

ARTIST STATEMENT

2022

As all artwork is, mine is a reflection... as only my artwork is, it's a reflection of me. It's a reflection of where I've been; it's a reflection of where I am now; it's a reflection of my core principles; it's a reflection of those I have educated, those who have educated me, those I have loved, and those I have lost; and most important to me, it's a reflection of my own nostalgia.

The greatest thing I could ever hope to accomplish with what I create is to give others a sense of nostalgia, that ever-vague but heart-soaring sensation. While I hope to do that in the future through animation and storytelling alone, I am finding joy in curating what may hopefully be nostalgic through my work in animation education and my personal work on social media.

My current tools of the trade remain digital art and animation programs in the Creative Cloud with Wacom Cintiq, with the newer addition iPad and Apple Pencil. The flexibility and speed these afford me have been essential for both personal and professional work. My current work is inspired by those who have worked hard to turn and preserve animation as an artform (both those found only in books now and those I've had the great fortune to know), my students (past and present), body acceptance, and all things historic / vintage / retro. Et alors, my work reflects the desire for aesthetics, characters, and/or scenarios that in turn reflect social issues of today through a fantasy lens or simply reflect a celebration of the good of yesteryear. Sometimes both.

Such can be seen across most of my illustrations, character development, and TikTok story work: bigger bodies and femininity (as a combination); processing both toxic and healthy relationships through the vast cast of "Kingdoms" and through the titular characters of "Jay and Nash" with their co-creator, my partner; exploring imagination, anxieties, and communication styles through the 60s'-inspired characters of "Investigator Aurora"; or exploring a literal "othering" through the vintage-tinged cryptids and monster-inspired characters in "Cryptid City". Not available to the public is the application of the same skills and similar sensibilities to creating art materials and two event lectures, in content adjusted for appropriate use in a classroom, lecture hall, or webinar setting.

I still hold great yearnings to continue to implement and further grow in use of color for mood and emotion in my work, as well as keeping some edge of the whimsy and dreaminess that defined the work of my past. Character personality and emotion remains both an interest and a priority for recurring stories and characters.

As past statements have said, only time will tell if I succeed in creating nostalgia for others. Now, I hope that perhaps a new kind of nostalgia may also occur, a result of efforts to create a safe and accepting space in artistic creativity for students and peers alike.