

WHAT'S ON AT PAFF!
Palazzo Arti Fumetto Friuli, Pordenone

MÖEBIUS - In search of time

PAFF!
PALAZZO
ARTI
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FRIULI



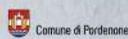
13 novembre 2021 >
13 febbraio 2022

MÖEBIUS



Möebius.
Alla ricerca del tempo
Villa di Parco Galvani
viale Dante 33, Pordenone

 REGIONE AUTONOMA
FRIULI VENEZIA GIULIA

 Comune di Pordenone

COMICON

 Moebius Production 2021
www.moebius.fr ●●

www.paff.it

Pordenone, 19 November 2021 - continues to present key global figures from the world of comics, following Cavazzano for Disney, Milton Caniff with his historic American adventure strips, the Marvel and DC masters with their superheroes, and a comprehensive look, beyond erotica, at Milo Manara, North Italy will now host the most renowned fantasy and science-fiction artist: **MÆBIUS - In search of time, the largest ever Italian exhibition of the work of Mœbius** (Jean Henri Gaston Giraud, 1938–2012), one of the most influential cartoonists and illustrators of all time, master of the French "ninth art" and author of renowned, visionary works translated into many languages such as **Arzach, The Airtight Garage and The Incal**.

The exhibition leads visitors through the fantastic world of Mœbius (pronounced with a German ö), exploring his relationship with time, which has always been one of the most significant and memorable themes of his art. This world is not the present, the past or the future, but seems to exist in an infinite loop (the œ of his name also brings to mind the infinity symbol), which engages all comic and art lovers in an ongoing interplay of past dimensions and nascent destinies, reality and science fiction, adding a surreal and dreamlike aspect to images that are already quite astonishing. The exhibition includes more than three hundred works, with 153 original drawings and 174 reproductions of various types: signed engravings, limited-edition signed prints, Dbond prints, and digital and scenographic reproductions, distributed throughout the rooms of the gallery in the modern wing of Villa Galvani in Pordenone, home of **PAFF!**.



The innovative exhibition design features augmented reality, with some of the works on display really coming to life; simply download an APP and frame the works with any smartphone. Look out for these images in the impressive exhibition rooms of the museum from 13 November.

The exhibition is organised by **PAFF!** in collaboration with COMICON, under the artistic direction of **Mœbius Production**.



"This original and unique exhibition on the works of Mœbius," commented Regional Councillor for Culture Tiziana Gibelli, "demonstrates once again how PAFF! is an example of Italian and international excellence in the world of comics. The exhibition not only brings together more than three hundred pieces by the great French artist, but enables visitors to enjoy them through innovative use of augmented reality, making the exhibition even more engaging for young people and adults alike. I would also like to mention the contribution to celebrations of the seventh centenary of Dante Alighieri's death, with an entire section dedicated to *Il Paradiso* through the eyes of Mœbius: an unusual representation that is definitely worth seeing in person."

Tiziana Gibelli
Friuli Venezia Giulia Regional Councillor for Culture

The Mœbius exhibition further strengthens the national and international reputation of Pordenone and Palazzo Arti Fumetto Friuli as centres of culture and creativity. It is hugely rewarding for all those who have always believed in and supported this visionary and innovative experience. But this is just the first milestone, a starting point to strengthen the relationship between PAFF! and the city and to attract more and more visitors from around Italy and beyond.

Alberto Parigi
Councillor for Culture for the Municipality of Pordenone

"There was a time when the names Mœbius and Gir seemed to belong to different people, as the corresponding work was light years apart. In Italy, news from the world of comics on the other side of the Alps was rather incomplete, at least for kids like me who were starting to get into the art of comics, and a certain mystery shrouded the identity behind these two pseudonyms.

On the one hand there was Gir, the artist behind Blueberry, the best-known and most admired French western based on Charlier's scripts, full of vignettes, texts and drawings filled with brush shading. On the other, Mœbius, with his equally detailed but more refined, clean and airy line,

often without texts, where the images spoke, communicated emotions and led the imagination far and wide, and the two appeared as diametrically opposed approaches to the comic-book form. Two parallel universes and two dramatically different ways of creating comics: the muddy and dusty Wild West told through a classic and strict narrative structure with the illustrations used to support the story, compared with the revolutionary, free and innovative visionary parallel universe of Arzach, Jerry Cornelius and Major Grubert, where it is the image and, for me, the unconscious and the irrational that lead the story.

Only later did I discover that Mœbius and Gir were two sides of the eponymous Möbius strip and the complex and fascinating mind of Jean Giraud. Not the traditional “two sides of the same coin”, but two paths bound infinitely, inseparably and indistinguishably together. Mœbius could not exist without Gir and vice versa.

An authorial complexity with a depth that had never been seen before in the world of comics and which gave the drawn image that intellectual weight that is universally recognised today.

But from his immense body of work, what really led me to love Mœbius/Giraud, continuing to surprise me over the years, beyond every other author of comics and all other arts — there is a good reason why his visionary talent was used in the creation of films such as Dune, Alien, Blade Runner, Tron, Willow, Abyss and The Fifth Element — was his ability to transform the art into meditation, reflection and dreaming with the pure elegance of his style, uniting physical and psychological adventure, where a journey of the imagination takes us much further both outside and within ourselves.”

Giulio De Vita
Artistic Director, PAFF!

“The Palazzo Arti Fumetto Friuli perfectly fits the timeless spirit of Mœbius. The architecture of the site combines the preservation of a beautiful woodland estate, a restored historic building and a contemporary extension, all redesigned to create this artistic venue. It is a place that reconciles the past, the present and the future, as the result of restoration and creation. It is fully equipped with excellent exhibition tools, including video rooms, large exhibition spaces and high ceilings, with natural and artificial light perfectly illuminating the works on display. It offers everything.”

Isabelle Giraud
Mœbius Production

“Following a wonderful experience with the Milo Manara exhibition, the partnership between COMICON and PAFF! continues in the splendid rooms of the Palazzo Arti Fumetto Friuli in Pordenone with an exhibition dedicated to another great international master of the “ninth art”: Mœbius. After huge success at the MANN National Archaeological Museum in Naples, the exhibition arrives in Friuli Venezia Giulia with a new layout for the occasion and we are sure that it will enchant all the visitors from Northern Italy who will be able to enjoy the works of this great French author. This completes the first year of a truly exceptional partnership between us, presenting exhibitions of comic greats.”

Claudio Curcio
General Manager of COMICON



La mostra Mœbius - Alla ricerca del tempo

The exhibition is accompanied by a beautiful 178-page colour **catalogue** in Italian and French, bringing together all the works on display, thanks to the in-depth research and work carried out by Mœbius Production and COMICON, with contributions from Isabelle Giraud (Editorial Director, Mœbius Production), Claudio Curcio (General Manager, COMICON), Jean Michel Folon (Illustrator), Olivier Gal (Portait&Compagnie), and Hervé Le Guyader (Professor of evolutionary biology). It also includes in-depth analysis, a letter from Federico Fellini and excerpts from Dante's *Il Paradiso*. All of this is accompanied by the extraordinary and ingenious colours and forms of Mœbius' work.

Catalogue details:

MŒBIUS - In search of time

Pages: 178

Format: 24,7 x 31 cm, hardback

Retail price: € 47.00

ISBN: 9788898049974

Publisher: Mœbius Production

The exhibition is enriched with activities for schools, educational workshops, a path assisted within it by numerous and fun activities for children, families and adults.

DOWNLOAD THE LIST OF ACTIVITIES



Jean Giraud, aka Mœbius, aka Gir, was born on 8 May 1938 in Nogent-sur-Marne, France. Over his lifetime, he developed a wide range of styles, from the detailed realism of Blueberry to the fantastical drawings of Arzach or 40 Days dans le Désert B.

His futuristic landscapes, populated by hybrid creatures and highly sophisticated spaceships, where the imagined takes on a dreamlike metaphysical quality, have made him popular the world over. His work has had a huge impact on science fiction, animation, cinema, 3D and video games. Today, he is considered a key artistic figure, having inspired entire generations with his visual and narrative innovations.

After studying Fine Arts, Jean Giraud began his career in comics at a very early age, contributing to children's comic magazines from the age of sixteen. Later, alongside J-M. Charlier, under the name "GIR", he created the Blueberry series, for which he invented the name and which now has some thirty titles. Co-founder in 1975 of the magazine Métal Hurlant and the publishing house Les Humanoïdes Associés, Jean Giraud developed a unique style under the pseudonym "Mœbius". He published works that revolutionised the creative side of comics, such as Arzach (1976) and The Airtight Garage (1979), for which he was also the scriptwriter. In 1976, he drew The Long Long Tomorrow, written with Dan O'Bannon, whom he met during the abandoned Dune movie project. This comic strip would later

become the graphic basis for *The Incal*, scripted by Alejandro Jodorowsky. Mœbius also worked for the film industry, creating costumes for Ridley Scott's *Alien* (1979), the storyboard and preparatory drawings for *Tron* (1982) and concept art for *Abyss* (1989) and *The Fifth Element* (1997). Between 2000 and 2010, Mœbius devoted part of his time, in addition to his main commissions, to creating a comic-book autobiographical fantasy in six volumes entitled *Inside Mœbius* (COMICON Edizioni). This presented 700 pages of the imagined life of a Mœbius in his prime, who confronts his own alter-egos at different ages, and interacts with creatures who are also his characters in search of their author.

In 1997, he founded Mœbius Production with his wife Isabelle and together they continued to promote his work through major exhibitions around the world and the publication of original works (*Inside Mœbius*, *Le Chasseur Déprime*, and *40 Days dans le Désert B*). Since Jean Giraud's death on 10 March 2012, Mœbius Production, under the direction of Isabelle Giraud, has continued to publish and exhibit the cartoonist's masterly work, ensuring its preservation and continued influence.



PAFF! - Palazzo Arti Fumetto Friuli in Pordenone is the first cultural institution in Italy and one of only a handful in Europe promoting art and science through the medium of comics, which enables an immediate and entertaining understanding of cultural issues. Through the intuitive and playful language of images, **PAFF!** presents temporary exhibitions, training courses, play and educational initiatives, events and conferences for a variety of audiences.

Founded in 2018 by Giulio De Vita, together with a team of professionals with experience in a wide range of sectors, **PAFF!** uses comics as a tool to interact with visitors in a creative, smart and multidisciplinary way, offering them a fun way to engage with culture.

The PAFF! museum is managed by Associazione Vastagamma APS and supported by the Friuli-Venezia Giulia Region and the Municipality of Pordenone. Originally conceived as an experimental project, today it is a permanent institution that supports culture, encourages professional training, facilitates social exchange and promotes the area, thanks to its originality and an ability to engage with very distinct

areas and themes including art, science and social disciplines, through the unique characteristics of comics.

[LINK TO THE GALLERY](#)

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