



My body of work has focused on the implementation of architecture and design research, with that theme developing into a more thorough and open-minded perspective on my career of interest. This led to exploration of the work falling across the spectrum of one end being focused on understanding formal and contextual design, and the other end being the appreciation and embrace of human context and self development that would in turn develop a midpoint for these ends to intertwine. Aligning with this philosophy, I've taken on various mediums in 2D form with later incorporating and creating lens-based work with the SketchUp modeling program. I started IB Visual Art with the interest and position of curiosity to explore Architecture without having a clear direction of how to approach it, but having this pursuit to mature my understanding lead to the conceptual and sensible thinking seen throughout my body of work.

One of the first and main inspirational artists I had looked into was Hugh Ferriss, a renowned architect who developed charcoal illustrations for his distinct modernist skyscrapers and visionary outlook for what a future metropolis would entail. With an Intro to Architecture course being taken at the same time as when I started IB Visual Art, I would utilize architectural movements throughout history as a strong basis for addressing prompts, characteristics that could be expanded on, or as a problem-solving tool for how to approach ideas that didn't appear to directly connect to design. Design research has always been a big component for the backend of creating artwork, with each project being seen as a conversation piece and how I can best interpret and present my ideas, study, and perspective. Scale becomes an important component to the general course of my work in which proportions are to realistic dimensions, especially for projects like modeling for *Tiny Home* where although not visible the interior spacing, necessities, and mobility are taken into account for the design. Furthermore, this has led to mainly adopting the use of precision tools such as straight edges, T-rulers, architectural rulers, and SketchUp as the foundation to the accompanying medium to retain that sense of scale and a general consistency.

For organizing my exhibition, I had utilized a U-shape wall format to help visualize the spectrum concept previously mentioned for an understanding of architecture and design research. Each end wall of the U-shape serves as a more clear placement for an artwork that defines the range of the spectrum, such as the far left side having *Self-Assurance*, a self-portrait that took inspiration from photography bringing a revival to brutalist architecture to compliment skin and minimalist clothing tones against the far right side having *Communication Pavillion*, an industrial design presentation for an outdoor classroom that used the opportunity to alter form as a way to modernize the soft skill emphasis of present-day industries. Approaching the midpoint, they're arranged to have the themes of each endpoint intertwined approaching the center as a more thorough understanding of architecture is formed which is why more current work tends to resonate there. The midpoint contains the most current work I've created *What an Architect should know*, which serves as an overture and defines architecture as "The Understanding of how to design a Space and Environment in the Context of the human form, site and an open-minded perspective". Below this is the smallest and first artworks I had worked on, *Reflections* which gives a reference to the time and ideology that has been developed from the time period spanning the IB Visual Art course.

When taking my exhibition and body of work as a whole, I want my audience to be able to visualize the growth, connect, and pendulum motion that all these artworks have taken when pursuing the interest of architecture, and how one can reach a equilibrium position where all these independent concepts contribute to a comprehensive understanding.