

Bryan Picken

346-20, 347-20

Mugen no Jyuunin (Blade of the Immortal), Hypervigilance

So my idea for this years show is emotional explorations through an unexpected channel. But Truth be told, I've struggled in the past to keep my work focused on a single emotion. Instead, I find myself beginning a piece with an emotion in mind only to journey somewhere else during the process. The end result is never really what I expected, but isn't that what happens when exploring emotions! where we start in never truly what we needed to express. Using an ostrich with all its ugliness to convey an emotional thought means finding new ways to draw in the viewer while staying focused. Can thought/feeling tell a complete story with the immediate smack of repulsion? - My 1st piece on uneasy feeling is adequately displayed; A witch doctor of any species makes people feel uneasy. That was simple.

The Sameria was just fun. I had a picture of the helmet and some armor pieces - but it was the lighting on the helmet that really caught my eye. The dragon on the blade was an after thought.. It was going to be a reflection on the blade, but I chickened out!

The choice of no background is meant to emphasize the character I felt it brings more focus to where my eye dwells when looking at my subject matter. This makes it feel cleaner, allowing the viewer to explore shapes and light without distractions.