

The work in this exhibition shows my exploration and experimentation with space, reality and their interaction with the viewer. My work is largely driven by "Mono No Aware" or "*the pathos of things*", which is a Japanese term for the awareness of impermanence, or transience of things, a transient gentle sadness at their passing as well as a deeper gentle sadness about this state being the reality of life. I want to look at space as something subjective, irrespective of the fact that space is usually bound by the generally accepted rules of architecture, time, human stigmas and fixed perception. Something that can shapeshift, something transient. That is why space and perspective are important subjects for my exploration. With my work I try to evoke an emotional response from the viewer. I want to communicate how impermanent reality is and inspire the viewer to question their current perception of reality. While creating my work I was on a journey of exploring and pushing boundaries of reality. Each piece is a stage of this journey. The viewers are intended to go through a similar journey discovering something new about space and reality.

Being interested in the way humans interpret reality, in my work I try to question each component of this reality. To achieve that I try to dissect reality into parts, then question and examine them one by one. The *Still_motion series* are aimed at challenging common ideas surrounding motion, transience and time. Through the combination of a dynamic material such as fabric with a solid material like resin, I try to alter the way we see motion. Due to my interest in architecture, my work has been greatly influenced by the experimental methods of Gordon Matta-Clark, the minimalist structures of Tadao Ando, as well as The Super Studio. These artists particularly focus on distorting space and changing the viewer's perception of it. I try to do the same in my etching *Beyond_the_horizon*, where traditional organisation of 2D space is challenged and distorted. My graphic drawing *Flat_dimension* where I experiment with abstract and rigid shapes creating a labyrinth for the mind within them draws its inspiration from the detailed work of Hieronymus Bosch, experiments with perspective and space by Erik Bulatov and ambiguity in the works of Yayoi Kusama. The other stations within my artistic journey were human emotions, traditional art, light, concepts of inside and outside space and lastly reflections. Some of the techniques I used whilst traveling through these stages came from two extremely experimental artists Anish Kapoor and Dustin Yelin, who work with reflections, resin and layers, giving way to two of my pieces *Cloud_9* and *FACE*.

The layout that I intend for my work is meant to mimic my journey. Ideally it would be exhibited in a dark (with black walls) and quiet space with extremely high ceilings, creating a sense of infinite space. The viewer would be guided through the exhibition in a zig-zag manner, making a stop at each of the stations in the journey. The exhibition would start with a short explanation of the Mono No Aware philosophy and of the journey that will challenge the viewer's perception of reality. The pieces would be exhibited chronologically alongside their explanations. I will use strong lighting to create a spotlight for each piece. This will be done in order to turn the surroundings of the viewer into an artwork of its own. The darkness would seem endless making the viewers feel like they are floating in space. Their sensations within the exhibition would therefore be stronger.

As most of my work is conceptual it is important to decipher the meaning behind its physical shell. The biggest goal is to push the viewers to think about each individual concept and make them question reality as a whole. This is meant to happen as they see each piece and question the way it is constructed. Through this reflection they are meant to start questioning the world around them, how it functions and their role within it.