

Artist Statement — Tedo Rekhviashvili

Only Shooters

In *Only Shooters*, Tedo Rekhviashvili explores the charged memory of adolescence shaped by digital landscapes, conflict, and survival. The series draws on the iconic first-person shooter game *Counter-Strike 1.6*—not as a nostalgic reference, but as a complex site of tension, power, and emotional projection.

Rekhviashvili translates the pixelated intensity of the virtual battlefield into layered, tactile paintings. In these works, the logic of the game dissolves into abstraction—maps become mythologies, crosshairs become symbols, and the silence between rounds echoes with something unspoken. The screen is no longer a barrier; it is a portal into personal history and shared experience.

Tedo is not glorifying violence. He is examining how a generation learned to navigate instability through digital rituals. For many, these games were more than entertainment—they were a language of escape, of control, of survival in a world that offered little else.

With his characteristic sensitivity, Tedo turns this hypermasculine terrain inside out. The works pulse with energy, yet remain open, vulnerable. They are both tribute and critique, action and reflection. *Only Shooters* invites us to look beyond the pixels—to see the boy behind the gun, the friend behind the enemy, the memory behind the match.