

ARTIST STATEMENT

My work investigates the increasingly blurry line between real and unreal, and the role technology plays in influencing the images we see every day - how we read and interpret them, how they are presented to us.

Just because something is perceived, does not mean it is real. The important thing is not reality, but perception. Something can be perfectly real, but if the perceptive channels don't process it, or process it in an unconventional way, this reality will lack credibility, or its allegedly real qualities will be reduced or altered. We do not have to identify perception with unreality, though. I use 3D technologies to invent a new reality, creating scenarios that could not be possible, but is not immediately obvious to the viewer. I am interested in technology not to document or imitate reality, but to transform it. As Modigliani said: "I am not searching for what is real, neither what is unreal, but unconsciousness."

I am an artist constantly positioning myself within the borders of a deliberately conflicted landscape. I present a world in which digital video, 3D animations, sculptures, photographs, drawings and installations merge in series of artworks that explore the discomfort of ones own nature; a world that is infatuated with the duality of disaffection; a world that challenges notions of assumed reality.