

ANNE DE CARBUCCIA

# SERGEANT S.N.A.F.U.

*Situation Normal, All Fucked Up*



Information is officially a wEApon



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"Situation Normal, All Fucked Up"

Anne de Carbuccia

SOLO SHOW FOR BRUN FINE ART | PILAR PANDINI  
MAY 5 – SEPTEMBER 30 2026 | THE VENICE BIENNALE

Campo della Carità

Dorsoduro 1051

Next to the Accademia Bridge



**"We now live in a post truth society.  
Information is weaponised everywhere.  
To be powerful you need the strongest information army.  
Using a microphone can kill but can also kill you.  
It's an instrument of warfare.  
This war, this crisis is global.  
We are not going to overcome misinformation, distortion and propaganda.  
The best we can do is manage it.  
We have the tools: we have our reason and we have our emotions.  
And to fight back we have our humanity."**

Anne de Carbuccia

Anne de Carbuccia presents ***Sergeant S.N.A.F.U.***, a sculptural series that stages the contemporary battlefield of information and the fierce fight for attention, perception and truth. Communication is no longer neutral: it is deployed, targeted and weaponized.

Meet ***Sergeant S.N.A.F.U.***, a stylized soldier whose weapon is actually a microphone. The image is precise: language has become artillery and broadcast its ammunition at scale. The historic military acronym S.N.A.F.U. ("Situation Normal, All Fucked Up") sarcastically defines a chaotic situation that has become the accepted norm.

In today's information battlefield it frames a condition in which disorder is no longer exceptional but operational. Misinformation, propaganda and incitement move like weapons through global networks.

Rendered in chrome, the soldiers act as both armor and mirror, their reflective surfaces capturing and implicating the viewer. Disorienting, reflective and seductive, they echo the polished surfaces of media systems designed to capture and dominate attention.

The soldiers evoke immediately legible toy figures. This familiarity sharpens the tension: they are at once toys and instruments of control, mixing innocence and militarization. They also reveal an invisible war driven by algorithms that amplify division and escalate content.

The S.N.A.F.U. soldiers are the sentinels of a new kind of warfare, one without front lines, where the terrain is perception itself and the casualties are truth and collective understanding.

With this series, Anne gives physical form to an otherwise intangible conflict: the fake news war where information is officially a weapon.



## TECHNIQUE

The ***Sergeant S.N.A.F.U.*** series consists of four distinct models produced using large-format 3D printing. They are available in Green, Blue, Red, Silver and Gold. The chrome finish is the result of a multiple-layered handcrafted process. Each sculpture bears the inscription "S.N.A.F.U.," with some models also incorporating references to military instruments.

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## THE ARTIST

Anne de Carbuccia is an artist and filmmaker from Corsica, France.

Since 2013 she has travelled to the world's most remote locations to artistically document endangered environments, species, and cultures. The focus of her work is to move past the human-centered era of today. Her art has been exhibited in museums and public institutions throughout Europe and the United States. Her new series *Choose Earth* is currently streaming on Amazon Prime.

## PILAR PANDINI | BRUN FINE ART

London – Milan – Florence

Pilar Pandini studied art history in Milan before going on to work for major fashion houses including Giorgio Armani and Emilio Pucci. In 2003 she returned to her first love, art, opening the La Rocaille gallery in Milan, before joining the prestigious Brun Fine Art, with locations in Milan, London and Florence. She went on to launch projects including Art in Progress at the historic Palazzo Larderel in via de' Tornabuoni in Florence, and Gallery of Wonders, a rental service for antique pieces for shoots and installations. She participates in the leading ancient and contemporary art fairs across Europe, including Tefaf, Frieze Masters, the Biennale di Antiquariato di Firenze, Nomad and, in 2026, the Salone del Mobile and the Venice Biennale.

The common thread running through every project is a precise and passionate vision: to create a dialogue between the ancient and the contemporary, bringing the great treasures of the past out of their traditional contexts to speak to a new audience. Her mission is to train the eye to recognize and appreciate these masterworks, making them accessible and desirable in the present.

