Hyperrealism or photo-realism (photorealism) is an art direction in the visual art of the last trimester of the twentieth century, combining maximum naturalness images with dramatic effects of their exclusion. Hyperrealism is an artistic movement in painting and sculpture, photographic based reproduction (copying) of reality. In 1973, Isy Brachot offered the term "hyperrealism" as a soft synonym for French too hard word "photorealism".

In its practice, and aesthetic orientations towards naturalism and pragmatism hyperrealism is close to pop art. Primarily these hyperrealistic movements are integrated by return to the complex of figurative drawing and composition. Characteristic features for Hyperrealism is an accurate, dispassionate, unemotional reproduction of reality, simulating the specificity of photography: the principle of automaticity of visual fixation, the documentary. Hyperrealism focuses on mechanical, technological nature of the image with glazes, airbrush, water-based coating; color, volume, texture are simplified. Although a favorite subject of hyperrealism – the realities of everyday life, urban environment, advertising, macro photographic portrait of a “man from the street”, the impression is static, cold, distant, alienated from the viewer.

However, along with the trends of “mass mediatization” of art, there is still some research, experimental formation, associated with the assimilation of the most advanced technologies and techniques of photography and film in hyperrealism: close-up, details, optical effects, editing, split screen, author's storyboard, shot from a high point etc.; special attention was drawn to shiny, reflective surface: glass, plastic, polishing cars etc. The Game of reflections on such surfaces gives the impression of interpenetration of spaces. The paint is usually sprayed with an airbrush to keep all the features of the images to exclude the manifestation of individual style of the artist.

Nearly thirty years later after the birth of hyperrealism, after the emergence of this trend in painting and sculpture, this term was used to determine the creativity of a new group of artists. Modern hyperrealism is based on the aesthetic principles of photorealism, but unlike the latter does not literally copy everyday reality. The objects and scenes in hyperrealism paintings detailed to create a vivid illusion of reality. Popular artist working in the genre and style of hyperrealism: Torrens Bernardo, Mel Ramos, Scott Prior, Will Cotton, Bodin Jacques, Pedro Campos, Chuck Close, Gilles Esnault, Ron Mueck, Roberto Bernardi, Chiara Albertoni, etc.

It should be noted that for many artists who work in this direction hyperrealism means to compare yourself today with yesterday`s yourself. The artist pays special attention to the details, as they are the greatest importance and every artist does it differently, despite the fact that the paintings in the style of hyperrealism may seem similar, each artist has its own style and you should just look more attentively to see it.