

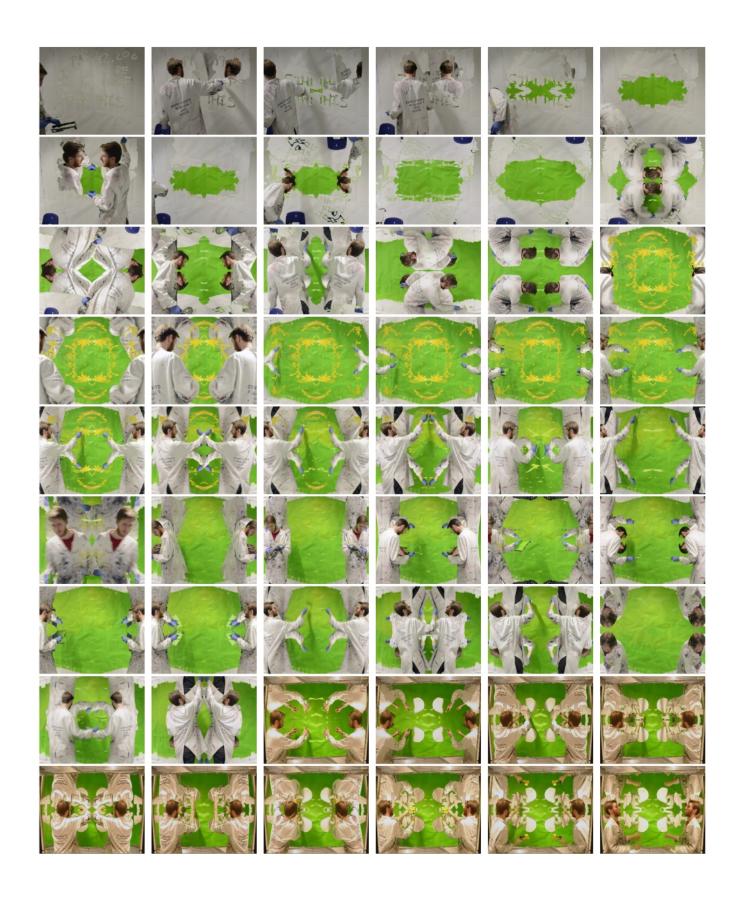
#### Cycles 2013

60-frame cel animation, exploring the transience of life through the seasons.



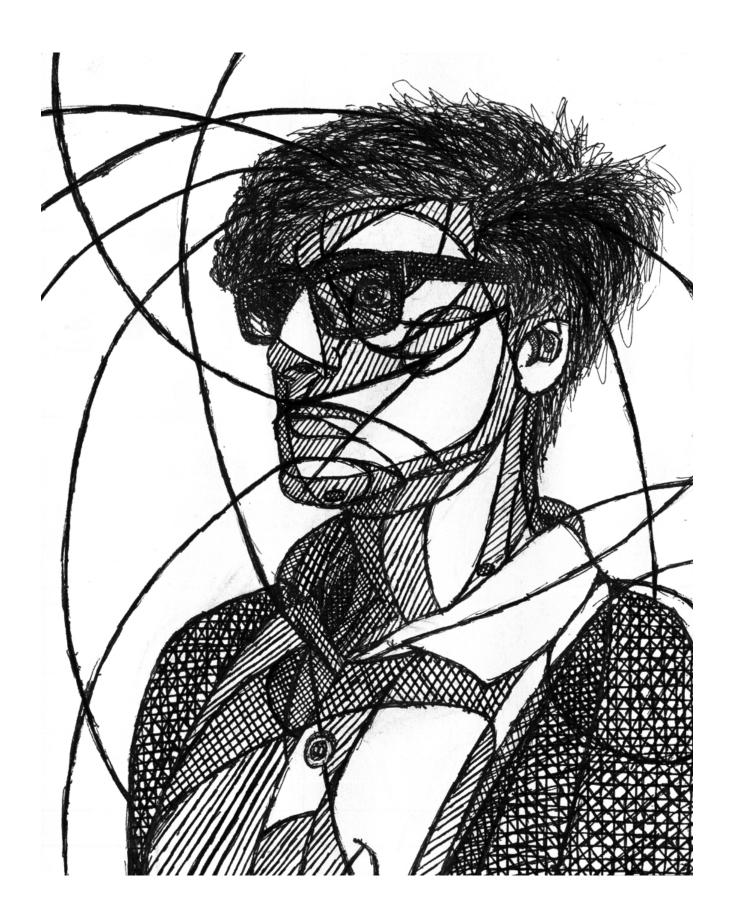


# **Iceberg** 2015



# **Room in a View (Development)** 2015

Exploration of the potential interactions of digital and physical media, applying green paint to a real surface to open a growing portal into a virtual space.



#### **Contours**

2012

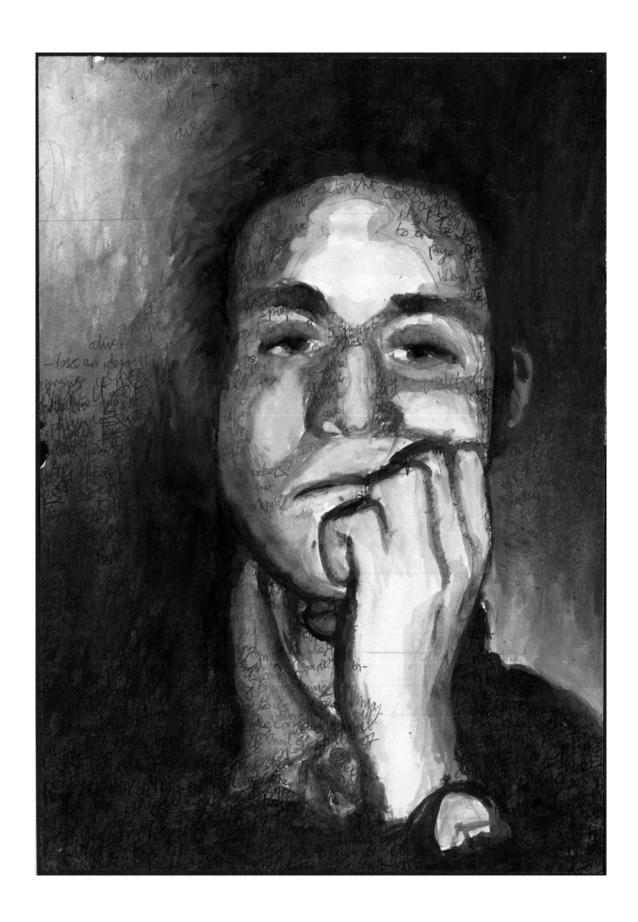
Ink portrait/illustration, attempting to deconstruct the human form into more fundamental curves and areas of shade, so as to express the subject as the sum of the coincidences that created them.



#### **Mourning After**

2015

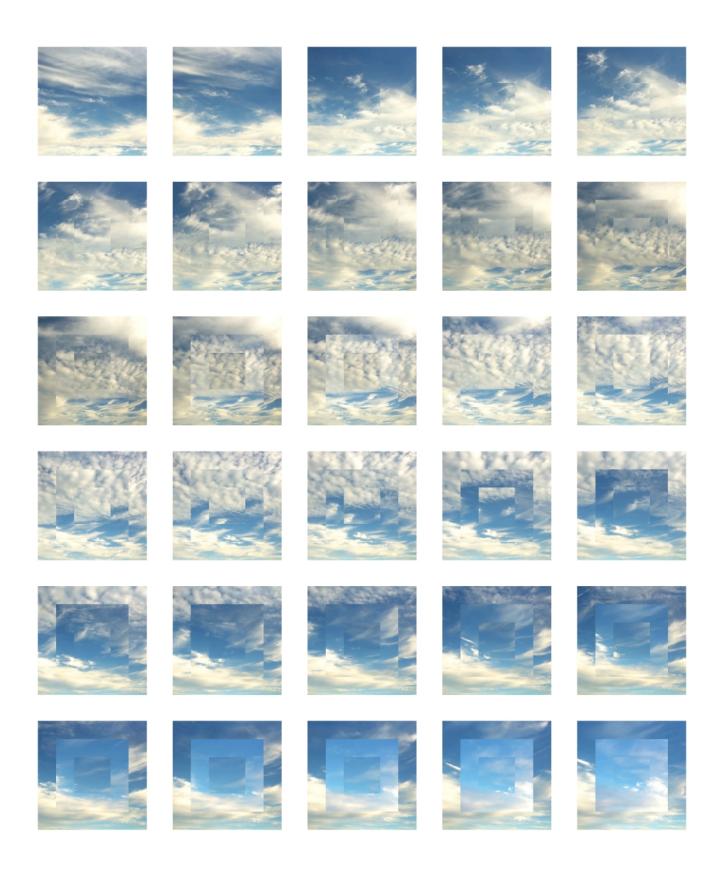
Short film. Motion freezes within the window, turning over and over as if compulsively reliving a bad memory. In the final shot, the figure finally moves on, baggage in tow, but leaving a trace behind.



## Monologue

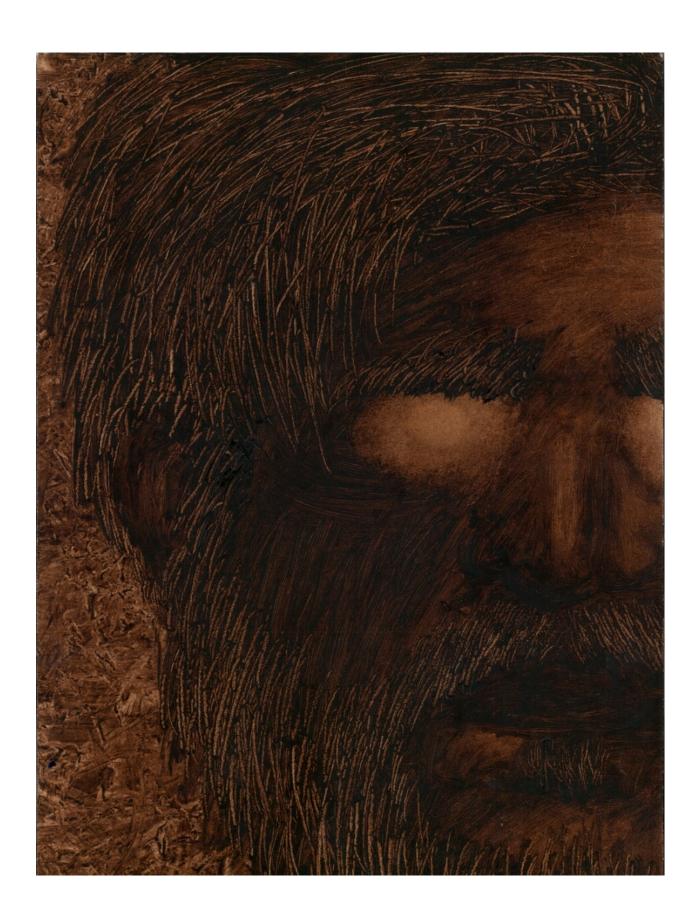
2012

Watercolour addressing ideas of emotional closure and male vulnerability. Personal confessions and fears were written in full before being obscured beneath black paint.



**Shards (Development)** 2022

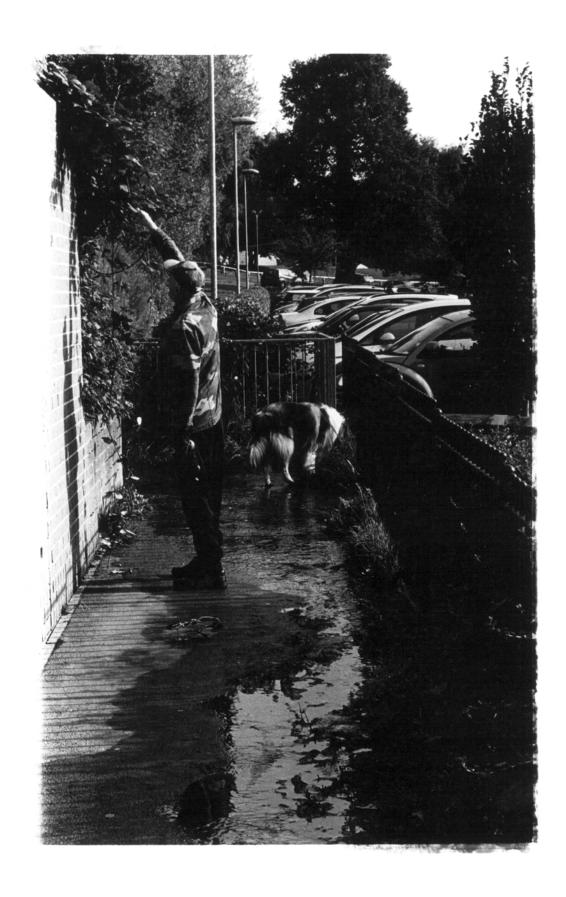
One of a series of moving image pieces. Areas of the scene are temporally dislocated and recombined, revealing the changing personality of the natural world by placing its different facets in parallel.



### Hollow

2014

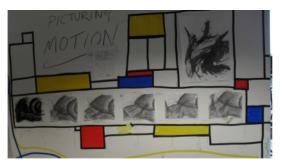
Natural earth painting comparing the emotional hollowness of depression to the divine hollowness of Adam before his mud was imbued with soul.



#### [Untitled] <del>2</del>014

Traditional film photography. Subject stopped every day to trim eye-level branches from the public thoroughfare as a public courtesy, despite the burst water main below his feet.













#### **TapeWorld**

2014

Collaborative pop-up installation. Over several hours, coloured tape was used to transform drab studio spaces into a playful dreamscape, abound with secrets for a visiting party of school pupils to discover.







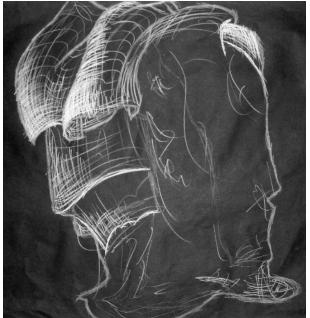


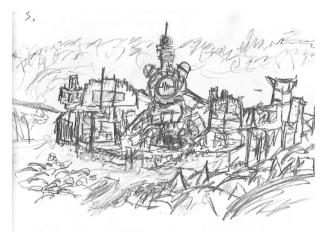
Carnegiea carnivora 2013

Experiment with digital illustration and comic art aesthetics.











**Sketchbooks** 2012-2019



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