Anna Martin Maggie Liska Jess Allen Daniel Garcia Kieran Kelly



BFA Senior Art Exhibit THE PEPLE YOV MEET

May 1-12, 2023

Carlsten Art Gallery - Noel Fine Arts Center 1800 Portage Street, Stevens Point, Wis.

Opening Reception 6-8 p.m. Saturday, May 6



School of Design & Communication College of Fine Arts & Communication **University of Wisconsin-Stevens Point**

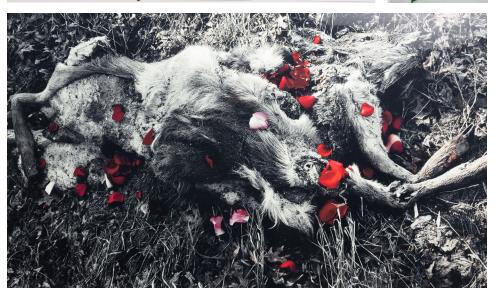












JESS ALLEN



My work comes from a spiritual place where what I see is beyond the visual. I think William Blake really words it well: "To see the world in a grain of sand and heaven in a wildflower, hold infinity in the palm of your hand and eternity in an hour." When I see a dead animal on the side of the road, I see more than a corpse. I see the life that once embodied the shell and a spirit that needs to be released and remembered.

Before I started my memorial work with dead animals, I didn't see anything but snow and trash and dead grass on the sides of the road on my commute to school. After I found a dead morning dove and felt the need in the moment to give them a memorial, I started seeing what I didn't see before; dead deer, in particular, every mile or so. I once saw none and now saw over 20.

As humans we seem to have forgotten how to be humane. We don't look beyond what we see. And sometimes, we don't see what is in front of us. My memorial sculptures and photography paintings are meant to give the once living peace and release them to the spiritual world. Remembering them is part of the care and humanity I hope to see in the future.



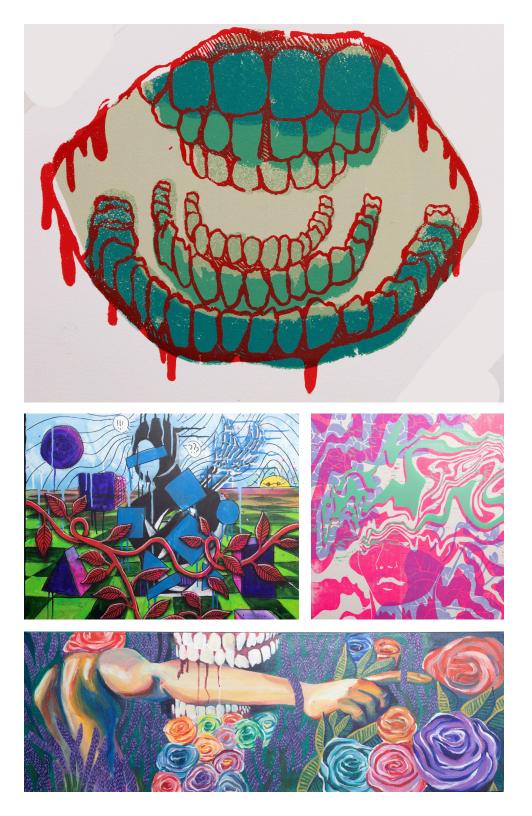
KIERAN



Originators is a collection of work that explores the development of personal, sexual, and gender identity through the trope of the teenage vigilante, likening the sudden development of superpowers, or the usually horrific call to action, to the strange horrors that come of young adulthood.

Stemming from my own love for comic books, my passion for writing and developing characters, and my own personal experience with my developing identity, Originators takes cues from its predecessors. Peter Parker, Bucky Barnes, Dick Grayson, and even Johnny Storm embodied a youthful voice to comics led by grown up stars, but as they matured, their unique perspective on having grown into power and capability led them down roads that had expired for their adult counterparts. Whether trained under a mentor or isolated by their circumstances, their growth from the 'child sidekick' to 'teenage partner' and so on made them standouts as they developed into full characters with their own books, series, and runs that led them to understand who they are under all that responsibility.

With classic comics callbacks mixed with moments of striking realism, Originators tells a weaving story of three original characters, all of whom experienced a strange transformation at the hands of something more than human. With their new abilities, they begin to feel divorced from a world that was so familiar to them as children, and struggle with their own, personal identities in turn.



MA44R LISKA



Since I was young, I was actively involved with fantasy and science fiction literature. When telling a story, I believe that it becomes more impactful when it goes beyond what we understand and can be made relatable despite new ideas and settings. Solving artistic or design problems by telling a narrative that is inaccessible or antithetical to a person's understanding of the world can force the viewer to look at things from a completely different lens beyond the surface. Surrealism as a whole has a huge influence on me. I always welcome other interpretations that aren't intended, because the nature of abstracted or surreal work allows the viewer to have breathing room to relate to the work in different ways.

I often contrast brighter colors with subjects that can be considered discomforting, such as teeth, in order to unsettle or confuse the viewer's senses. I like my work to overwhelm and disorient using color and space. Perfection is not something I am concerned with and I find it important to leave mistakes or other human touches in the work. I firmly believe that it is incredibly important to have fun and be passionate about the work I am creating.











DANIEL LOPEZ



I create acrylic and oil paintings of cities that incorporate aspects of loneliness, and poverty. My goal is to show how struggling can be seen as beautiful by using a wide range of colors in my paintings, colors you wouldn't normally see in cities in real life. Color is important to explore within my paintings because I enjoy creating contrast in what would be a dirty environment, with a lot of color. In cities, you expect a lot of the color to appear in windows of stores, advertisements on billboards, the color of cars going down the road, but in my paintings I make the buildings just as colorful as these other parts of the city to show that these spaces that keep people safe from the outside are just as important culturally as the things that surround them. These cities are memories of places that I remember from my childhood, and to create an idea of a memory that isn't quite right. I want to show how the passage of time can sometimes alter and change the memory of a location. The idea of changing how I view a memory of a city comes into how I frame the perspective and viewpoints of my paintings.











My work incorporates melancholic imagery with an emphasis on the human figure, using inspiration from personal traumas and responses to personal experiences. My work has an emphasis on the human body, as it harbors not only our physical condition but carries the baggage of our emotional distress. My work references my history and I am often the subject of and performer in the work. I am found within the work either physically or symbolically. By using myself as a subject, I convey that my works are not just stories with characters but the experiences and emotions of someone who has lived them. My work is performative and I have a very intimate and intense process with the creation of my body of work, both physically and emotionally. This process allows the work to maintain its authenticity, honesty, and rawness, also allowing the viewers to feel the emotional weight that the works hold. The work is designed to cause the viewers to feel discomfort and provoke sensitive emotions. The balance of confrontation and intimacy creates a lingering and haunting experience that the viewer can take with them even after they have stepped away from the work.

Thank You to BFA Committee Members:

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JinMan Jo

Kimiko Matsumura

Guillermo Penafiel

Rob Stolzer