My body of work explores the idea of architecture around us and how architecture has developed and will potentially develop throughout the years. Initially my work explored the connection and contrast between architecture and nature, as shown in "Root Building" my ceramic, but as I progressed through my other works, I drifted from the idea of including nature and started focusing mainly on the architectural aspect. Throughout my pieces I worked with very diverse materials; Wood, clay, siporex, ink, acrylic paint, foam board, and I mixed these different materials to create my pieces, like "Favela Complex", which has foam board, acrylic paint, spray paint and wood. My vision for presenting this body of work is for the audience to question what type of architecture is acceptable in our society, and whether there should be a limit to the architecture that will be developed in the upcoming years.

With my work I wanted to do as many pieces with as many different materials and different shapes and sizes as possible, to show that in the real world, architecture is also composed of different materials and varies in shapes and sizes. I found that for the theme of architecture, making 3D pieces were more effective in conveying my message. I used cardboard, stone and clay to make three 3D pieces, and all of them work effectively. Throughout my work I looked at different artists to get inspiration for the shapes I could do. Francisco Sobrino, minimalist artist, inspired me with his different shapes and sizes. My siporex piece "Dystopian Stone House" aims at showing the viewer what future houses could look like, also telling them that this house is in a dystopian future. Inspired by Christian de Portzamparc, a French architect that makes "over the top" structures, impressing the audience. Throughout my pieces I consistently not only followed the theme of architecture, but the color blue. This is because blue evokes security and trust, things that we have with buildings. Also how the color blue is in the sky, and that is the only thing that will always surround the architecture beneath it. "Black and White Triangle" and "Eiffel Tower, Street View" are the only pieces that do not have the color blue in them, painted in black, white and grey only, to focus more on the shape itself than the colors around it.

My exhibition is laid out in a linear space with a long alcove. The audience enters from the right, and the first thing that captures the audience's eye when coming to the exhibition is my 3D work. The first piece that the audience sees is "Favela Complex", in an empty space against the white display boards. Putting the large scale painting at the centre of the alcove made it another focal point for the audience, so that they can also see better some of my 2D work, and not just focus on the 3D work. The smaller scale painting and digital works are dispersed around the large scale painting and the various sculptures. The color blue is also distributed throughout the pieces around the exhibition, as it is one of the main colors used in my exhibition. The abstract work dominates the exhibition, like in my piece "Dystopian Stone House"; But references from the audience also pointed out that my work has very intriguing shapes and patterns. I want to show the audience architecture can be interpreted and transformed into abstract sculptural forms and shapes. Much of my work is inspired by the places I visited and lived in throughout the world. Places like Paris, Buenos Aires and Rio de Janeiro are the main cities that inspired my architectural work, and helped me show different architectural cultures.

My work attempts to challenge the audience's perception of what they think of architecture, and how they think architecture looks like around the world, how different cultures have different styles of architecture. My use of simple colors and exaggerated shapes showcase to the audience how architecture can be appreciated not only by its colors used, but by just its shapes, forms and patterns.