

Daniele Milvio

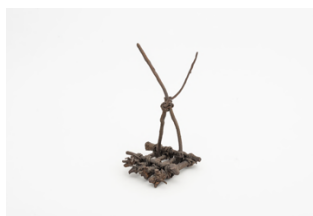
*Far Cry*

28 September – 09 November 2024

## List of Works



Daniele Milvio  
*Ching Shih*, 2024  
bronze  
36 x 19.5 x 15 cm  
14 1/8 x 7 5/8 x 5 7/8 in  
unique  
DM021



Daniele Milvio  
*L' incivile maestro di cerimonie (The uncivilized master of ceremonies)*, 2024  
bronze  
18 x 10 x 10 cm  
7 1/8 x 4 x 4 in  
unique  
DM022



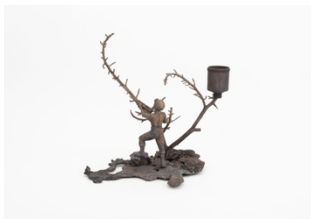
Daniele Milvio  
*Lessive*, 2024  
bronze  
8 x 35 x 16.5 cm  
3 1/8 x 13 3/4 x 6 1/2 in  
unique  
DM024



Daniele Milvio  
*Sabina (legno di) [Savin (wood)]*, 2024  
bronze  
42 x 23 x 18 cm  
16 1/2 x 9 x 7 1/8 in  
unique  
DM025



Daniele Milvio  
*Mokume-gane*, 2024  
bronze  
32 x 21.5 x 18 cm  
12 5/8 x 8 1/2 x 7 1/8 in  
unique  
DM026



Daniele Milvio  
*Minatore candeliere (Miner chandelier)*, 2024  
bronze  
28 x 27 x 19 cm  
11 x 10 5/8 x 7 1/2 in  
unique  
DM027



Daniele Milvio  
*Sopravvoliamo (Overlooking)*, 2024  
bronze  
33 x 36 x 21 cm  
13 x 14 1/8 x 8 1/4 in  
unique  
DM028



Daniele Milvio  
*Grande Oriente Tiburtino (Tiburtine Grand Orient)*,  
2024  
bronze  
43 x 18 x 18 cm  
16 7/8 x 7 1/8 x 7 1/8 in  
unique  
DM029



Daniele Milvio  
*Zahir*, 2024  
bronze  
30 x 22 x 15 cm  
11 3/4 x 8 5/8 x 5 7/8 in  
unique  
DM030



Daniele Milvio  
*Nonna Geometria (Granny Geometry)*, 2024  
bronze  
13 x 43 x 16 cm  
5 1/8 x 16 7/8 x 6 1/4 in  
unique  
DM031



Daniele Milvio  
*Far Cry? (Marvin Gaye 1981)*, 2024  
bronze  
24 x 23 x 17 cm  
9 1/2 x 9 x 6 3/4 in  
unique  
DM032



Daniele Milvio  
*Porta foto - porta gioie (neo zotic gocciolante)*  
*[Photo holder - jewel case (neo dripping zothic)],*  
2024  
bronze  
20.5 x 22 x 16.5 cm  
8 1/8 x 8 5/8 x 6 1/2 in  
unique  
DM033



Daniele Milvio  
*Fermate la talpa (II?) [Stop the boring machine*  
*(II?)],* 2024  
bronze  
38 x 37 x 20 cm  
15 x 14 5/8 x 7 7/8 in  
unique  
DM034



Daniele Milvio  
*Allegria e doppi sensi (Hilarity and double*  
*entendres),* 2024  
bronze  
34 x 26 x 17 cm  
13 3/8 x 10 1/4 x 6 3/4 in  
unique  
DM035