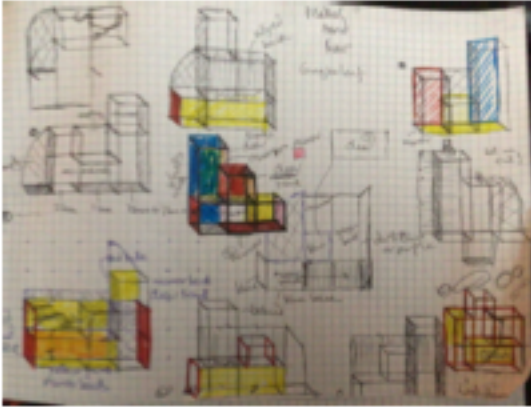


24th March 2021

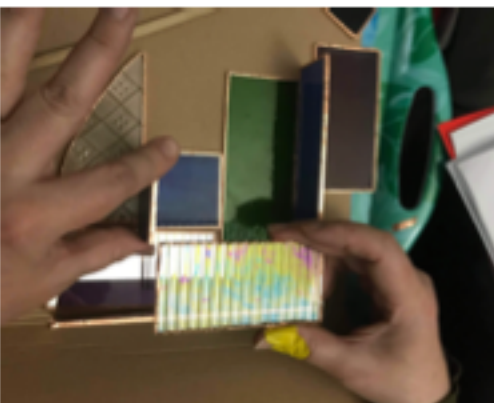


My contribution to Hatchery part two is to challenge myself artistically by creating a piece of art in stained glass. I appreciate all types of craftsmanship and the value of Artisans especially in a future which requires adapting values and an increasing consciousness of environmental changes.

The nature of stained glass is one directly connected to heritage and has been historically used to tell stories. It is often identified with religious and historic buildings. I challenged myself to attempt to create something as a piece of art which tells a story through it's structure rather than as a pictorial connection.



I have found it challenging from beginning to end. It is a very technical rigid process which requires a lot of planning and thought. I predominantly work mostly with an intuitive spontaneous process with paint and canvas. I also love colour and I am particularly drawn to the luminosity of glass and the fact that it's materiality has a strong relationship to light. Colour plays an important role in my paintings and I have been drawn to geometric mark making and layering of squares (but not geometrically precise). Glass, by it's nature, relies upon a particular order of creating and a level of accuracy when constructing pieces together. It's composition does not respond in the same way when layered and adjoined to other colours in the same way as paint. The physicality and process of creating anything with glass belongs to an ancient craftsmanship. It requires structured thinking. I have drawn many different kinds of forms and combinations of colour which, again, is difficult to convey on paper. I have made maquettes in card which are misleading because they don't convey the light and transparency of glass or it's rigidity. This process has been a learning curve in technical skills and also highlights the questions revolving around fine art crafts.



This project is still in working progress and if I didn't have grey hair already I certainly would have by the end of this process.

