

Artist Statement

I am a digital artist as well as a storyteller. I think of my works as introspective, the results of a struggle to understand the world. Growing up, I became drawn to the idea of storytelling, the way we weave stories and myths in attempts to explain the world around us. My characters and the narratives they are tied to are just that, my prospective answers to the questions I ask of this life, and the next. The unknown captures my attention most of all, for it is the thing I find most difficult to reconcile with.

Most of my art is digital media, including but not limited to illustrations, comics, animations, video game design, and more recently 3D modeling. The digital realm is also one that, to many even today, is an unknown of its own. People regard digital works as somehow less 'real' than other art, but I believe there is no difference between bringing life to an idea on paper than on a screen. Both allow others to see and engage with art.

Visual storytelling is the thread that binds all my work together. Symbolism too, finds a foothold in my work for its ability to attribute meaning through recollection and ideas attributed to certain entities.

Artists like Zachary Braun, Hayao Miyazaki, and Ken Sugimori have been great influences on my work. I favor bright, natural, saturated colors that mimic and seek to impress the brilliance of life into the viewer, especially when nature - forests, plains, skies - are the frequent backdrops to my work.