

## Artist Statement

Making objects out of clay allows me to study landscapes that are present both inside and outside of the natural world. I am constantly straining to make ties between my findings in the physical world and the fictional worlds created in this post digital age. Ironically, I became attracted to ecosystems and geology by being heavily influenced by video game platforms, animation from the nineties, and other screen related stimuli at a young age. It was in these intensely controlled environments of color and geographically gargantuan terrains that pushed me to go outside and experiment with the physical. Woven amongst these digital worlds I found were visual studies of the real world finely tuned and visually appropriated by game designers and animators. Clay and other minerals are my link back to these fictional places that my mind has visited.

Heavily experimenting with the raw materials at hand I allow the clay to morph and ebb between states. I recreate geologically reminiscent surfaces - cracked and stressed by hand or by heat. Then by using airbrushing techniques I control color, shadow, and visual depth. This step allows me to create the illusion of light and saturate the subject with colors and hues that are unnatural and seemingly surreal. My process mimics the origins of fiction and non-fiction, the organic and inorganic.

My forms deviate in shape between vessels to sculptures reminiscent of nature. The cultural connections to historical pottery within the context of region as well as place fascinate me. While the vessels I create do not literally imply utility, striking surfaces and multi-fired glazes act as a way of glorifying fantastical environments. The language of the organic elements present within my work attempts to portray how I see nature personified within this contemporary age.