

Valerie Carmet

With a degree in International Policy, French born Valerie Carmet came to the States to work in Fashion but after few years in the fashion business, she decided to pursue her first love and studied art, painting and sculpting as well as mosaics in a number of New York Schools and Italian studios. For three years, she also worked at the Anandamali Studio in New York City as a full time artist. Valerie eventually taught the art of mosaics and mixed media creating large-scale commissions, art surfaces and furniture. Her clients have included Pfizer, NYU Hospital, Ritz Carlton, Rockefeller Center and numerous restaurants and nightclubs as well as a global group of individual clients and collectors who described her work as "an expression of light and good feeling".

Her new collection "ToyBox : Not Intended for small children" is based on 3D wooden frames silhouette boxes, filled with collected, recycled toys, each piece is one of a kind in a limited pop art edition of 10 in each series.

Describing her approach with this new medium, Valerie says : "my kids discarded toys gathering dust were too sweet and strange to toss, so I began the "ToyBox" Series... I used the old and the new, the vintage and the collectible "toys" as my new palette of paint and color to play with..."

"... Not all children get to play. Play is an important part in one's early life ; it is a critical set of moments where the child gets to access imagination, fun, as well as the state of happiness or frustration or laughter, joy and freedom. Later, in the adult life, it can become an area for achievement and unsurpassed performance ; some takes play seriously, to another level so to speak. Unfortunately, not all children get to experience the notion of play. However, the desire to play never goes away; playing is as natural and embedded in humanity as breathing is essential to life. "ToyBox" is an expression of this constant desire to play reflecting the image to the viewer, inviting them to reconnect and live once again the great moments of play. The box is a reminder that play never goes away; it's there as constant offering, as a container of all of what is good in the notion of play. To some, it might communicate that if you don't get to play as a child and if you lived in a family where play was "not intended for children", you might just become this grown adult who wants to play even more. Then you might be told, your behavior is "intended for children" only. Go out and play with all of the people in your life, generous of your time to the ones you love and to yourself..."

"What my work has in common is that each creation is reworked, reconstituted until the very end, the process is fluid, and as new pieces are utilized, they can change the direction of the work mid-stream, much like life itself and much like play."