It's very easy to become disenchanted with the world around oneself, but with art it shouldn't be. Growing up I spent a lot of time watching cartoons, movies and reading books from Harry Potter, to Jurassic Park, to Batman the Animated Series, to Muppet Treasure Island, and more; these were things I loved. All of these fun and "childish" experiences helped form a lot of what I do now as an artist. As I grew I became enamoured with the works of Guillermo Del Toro and Jim Henson for their fantastic capacity as storytellers and world builders. Along with my fascination and knowledge of world mythology and folklore would grow too and become a vital resource, informing what I want in my art and the stories I want to share. Through experimentation the art can become more interactive, it *invites* the viewer to explore new ideas and indulge in an imaginary experience. In some cases this interaction becomes physical as well, giving room for viewers to become active participants through their other senses rather than passive observers.

Many of my ideas come from a yearning to create this separate little world and story. At times I find it helpful to reference back to the different stories I've learned. My work can reference existing stories or derive content from my own experiences but most often I act on a whim. Since it's an impulsive act I need to work through the process to discover what it will become. I want to be able to create these self contained worlds largely to see if I *can,* testing my own skills. I find satisfaction in the challenge of making a work of art whether that be on the technical level or conceptually. The drive behind the work comes not only from the narrative or concept behind it but also the technical challenges that come during the process of creating. Everything has some inkling of a story within it, whether purposeful or vaguely implied, it invites interpretation and reinterpretation. Viewing art should become an experience that allows one to indulge in their own imagination and take on a new lens of reality, even if it's just for a moment.