

2nd Art Exhibit Award**Grotta (2022)**

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45"x28"

inkjet transfer, acrylic and varnish on paper on panel

Grotta imagines a descent into the underworld loosely inspired by mythology, and video games. Much of the source material for this image is drawn from illuminated manuscripts. For instance, the main character is a depiction of Virgil appropriated from the Yates Thompson Divine Comedy (YTDC) (1444-1450, Italy). In Grotta, the figure is not Virgil, but rather an avatar of the viewer. One experiences the journey through this figure. Similarly to the YTDC, the narrative in this work plays out in a series of vignettes, but here the scenes compose a larger image - a map. Additionally, while there is a starting point and end point, Grotta has no predefined path. Instead, the viewer can explore the world autonomously. This approach to storytelling is influenced by the open world genre of video games. Grotta pays homage to one of the early masterpieces in this genre - Metroid (1986, Nintendo)

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