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## Statement

After a break of the many years I have worked in the Visual Effects industry, I'm entering the studio to pick up the threads of previous personal work and process the impressions of the last 28 years.

It's impossible to not be inspired by the skills, methods and materials used in the physical models I've helped build and paint for movies, as well as the digital work I pursued when the film business turned away from practical methods. In fact, some of my sources are directly recycled from incidental or cast-off by-products of model and digital images. I enjoy equally working in printmaking, sculpture, and painting, and these by-products have influenced all three mediums.

Though I enjoy drawing from life, my main focus is abstraction, exploiting contrasts of scale, illusion of distance, texture, and the concept of pentimento. As film presents us with a window to another world, pictures draw us into the world of the artist. Being inspired by the off-cuts of the visual effects processes is a kind of found art to be recombined creatively. This allows me to stay true to my life experience in unique and sincere ways.

*Kim Smith*