

OVERARCHING STATEMENT

My work exists within defined frameworks and set parameters, utilizing the structure as a box in which I can play. These constructed systems act as the environments from which I can represent liminal concepts. The concept undergoes a series of reductions, ultimately constrained to a single sentence. This string of characters serves as the syntax for the design process. Using my digital body, I aim to create work which transcribes a digital environment, recontextualizing the digital felt experience to create physical work which is free from the burden of physicality. Using my body, I interface between digital realms and physical environments, exploring the relics the mediated rhetoric leaves behind. I believe that value is not linked to physicality; I applaud Olympic victories the same as digital triumphs. Through extended exposure to competitive digital environments, I have gained insight into the idea of meta-relevant processes. In a gamified context, M.E.T.A is an acronym for most effective tactics available. In other words, If I do not expand myself in the most efficient way, then I am operating at a theoretical time-loss. This idea is at the core of my creative practice, driving my need to endure the process, strategize my goals and create work efficiently.