

I am by training, as well as profession, a graphic designer. Much of my art can be seen as an offshoot of the concerns, considerations and processes of that life. My work is conceptual, has a strong graphic bias and usually enjoys visual/verbal components or connections, each component fortifying, reflecting or complementing the other.

Perhaps because it was one of the first to be realized into a more formal form, one of my favorite pieces is one of my earliest. Born as a character in a play that I was developing, this object was first conceived as a line plotted on one of those graphs with x/y coordinates, outfitted with ear-like protrusions and one eye blind, affixed to a chair. It alludes to a sitting figure, staring as silent witness, the part, in the play, of that original character. The title, "deaf is it," a made-up word, pronounced either "deaf I sit" or "deaf is it" adds the more human traits of "I" and "deaf" and helps to tie in the red color and the formal physical attributes of the piece.

Much of my work concerns itself with social, political or cultural themes. One of my objectives is to use appropriate materials, and spare and minimal means to give body and my viewpoint to rather complex issues.

Many of my pieces are a submission to my love of type, text and language, and play with symmetrical letterforms. By splitting and manipulating them, and again using appropriate materials, the goal is to create new forms that convey understandable visual/verbal relationships and put on display the duplicity of language.