

2015
SPRING STORM
DEPARTMENT OF ART

ANNUAL SENIOR SHOW ⚡ UNIVERSITY OF OREGON

2015 SPRING STORM

In its third edition, Spring Storm presents the creative endeavors and accomplishments of our graduating seniors with a public exhibition and accompanying catalog.

As undergraduate art and digital art majors, our students gain a wonderful breadth of study through foundational coursework and experimentation across a wide range of disciplines. Within this rich and diverse community, students are both connected to the historic traditions of specific mediums and engaged in a contemporary process of inquiry and exploration.

With the mentorship of faculty members in capstone or advanced courses, students bridge the gap between ideas and material, form or image to create meaningful and unique works of art. Our students learn to think responsively, ask questions, look for creative solutions, and express ideas apropos to their regional culture while adapting and responding to a global landscape. In this way, Spring Storm marks the culmination of their creative studies in the Department of Art and represents a significant moment in their evolution from students to young artists.

Charlene Liu, Associate Department Head, Associate Professor, Department of Art

More than 70 Department of Art seniors exhibited their work throughout Lawrence Hall in all media areas for the 2015 Spring Storm: Department of Art Annual Senior Show that occurred on Friday, May 29, 2015 from 5:00-8:00 p.m.

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Jenny Kroik

Jenny Lin

Sylvan Lionni

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Christopher Michlig

Donald Morgan

John Park

Dan Powell

Jan Reaves

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EMILY ALBERTSON ⚡ ART

From Above
2014-15
4 archival pigment
prints
16.5" x 23.5" each



One day, while I was walking along the beach on a cold winter morning, I noticed amazingly intricate patterns in the sand. The paths, created by the sea and the wind, weaved back and forth, like streams cutting through a microscopic world. But even with their small size, the natural paths could be mistaken for a much larger landscape, such as enormous rivers carving through the Earth. This piece explores the visual space where we can no longer differentiate between these two worlds, and how the landscapes around us can be much smaller, or larger, than we may think.

MEREDITH BLUME ⚡ ART

Meredith works with memories and objects of sentiment. This piece holds a personal relationship to the artist and seeks to invoke a sense of joy and play in the viewer.

That Day in Skagit, 2015, Mixed media, fibers, 48" x 66"



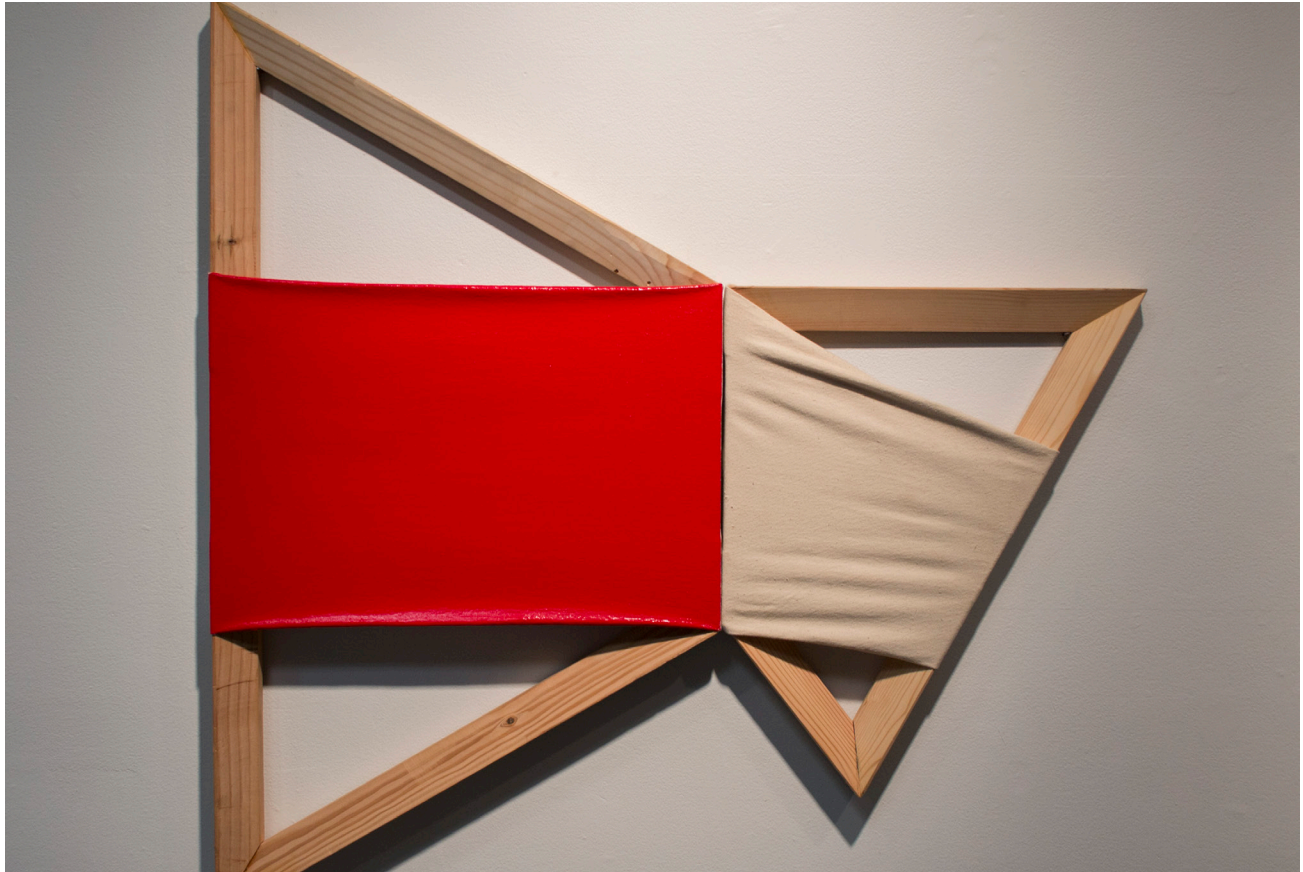
WILLIAM BOSWICK ⚡ ART

Untitled

2015

Acrylic, enamel on
canvas

32" x 32"



Evolving from an interest in minimalism and geometric abstraction, my paintings are constructed more than they are painted. I often use materials that dictate their own visual qualities, such as screens and metals. This relieves me from a decision I have to make while creating a painting. I also focus on what the canvas can do, and then try to do what it can't. Stretching the canvas unconventionally, showing the stretcher bars, or wrinkling and folding the canvas give it an unfamiliar materiality. I hope to convey an image the viewer subjectively responds to, while still relating to the objectivity behind my work.

ZACK BREITBACH ⚡ ART



Untitled
2015
iPhone, looping blue
whale's A- Call,
Italian marble dust,
American granite
dust
Variable dimensions

As an artist who works spatially, I focus on the weight that chosen materials contain, both literally and conceptually. I deal with conversations of tension that I experience both in my daily life, and the everyday objects that are contained in my work. In this piece I am using granite and marble shavings, together with a phone that plays a loop of a blue whale's A-call. The stones of different origins, along with the sounds, traverse distances that are physically out of reach.

NIGEL BRITTON ⚡ DIGITAL ARTS

Troubled Robot
2015
Digital animation
Variable dimensions



Troubled Robot is a piece meant to play with the idea of landscape and human interaction. I wanted to create an environment where you could explore aspects of the natural world, how water interacts with its surrounding landscape, with clouds rolling through the sky as time passes through the day. The robot was intended to be a humanistic interaction with the viewer, allowing them to understand the distress the robot has gone through over the course of time being left in the spot you find him.

SHARON LEE CARLSON ⚡ ART



Abundance
2015
Ceramics, oil on
canvas
Variable dimensions

Naturally occurring objects that are found in nature are inherently beautiful and inspiring, pointing to ideas that are larger than each of us as individuals. My work focuses on forming clay into larger-than-life objects that are found in nature, and in making representational art in a variety of mediums with nature as its focus. It is my hope that my work will inspire the viewer not only to appreciate the pieces themselves, but to also experience wonder, admiration, and respect for the natural world and its fragile, transient beauty.

MADISON COLE ⚡ DIGITAL ARTS

This piece aims to reflect historic Romantic Era portraiture and how new meaning can be created through twisted alterations. The piece reveals the mental state of the subject through her appearance. Influenced by writers and artists in the nineteenth century, I wanted to explore the idea of hysteria and the lack of publicity the mental deterioration women suffering from this “disease” received. Taking inspiration from the short story *The Yellow Wallpaper* by Charlotte Perkins Gilman, I sought to create a visual representation on the mental state of a woman suffering from suppression, lack of control and mental instability.

Yellow Wallpaper, 2015, digital drawing, 23" x 33"



OLIVER DAIR ⚡ DIGITAL ARTS



Dissection

2015

Purple heart, nickel

6" x 12"

This body of work transforms raw materials into sleek and concise forms, while investigating underlying structural elements. I focus on the dissection and deconstruction of these forms with the intention of reconstructing them into extruded versions of themselves with a focused attention on their cross sections. I also play with the scale of these jewelry objects and their motion in the context of the human figure.

KATHLEEN DARBY ⚡ DIGITAL ARTS

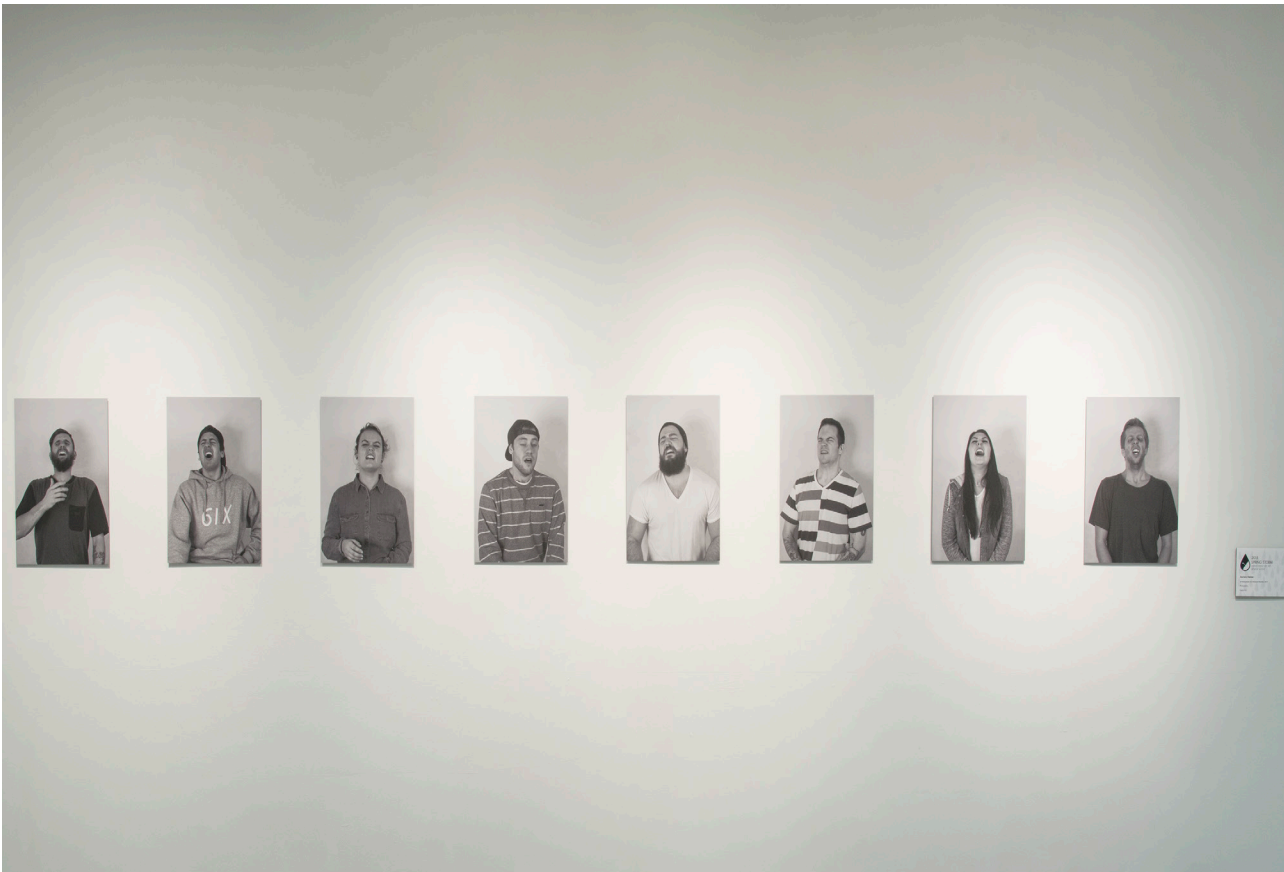
Ostrich Necks



I made this linocut depicting business men in suits standing as their necks are long and buried into the ground.

ZACHARY DEKKER ⚡ DIGITAL ARTS

*8 Photographs of a
Personal Moment*
2015
Photographs
13" x 19" each



This series is a conceptual look on the simple act of a sneeze. Each photograph captures the single moment right before the sneeze, the split second when the subject's mind is completely clear. When one sneezes, there are many things that happen at that moment. A sneeze can be a very personal experience for some. People can become embarrassed after sneezing and also tend to hide or try to stop themselves from sneezing. For this series I wanted to make the viewer dive deeper into the simple act of a sneeze and think about these ideas.

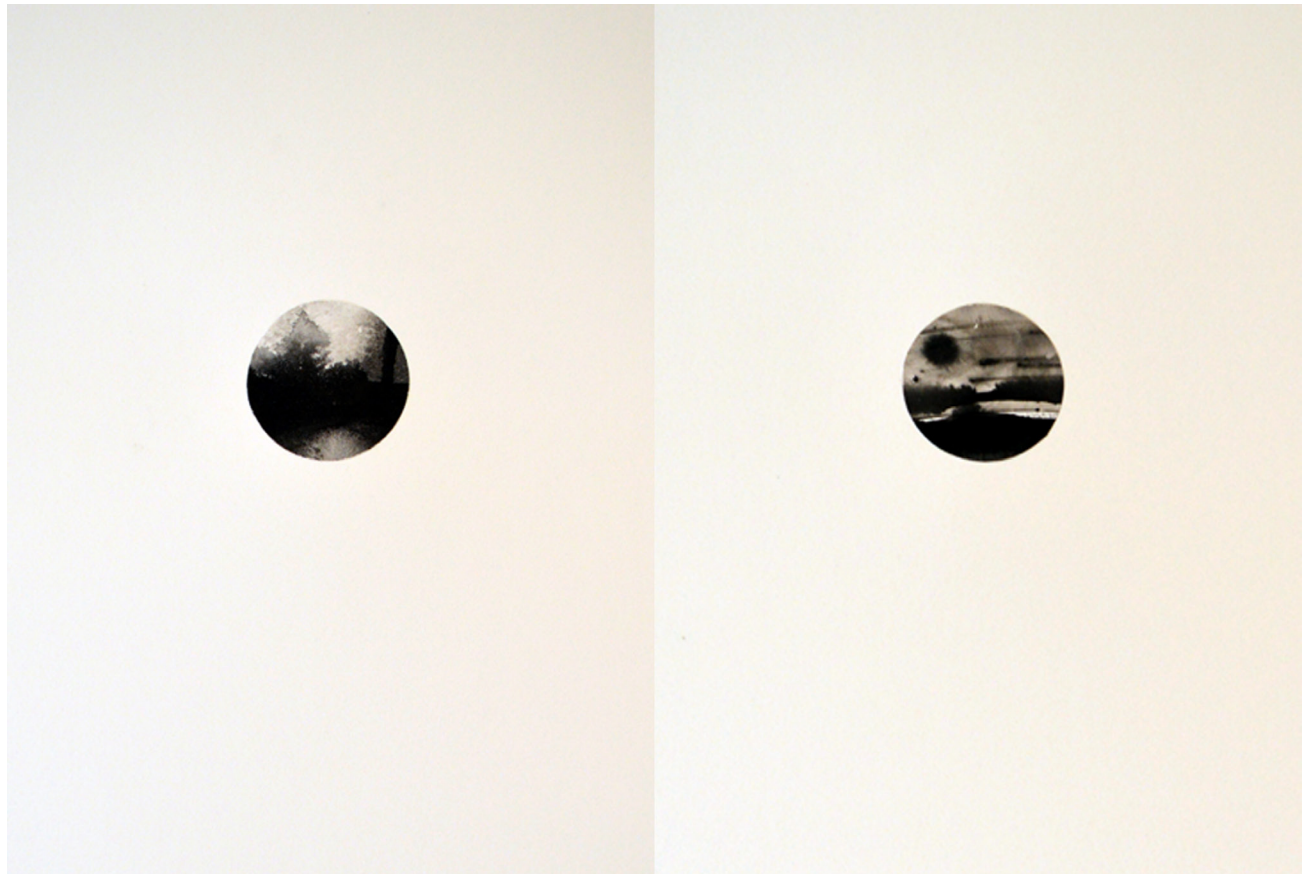
ARI FREITAG ⚡ ART

Untitled

2015

Ink on paper

15" x 22" each



These miniature landscapes were mined from larger ink drawings, which I created intuitively and haphazardly, and which bore little resemblance to the final work. I scanned them for looming clouds, horizon lines, placid water, dark forests, ominous shapes, mist. In broad, bright white sheets of paper, I carved out tiny portholes into these strange spaces, both alluring and vaguely threatening. Arranged all in a row, they became an expansive place that could be glimpsed through openings in a barrier, but never entered.

BENJAMIN GECK ⚡ DIGITAL ARTS



Image Search Art Bot addresses the vast collection of imagery we have available to us at any moment in our internet age. By synthesizing image in real-time, the bot questions what makes up "original" imagery or work, what is valuable, and how coding can be used as an artistic medium. Using Processing (Java) code as well as HTML, JavaScript, and other web technologies, the app grabs imagery from Google Image Search based on the search terms entered by the user. *The Image Search Art Bot* goes through a series of transformations, painting pieces of each image onto the screen and mixing them based on an algorithm written by the artist.



Image Search Art Bot, 2015, App: Processing (Java) code, HTML, JavaScript, CSS, Google Image Search API, 1920px by 1080px

BASCA GLASNAPP ⚡ ART

This organic form is a brooch that is meant to be placed on the back of one's shoulder. It is constructed with woven bronze chain to emulate moss over a thorn bush with flowers that are derived from an orchid. Each of these elements are from separate plants, and when combined create something unusual because they do not belong to one another.

Orchid Broach, 2015, bronze, 5" x 9" x 2.5"



NATALIE GREENE ⚡ DIGITAL ARTS



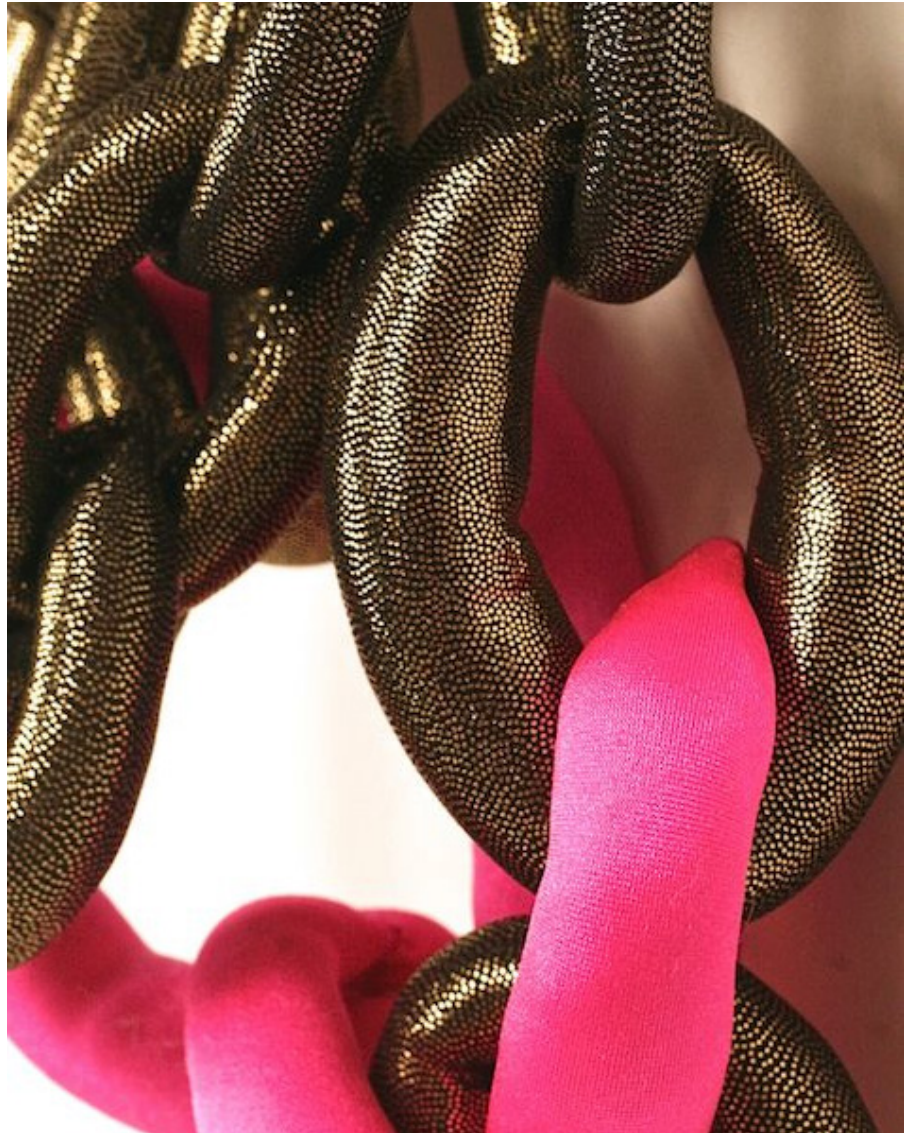
One and Two uses video game technology and hand-drawn animation to explore connection, cultivation of honesty and the clarity of intent. By looping a reduced narrative of individuals as separated and then in active embrace, I aim to display the essence of human support. I bent the circuits of my Nintendo Entertainment System to produce spontaneous and stripped-down 8-bit visuals. These were used as a backdrop to the narrative. Projected on semi-transparent, reflective solar film, this installation envelops the viewer into a somewhat enigmatic cyberspace.

One and Two, 2015, projection on solar film, pegboard, spray paint, electrical tape, variable dimensions

RACHEL ELISE GRUDZIEN ⚡ ART

The ability to morph, to conform, to stretch and fall back into place, to twist, to convey warmth or softness - metal cannot retain these qualities that fibers do without much alteration. Intending to "make my own gold chain," these amorphous and intestinal-like bodies of fabricated gold resemble earthen minerals, animal and human bodies alike, as well as explore luxury jewelry and why we adorn ourselves with commodities that resemble wealth. They simultaneously contradict the heavy weight of value historically expressed through solid gold karat by making them through a craft discipline of hand-made fiber strategies.

Snug Thug (Necklaces # 4-9), 2015, fibers, variable dimensions



ANTHONY HOU ⚡ DIGITAL ARTS



An abstract view of the ecosystem and its elements. The main body explores the hierarchy of flora/fauna in an ecosystem, and from there the color reflects the associations we have with these elements. The digital halftone bars are an unreal distortion, mimicking our interaction with nature; while the two elements may look pleasant, they are not the same.

A View, 2015, ink, watercolor, digital print, 34" x 50"

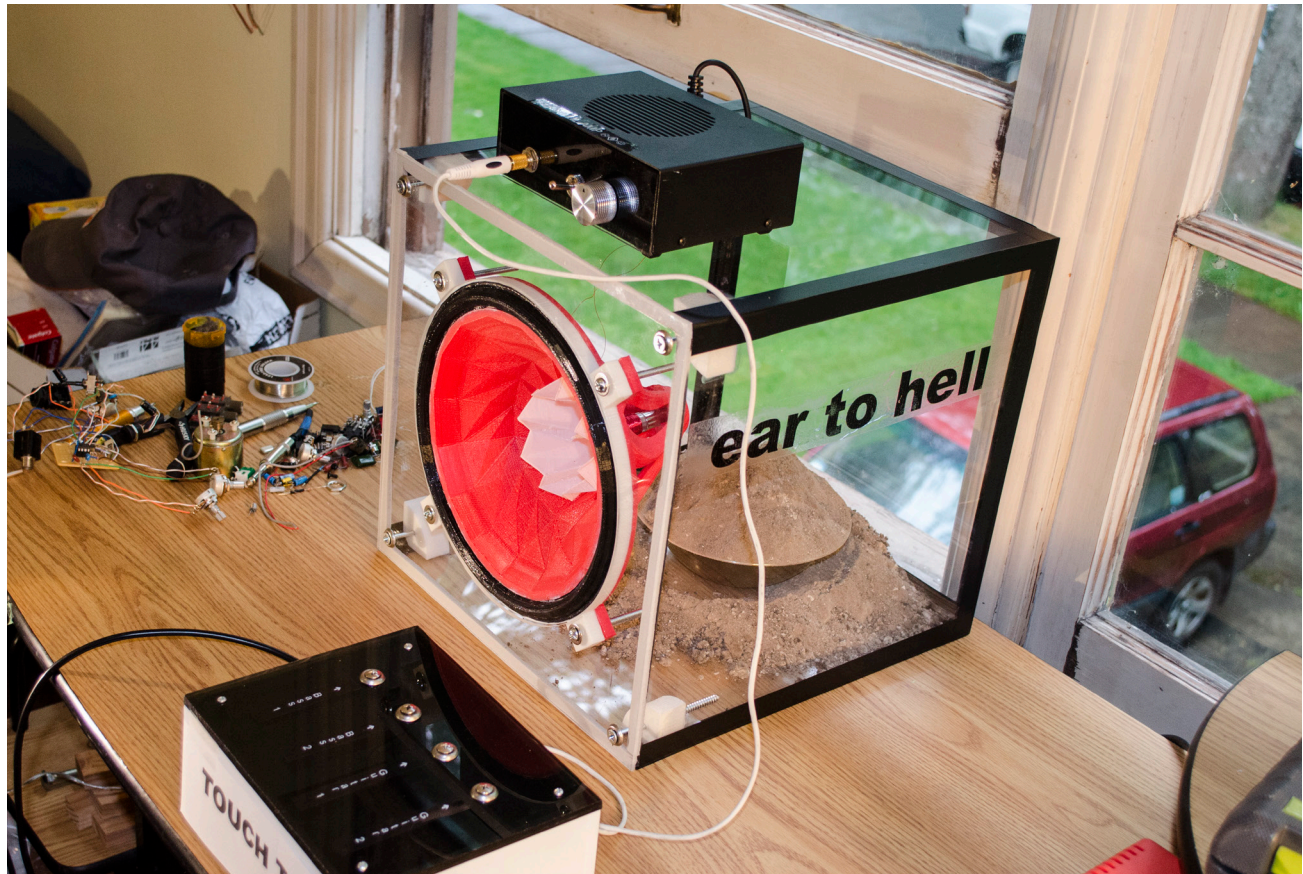
TED KESSLER ⚡ DIGITAL ARTS

Ear to Hell

2015

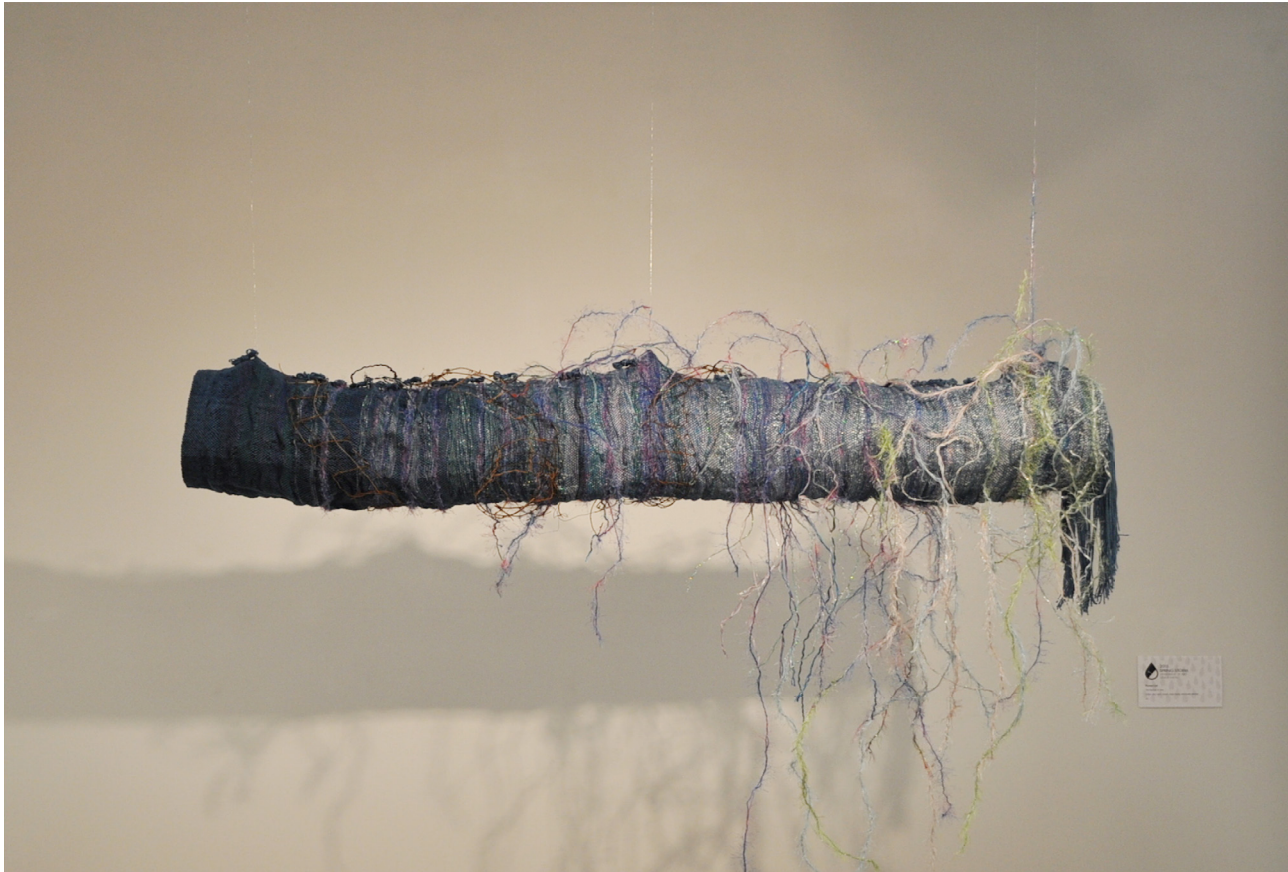
3D prints, custom
electronics, ashes,
acrylic, copper wire,
magnets

Variable dimensions



The *Ear to Hell* speaker is a functional art tool as well as a piece itself. It's a device for creating a custom distortion tone for instruments, similar to an effect pedal, in the form of a sculptural object. It calls into question how we imagine and value our art tools versus how we value our work, and how our tools shape our work. It also forces the design of the loudspeaker, an invention hardly modified since the 1930s, through a filter of modernity via 3D printing and synthetic materials.

KUMJA LEE ⚡ ART



The Passage of Time
2014

Cotton, wire, rayon,
acrylic, indigo
dyeing, double
weaving

20" x 78" x 9"

I approach my work as a metaphorical structure of time passage. Time is moving and changing eternally and everything evolves and revolves in a universal cycle. I integrate two concepts- one from the West where time is regarded as linear and one from the East where it is understood as circular. Linear time, represented as horizontal, reflects life from birth to death; lives are cyclical for generative connections from past to future generations. Metaphorically, the warp is the West's concept and the weft is the East's concept. Through the medium of weaving, I explore the mystical relationship between such concepts.

DANIELLE LOPEZ ⚡ ART

My piece *each night / i bury my love / around you* is about obsession, desire, and female hunger. I worked on this piece for a long time and even the act of weaving these pieces felt obsessive at times. I wanted to explore the idea of what a person can do with love and longing when it goes unwanted and unreciprocated. This is a very human experience for all of us, yet we hide it away from others and ourselves. The act of making these emotions visible was very important to this piece and to my practice.

each night / i bury my love / around you, 2015,
handwoven fabric, wool dyed with kool aid, acrylic
yarns, 3' x 6.5'



TAYLOR OYAMA ⚡ DIGITAL ARTS



Begin
2015
Enamel and gold
leaf on glass
30" x 26"

In this piece, I wanted to explore the arts of signage and lettering as it was before the advent of the machine. Drawing inspiration from remnants of ghost signs and contemporary sign painters, this piece was created in hopes of drawing recognition to an art form that is often overlooked.

ALEXANDRA PALLANT ⚡ DIGITAL ARTS

Days of 2014 series
2015
Hand bound
letterpress books
5" x 7" each



For the year of 2014, I wrote down what I did everyday. I created a book series that contains around 320 of the days from 2014 that were then divided into four books. The titles of each of the books give a little insight for what days are within. For instance, “Days of Nothing” (magenta spine) holds the days that I did nothing, “Days of Something” (green spine) holds the days where something significant happened, “Days of Anything” (black spine) has days where something happened but it wasn’t that important, and “Days of Everything” (brown spine) contains the miscellaneous days.

JAHSALYN JADE PALMER ⚡ ART



Goose

2014

12" x 18"

In my eight years of college (double major of Art and Psychology), I've experimented with many different media in the visual arts. While they all continue to interest me, printmaking has been an increasingly important focus of my artistic endeavors at the University of Oregon. My art usually follows a common thread- nature as a subject is a boundless wellspring of artistic inspiration. I enjoy being outdoors as much as possible and feel a kinship working with nature's elements. I like to use this kinship and inspiration to spread awareness of the increasingly rare beauty of nature within my work.

DIANA PATIN ⚡ DIGITAL ARTS

Japanese Magnolias

2015

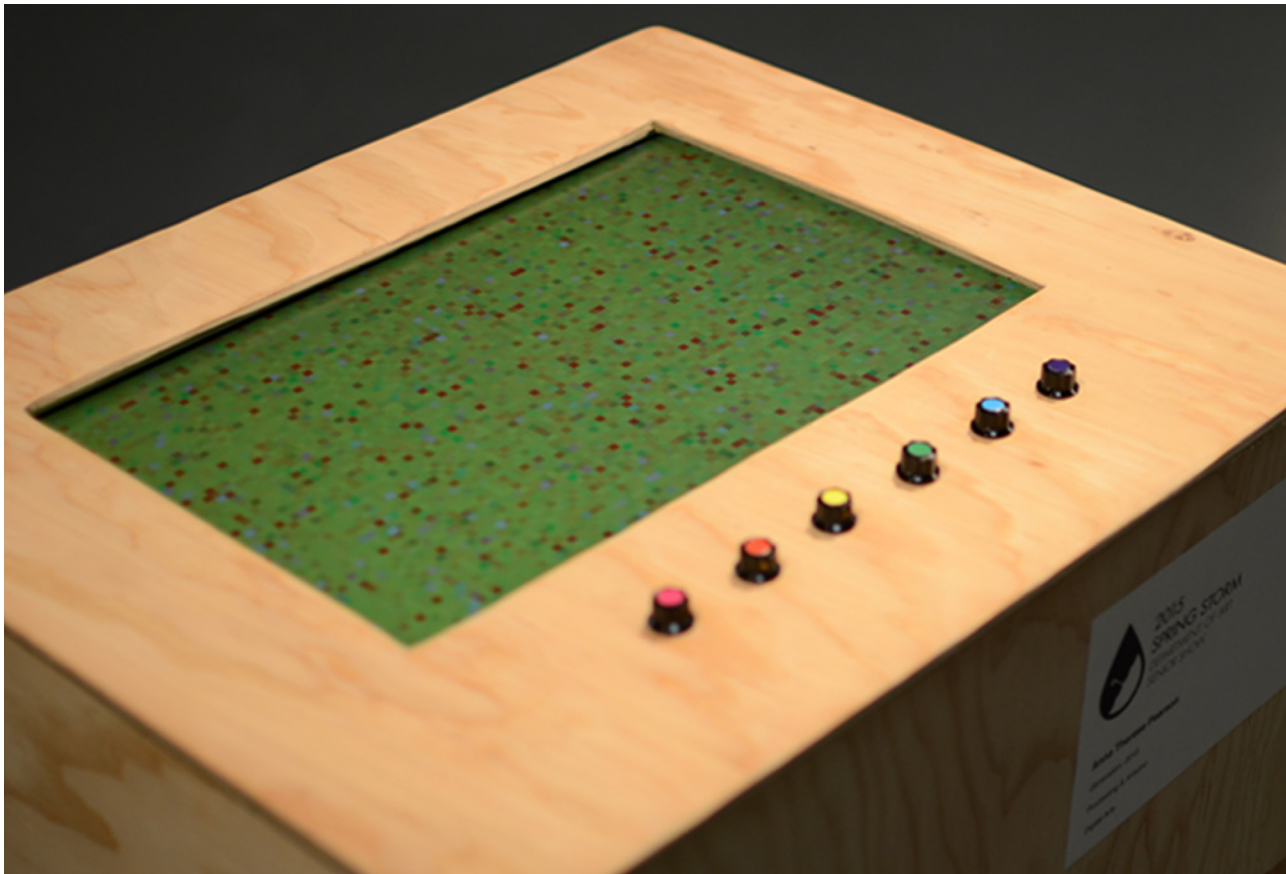
Archival pigment
print, vinyl, Plexiglas,
wood

28" x 30"



This piece memorializes moments in time by illustrating my interpretations of them. The idea of the ephemeral is something I constantly wrestle with. By definition, ephemera are objects that only exist for a short while. Flowers are a perfect example of this phenomenon, and their beauty is even more important because of the fact that it does not last forever. Through pieces such as this, I can accept the fleeting quality of these moments, yet maintain my battle against the ravages of time in order to keep them for myself.

ANNA THERESE PEARSON ⚡ DIGITAL ARTS



Generation
2015
Processing and
arduino
20" x 24" x 36"

Each block of color on the screen represents an individual member of the population. The population is influenced by six selective pressures, which are controlled by six mysterious knobs. Individuals who are farthest in color from the pressures die, leaving white space. Individuals who are closest in color to the pressures swap snippets of their color code and contribute offspring to the following generation. Some offspring are affected by mutation, which may increase or decrease their odds of survival and consequential reproductive success.

XU PENG ⚡ DIGITAL ARTS

Joy's Treehouse
2015
Digital video file



This 3D Animation was created using Blender 3D modeling and motion tracking and After Effects editing.

BRANDON RAINS ⚡ DIGITAL ARTS



Consumption
2015
Animation
Variable dimensions

In this piece I explore my own experience within a capitalist society. The animation style is illustrated using vector drawing in order to emulate the distinct graphic style utilized within modern day marketing campaigns. It is my attempt to communicate with as well as parody consumerist culture. The animation follows a character as it attempts to navigate through and be influenced by capitalist ideologies. While consuming this animation the audience themselves are partaking in the same process as the character itself. It is the consumer's choice to reflect on how they are deciding to participate within this same consumerist culture.

BENJAMIN RUPERS ⚡ ART

Treepots

2015

Ceramic

11.5" x 10" x 14"



Immobilized but alive, trees grow and stand together in permanent locations. For twelve thousand years humans have depended on ceramic vessels for food and water storage within their own settled communities. Thus pottery marks the human tradition of rooting to the land. Treepots pay homage to this relationship and attention to the value of community. They are lidded ceramic vessels hand thrown, sculpted, and soda fired.

CHANIN SANTIAGO ⚡ ART



Cocktail Ring 1-3
2015
Bronze, quartz,
aragonite
3" x 3" each

I am compelled by the exploration of jewelry as protective, wearable adornment that safeguards the wearer both spiritually and physically. Jewelry has a protective role and has been imbued with meaning by many cultures throughout history. The Cocktail Ring series is meant to be both visually disarming and enchanting by combining the strength and structure of bronze with the amuletic qualities of natural stones.

ALEXANDRIA SCALONE ⚡ ART

Untitled
2015
Mixed media,
Variable dimensions



This body of work began with selecting a wedding dress as an iconic feminine clothing item and representation of the strict boundaries on gender roles. What this work evolved into was an abstracted blur of the boundary between femininity and masculinity. By combining large construction based items and incorporating them with symbolically charged fabric, I was able to create a new definition of feminine that is strong and self-standing. As a whole this collection represents my journey in finding a balance between old characteristics of femininity and the need to break free by embracing masculine qualities as well.

TODD SCHREIBER ⚡ ART



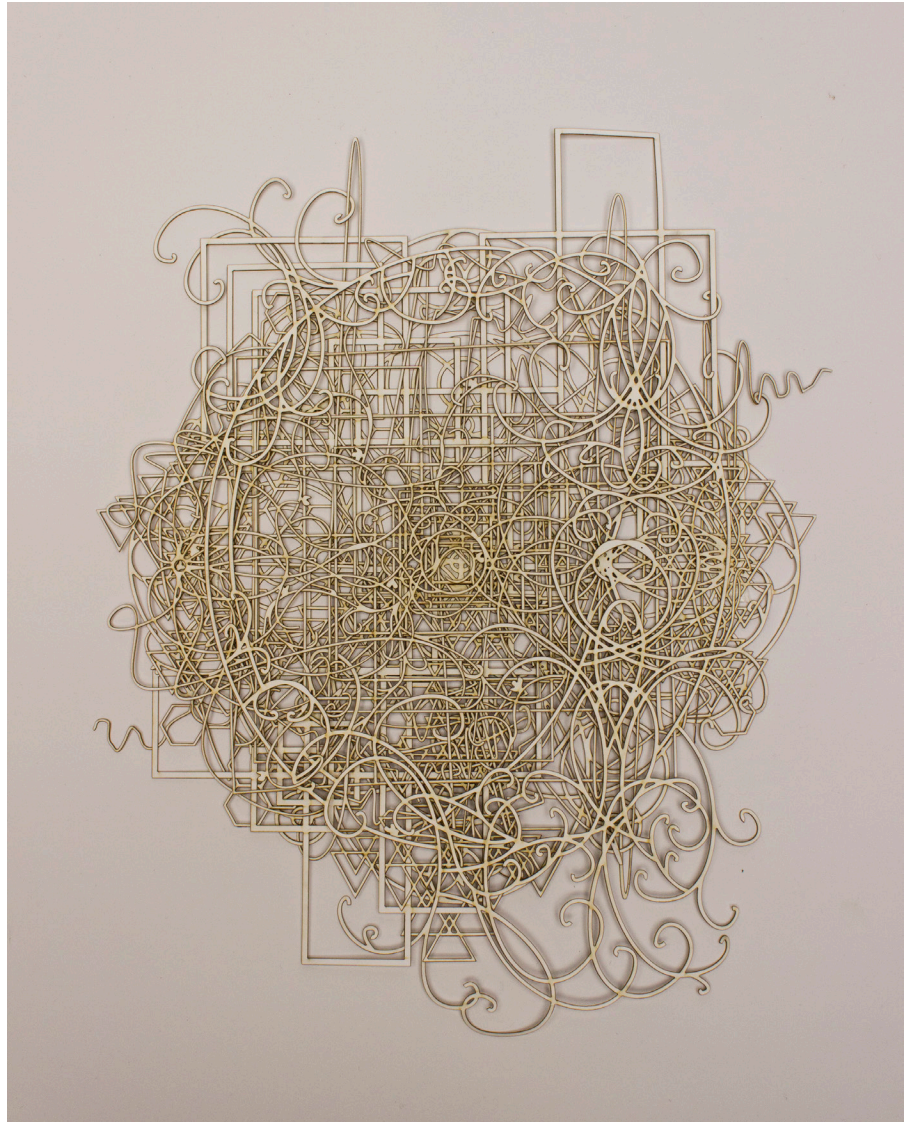
Clusters
2015
Oil on canvas
28" x 28"

My piece *Clusters* is the first attempt at an experimental painting process I recently became interested in. Stencils are utilized to control shape while varying techniques of paint throwing/ speckling/ flicking create the diversity of color combinations. Also seminal to the creation of this piece, the contradiction between control and paint throwing provided for a process that was based heavily in planning and forethought, juxtaposed with spontaneity and creative insight. I also believe this piece alludes to a admiration for stencil and spray paint art, as well as considering a marriage between action painting and a personal veneration for psychedelic imagery.

HANNAH SEDLAK ⚡ DIGITAL ARTS

As we navigate our way through life, our present is always connected to our past. *Life Stages* is a visualization of the lives of five individuals, with each 'stage' represented by a new layer that intertwines with the ones behind it to depict the ever-connectedness of how we live and how we experience our own lives. The first stage always represents birth or cellular division and each life moves through its own path, through structured education systems, puberty, unhealthy relationships, finding peace, etc. until it becomes its own entity, built up with experience, turning chaos into beauty.

Life Stages02. H. (2 of 5), 2015, interwoven laser cut cardstock, 8.5" x 11"



GABRIELLE SEGURA ⚡ ART



Untitled
2015
Gelatin silver print
4 1/2" x 6 1/2"

My work speaks to the act of losing oneself, whether it is lost through time, relationships or places. I like to notice light, intimacy, and form in ways that distracts the viewer from the familiar reality of the object or the figure. By attempting to capture experiences that can never be permanently held onto, I aim to put behind bars elements of life that are ephemeral. This underlying style modifies the way that I look at the body in relation to its surroundings, or even as it alters my surroundings in relation to how the body coexists.

JENNIFER ST. ONGE ⚡ ART

For the Love of Large

Format

2015

Archival pigment

print

12" x 15"



This work is a compilation of prints created with a 4x5 large format camera over the last year. The first set in this piece concentrates on clear focus, crisp images, and the beauty of the print. The second set centers more on experimentation, setting a mood, and creating a narrative for the audience to interpret. Together, this work is an ode to the large format camera, and the processes involved in shooting film photography.

DEANDRA STOKES ⚡ DIGITAL ARTS

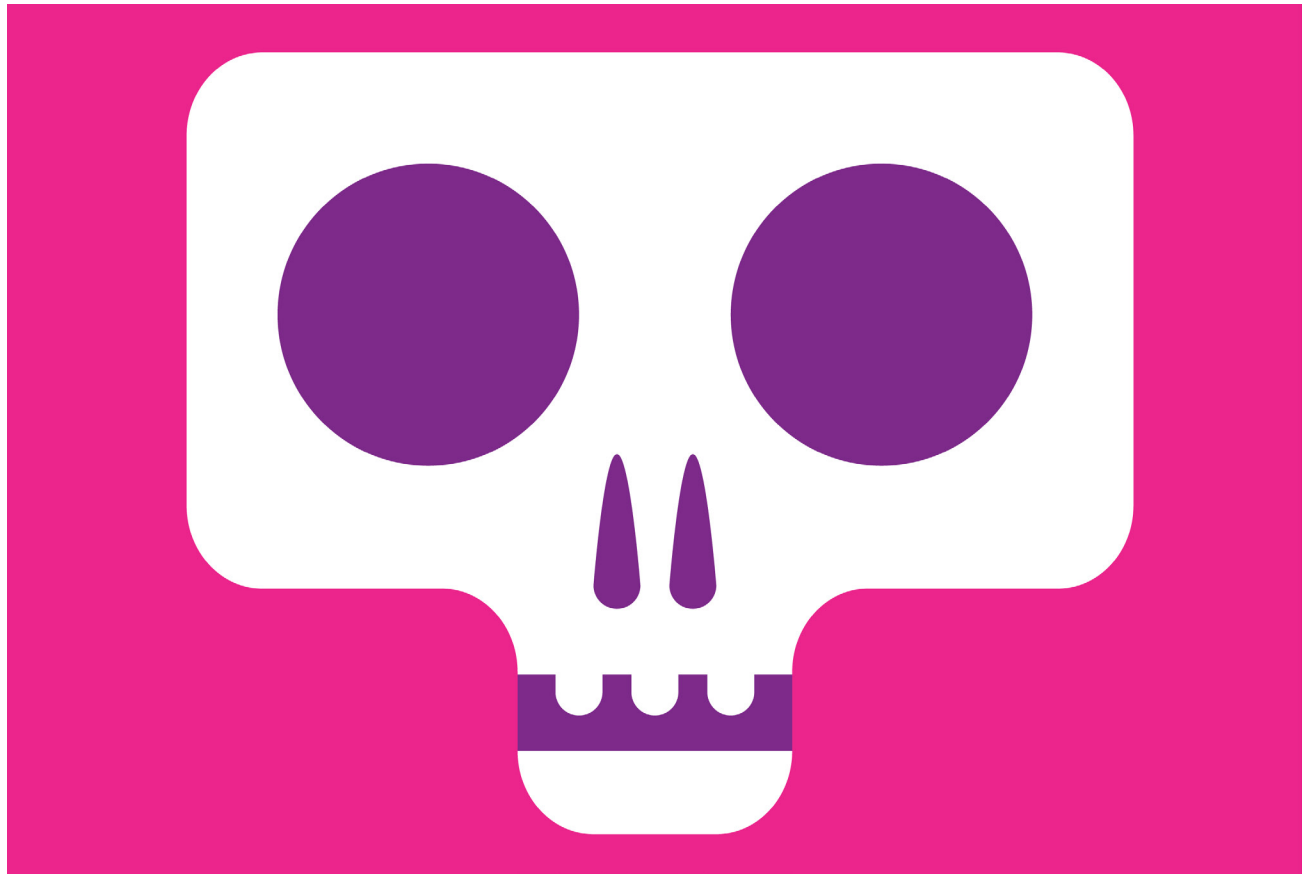


Trashy Videos
2015
Digital illustration
37" x 25"

Subversion of the everyday and well known is what drives me. I'm an opinionated person who is interested in a lot of weird, monster-filled pop-culture which definitely comes across in my work. And though I do like it weird, I like to make work that can still connect with people's everyday experiences. I hope my work can be engaging for a viewer and make what may be considered difficult-to-discuss subject matter more approachable and light-hearted, even if there is a healthy dose of blood and guts added in for good measure.

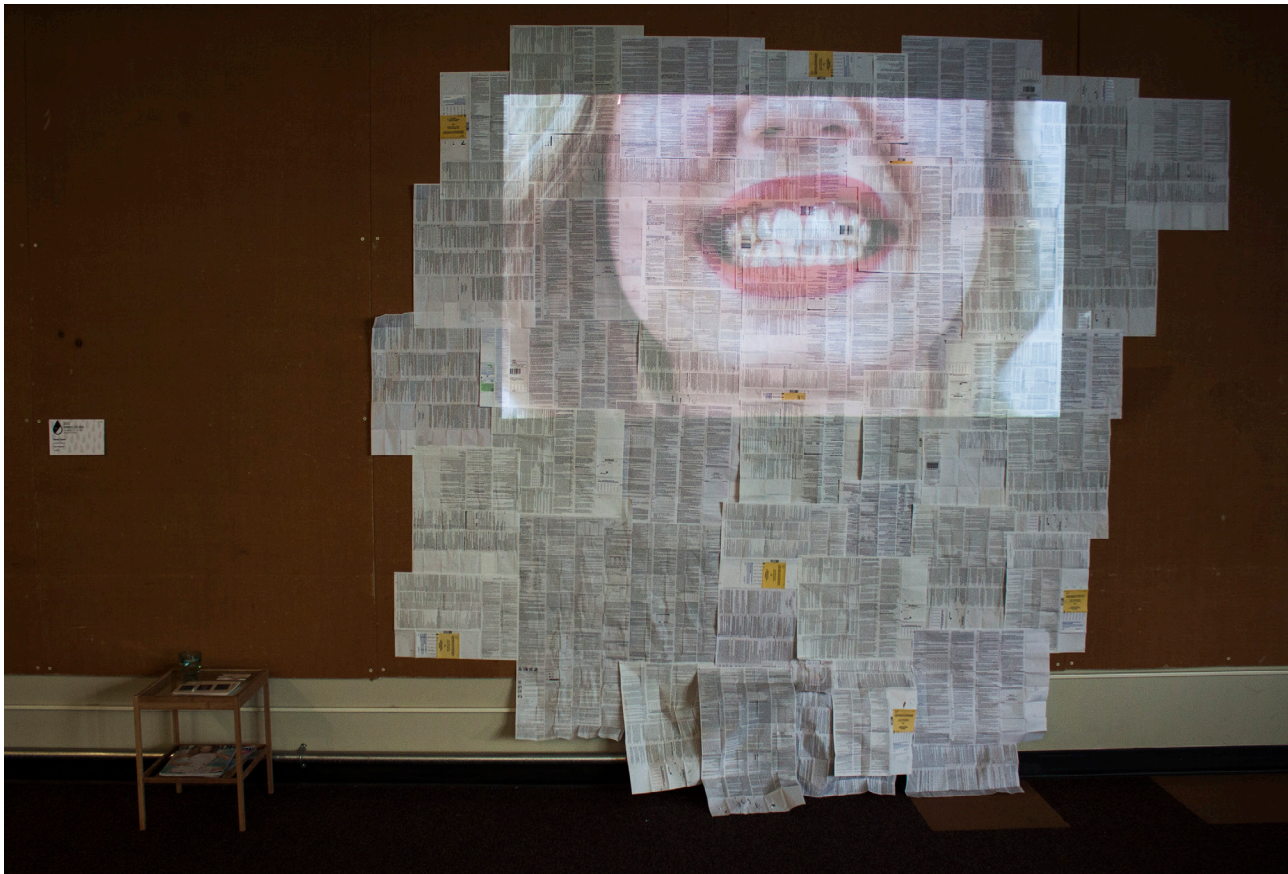
NICHOLAS SUGIYAMA ⚡ DIGITAL ARTS

*Rainbow Wall of
Death*
2015
Digital illustration
24" x 24"



This piece addresses typical American/Western assumptions about the skull as a symbol or icon. In our culture, skulls and bones are usually associated with darkness and morbidity, science, or rebellion and shock value. In the end though, they are simply a part of the body. My skulls are meant to be cute and approachable.

RACHEL TROIANO ⚡ ART

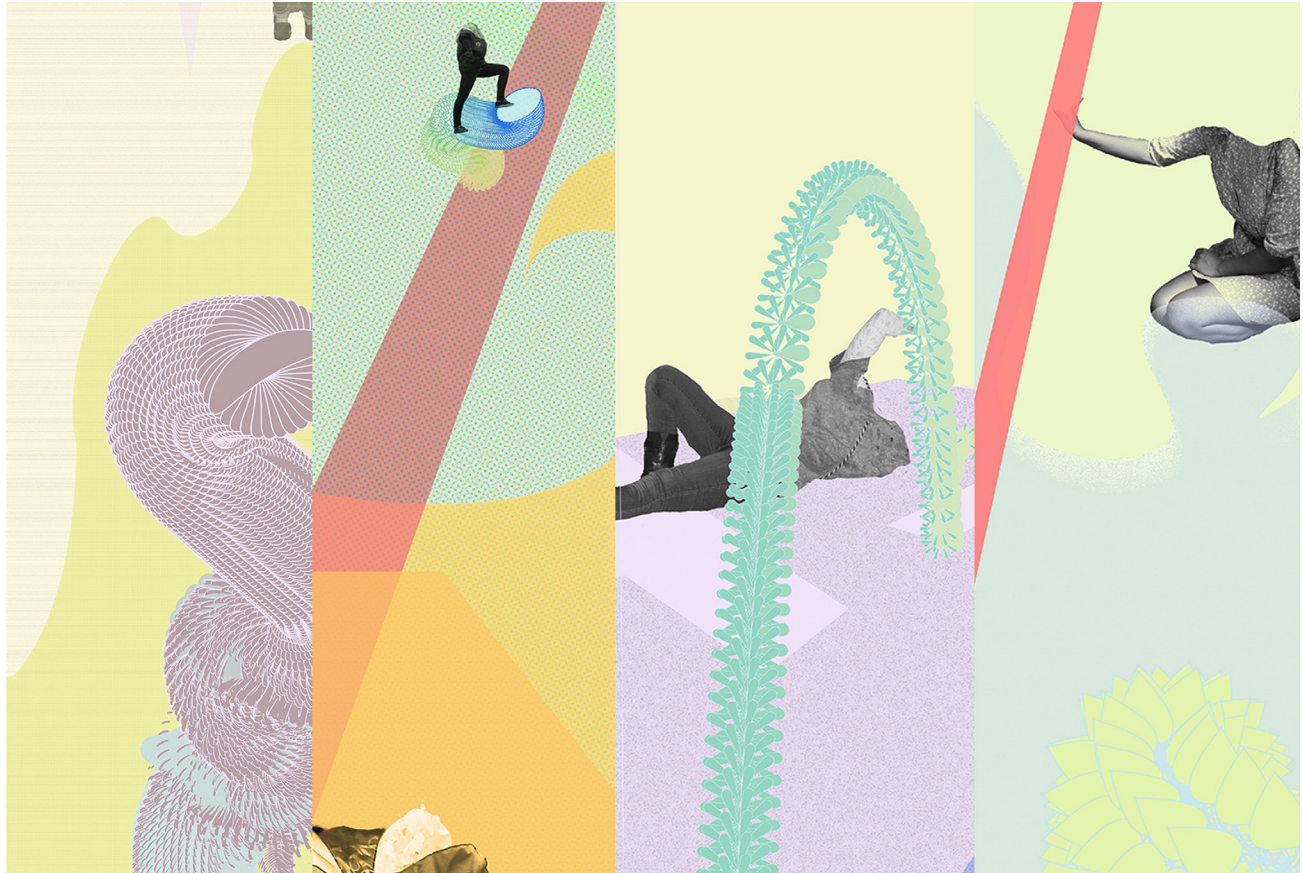


Just Grin & Bear It
2015
Video installation
Variable dimensions

In my art, I explore the female body and how it has come to be a societal construct. *Just Grin & Bear It* is a video projected onto a wall covered in birth control instruction packets. In the video, a woman smiles as hard as she can for 15-minutes, her mouth beginning to twitch and shudder. It examines how birth control affects women's lives in an intimate, and sometimes severe, way. Women are publicly encouraged to go on birth control while side effects, including anxiety and depression, are rarely discussed. This piece is meant to start the conversation.

JUSTUS VEGA ⚡ DIGITAL ARTS

Familial Spaces
2015
Digital prints
24" X 90" each



A set of four drawings exploring the intermingling of photo-nostalgic figures and landscape-reminiscent vector worlds. These collages create environments I can escape into through the use of my personal and invented elements. The repeating vector shapes that appear through out the series act as second or tertiary figures in the newly formed narratives and further distort the photographs from their original meaning.

KENDALL WAGNER ⚡ DIGITAL ARTS



These are three digitally produced collages, using found images of the female form and botanical x-ray photography. I wanted to focus on how to introduce the female nude in a unique way, but most importantly to represent it as an elemental being. I want this series to center on the nature of the human figure and its biological relation to the organic matter that surrounds us every day. Each collage was created using Adobe Photoshop.

Metamorphosis, 2015, digital collage, 11" x 17" each

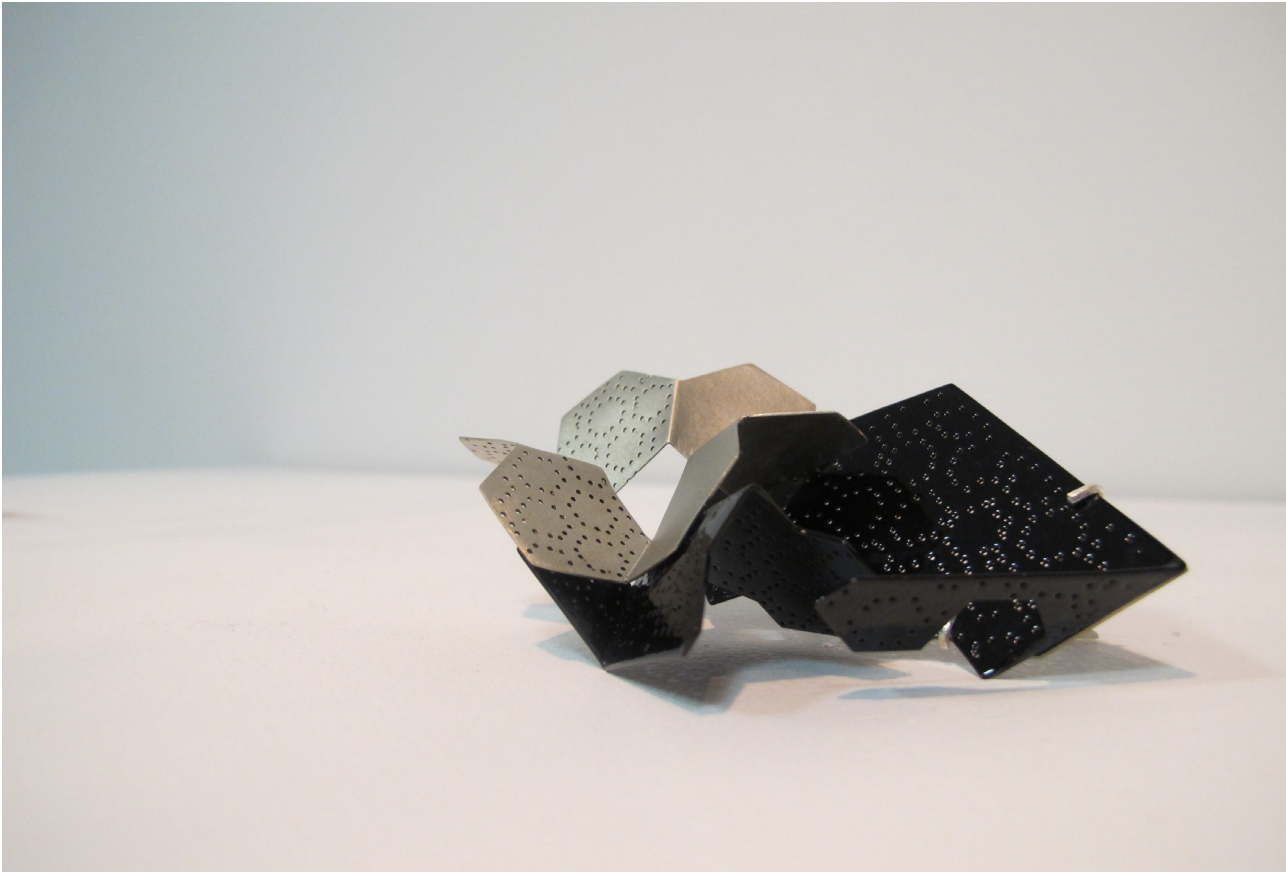
XINXIN WANG ⚡ ART

Fragmented
Memories, Brooch 1
2015
Silver, faux fur, nickel,
steel
3" x 3"



As functional decoration, jewelry reflects the identity of its wearer. I am interested in jewelry as a three-dimensional drawing in space, and I make non-traditional jewelry that explores the distortion of fragile patterns in the precious and stable material of silver.

JILLIAN WHITE ⚡ ART



Brooch #2

2015

Silver, nickel, copper,
steel, powder coat

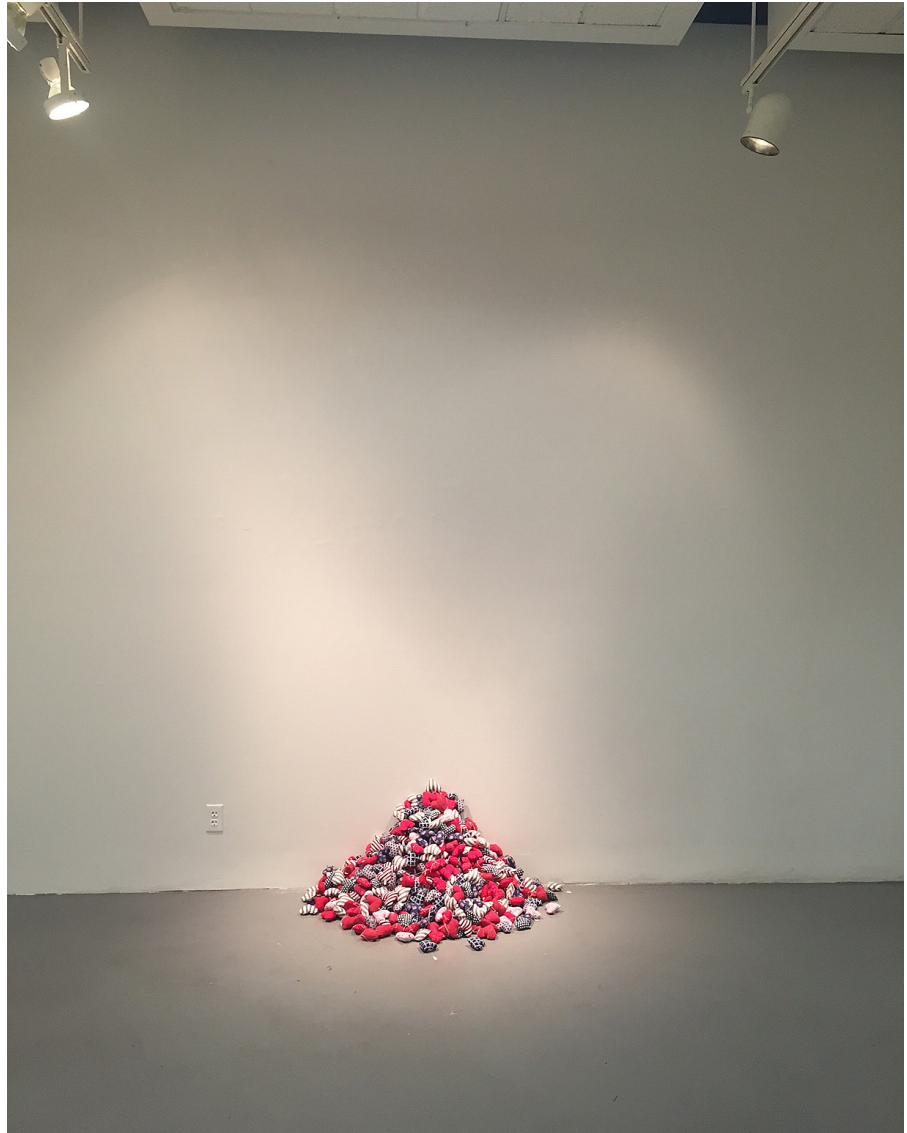
5" x 4" x 3"

My work has evolved to explore ways of manipulating flat, geometric planes of varying sized hexagons. I replicate a hexagonal pattern by drilling holes across the surfaces of these planes. I drill, pierce, score, and bend these metal sheets to move the pieces into three-dimensional space so that light can move through the holes and reflect off other surfaces. I rely on the wearability of these jewelry objects so that the light changes the solidity and permeability of the piece from multiple points of view.

RILEY YANDELL ⚡ ART

When an artist creates a work, they put a piece of themselves into it. That work is then sent off into the world for others to view and own. I invited viewers to take a piece of my work and myself to have as their own. This project took 199 hours and 18 minutes to complete.

The Heart of an Artist, 2015, 660 pieces- hand died cotton yarn, cotton fabric, 30" x 24"



CHI ZHANG ⚡ ART



Virtua Tennis

iPad Games Series
2015
Inkjet print
13" x 19"

My work explores the relationship between humans and digital technology. In these images, the evidence of human fingerprints interact with a most recognizable and symbolic technological device--the iPad. To be specific, I randomly chose six various games from the Apple Store, and then I played those games in the same amount of time. The result is a mapping of my fingerprints that clearly remained on the iPad from playing the games. Thus, each different trace of my fingerprints becomes a unique landscape.

MESSA ZHENG ⚡ ART

I devote myself in explore the relationship between human and animals, and even deeply relationship between human ourselves, eventually, representing them by wearable jewelry pieces. In my work, I pursue a relationship between humans and animals by making “wearable beings.” Also I am interested in exploring the difference of aesthetic standard between East and West.

Untitled Shoulder Pauldron, 2015, copper, brass, leather, 6" x 5" x 6"



