

Marc Renard, nouvelles dimensions

Muriel de Crayencour, Mu in the City, 13 October 2016

"I love old video games and their large pixels," says Marc Renard in front of his new canvases, on view at MM Gallery on the Place du Jeu de Balle. This abstraction fanatic has been painting for 40 years. Forty years of questioning in front of the canvas. A lifetime!

Fluorescent colours: yellow, red, orange, green. A deep blue. Marc Renard bursts through the screen of the canvas. He makes the two dimensions explode. Look at this large-format work (180 x 256 cm), into which the visitor can almost enter. Cuts, inclined areas and diagonals turn the surface of the canvas into a zone with multiple planes.

Using grids that he has found on the market — adhesive material perforated with small holes — or grids that he creates on a computer and has produced, Marc Renard applies them to a canvas already marked by several layers of colour. Over this he adds another layer. Once the stencil is removed, who can still say what is in front and what is behind?

On a small-format work, the accumulation of grids of small dark-blue and silver dots forms something like a screen. Grids that hide from view the reality outside. One feels as though standing before a window with a blurred view of a landscape.

On this other large-format work, the inclined planes play with your balance. It rocks to the right, then to the left. The horizon lies at the end of a grid of small dots. The sky is white. But is it a landscape?

Marc Renard says that he was fascinated by his visit to Times Square. The lights, the colours. Could the artist be a city landscape painter? Ultra-urban cities and video-game cities? Dreamed-of cities, labyrinths, games of hide-and-seek. The painter takes us into another dimension. But is it only the third? See it without delay!

Marc Renard — Axiomatic, MM Gallery, 68 place du Jeu de Balle, 1000 Brussels. Until 30 October.