Taylor Morrow

Spring 2021

Capstone - Sculpture and Electronic Art

Department of Art and Art History

Artist Statement:

Art is derived from basic forms found in nature, crafted and stylized with our own complex perception of reality. Using simple lines of metal to form trees, creating large stone circles, or making wooden cubes allow the initial framework to be universally recognizable. Details such as the addition of paint, smaller wires, glossy beads, dynamically cut wood, or pools of liquid resin can be added to these basic, or more abstract forms to create a new layer or dimension of realism.

The placement of smaller materials help the eye flow across the overall form, with accents such as resin seeming to flow like rivers, clusters of beads stretching outward, and various carvings of shapes pointing in certain directions, organizing together in patterns and recognizable symbols. This essentially lets the viewer find themselves lost in the artwork, finding intentional, or unintentional meanings in the art whilst still being able to return in larger composition.

A diversity of materials allows the art to portray a variety of aesthetics ranging from something raw and organic, like the look of plants, stone, or burnt wood, to something entirely artificial, with the use of industrial parts, polished metal, glass, fluorescent paints, digital fabrication, and computer animation. This allows the art to tell a multitude of narratives. In many cases, it is a physical representation of our evolution from the primitive to the modern. Furthemore, the synthesis of these materials in unconventional ways allows for environments to form that only exist in imaginative space.

Title	Original Format
Figure 1: Garden of Skyler	1080p .mp4
Figure 2: Odd Planets	1080p .mp4
Figure 3: Sandbox Oasis	1080p .mp4
Figure 4: Fortune Trees	24 in x 12 in x 12 in
Figure 5: Metal Evolution	48 in x 48 in x 12 in
Figure 6: Chilluminati	72 in x 46 in x 24 in
Figure 7: Alien Bonsai	36 in x 24 in x 24 in
Figure 8: Decadent Mushrooms	36 in x 36 in x 36 in
Figure 9: Kaido Kuzai Videogame	Unity Game Engine
Figure 10: Skateboard Features	Assorted Sizes

Figure 1: Garden of Skyler

https://www.youtube.com/watch?v=iocwYvwgPOg&t=118s&ab_channel=TaylorMorrow

Figure 2: Odd Planets

https://www.youtube.com/watch?v=1qPNQu3y4TY&t=38s&ab_channel=TaylorMorrow

Figure 3: Sandbox Oasis
https://www.youtube.com/watch?v=B_Q_SZm6KZU&t=214s&ab_channel=TaylorMorrow
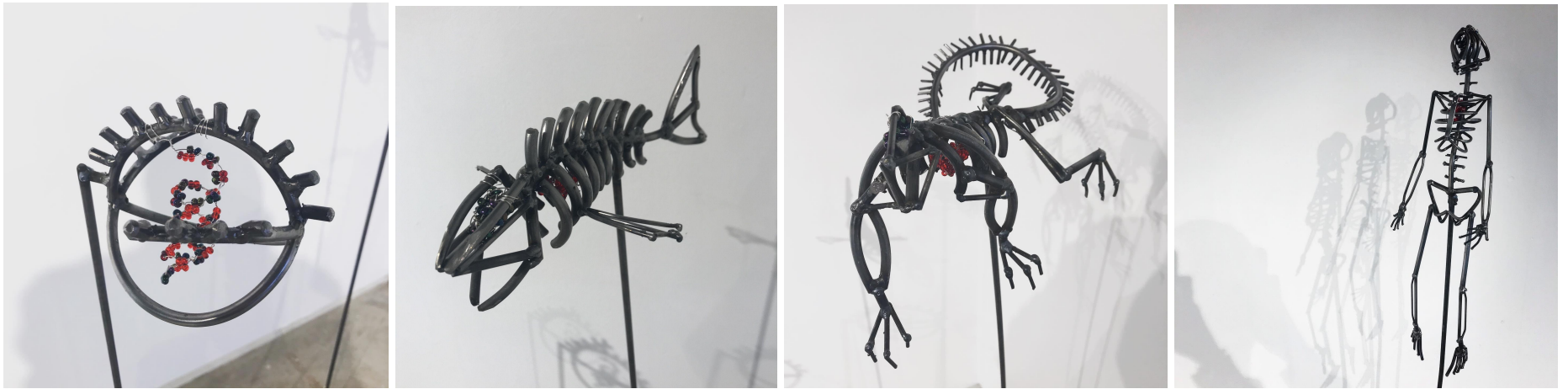
Figure 4: Fortune Trees

Figure 5: Metal Evolution

Figure 6: Chilluminati

Figure 7: Alien Bonsai

Figure 8: Decadent Mushrooms

Figure 9: Kaido Kuzai Videogame
https://tayror.itch.io/kaidokuzai-2d-ninja-platformer

Figure 10: Skateboard Features