

My body of work explores the idea of how humans are researchers that gather and that keep gathering knowledge in time, this makes us more and more convinced that we know everything but because the universe is infinite, consequently the knowledge about it will also be infinite, so it's impossible to know everything. My art pieces are based on the concept of questioning art without necessarily connecting it to any already debated image or concept but rather to incite or provoke the viewer to find their own concept from their personal point of view and interpret my pieces into an abstract message.

The viewers should ask themselves what they really know and how much of it was influenced by their personal experiences. Leading to a realization that we as humans have to keep asking ourselves what's the truth and never assume we know everything. For my pieces I used paint, digital apps, clay and fabrics. These materials really made me experiment with my concept through different materials and made me think about how each material might have changed and delivered the message to the viewers. Initially, my vision for my work concentrated on the concept of infinity and the message of how many infinite possibilities of points of view, not only in this galaxy but in the whole universe and even further. In the concept of infinity there are some pieces that represent it just as a concept or "no limits" and "infinite possibilities".

I attempted to visually represent infinity, because personally I believe this is the most difficult concept for humans to absorb with their minds and it is nearly impossible to understand. Per example, for my "I don't know piece" I focused on highlighting the vastness of the universe through symbolic representations of elements of the galaxy, inspired by Mirò's works where he used shapes and colours to construct a concept. In this way, the audience would question what they think of the concept of infinity and how they can face it in their everyday life. The concentric layering of colors in my work highlights the meaning and aesthetic in the pieces as it becomes more complete and uniform.

The turning point in my conceptual ideas came with the creation of "Barcelona", as this was when I began to explore the idea of digital art and the constant use of colors. This piece was inspired by a photograph of me and Frank Stella's abstract work based on lines with different colors next to each other. "I don't know", my large scale portrait painting that was inspired by "Munch's Scream". This exhibition shows that my concept conveys to the audience in many different ways and it's absolutely her choice to choose with what point of view they should look at them.

The final exhibition was displayed and organised in a way that it would bring the viewer through a journey inside my perspectives on infinity and questioning what comes before and under what we assume to know. The viewer would first see "pop face", the portrait with sunglasses that is seen in real life seems like it's looking at you with a side look. Right next to it around the corner there are m digital pieces displayed in a group creating an approximate square shape. In between these two pieces matching with purple and blue shades there is the "I don't know" piece that because is exposed individually on the wall it's circular shape gives the impression to be a hole in the wall. The application of colour was a main focus in deciding where to put the pieces and next to what; all the exhibition creates kind of a horse-shoe but seems to be based more on a linear format. On the sides are placed two 3D works: one a black statue and the other one a rather colorful dress, even if different because they are positioned with space between them and work with the pieces behind, it overall looks visually appealing and satisfying. However, the focal piece of the exhibition is definitely the very colourful fruit piece hanging right in the middle, making all the workers connect, making the general exhibition feel complete.

