuova Accademia di Belle Arti (NABA) of Milan.