

“GATHER AGAIN AND DEVOTE YOUR TIME...
TO THOSE WHO LOVED THIS WORLD ONCE
BEFORE AND SPENT TIME WITH ITS FRIENDS”*

my work is an interpretation of the relationships we form with the things which we can never attain. for the past seven years I have been focussed on the content in (on the screen) and around (fan culture) video games.

my process begins with determining a source image and ends with a fully dimensionalized object. i start with a screen shot, and occasionally use additional resources to extrapolate on the source, such as “in-game” footage, internet fan sites and strategy guides. regardless, the source is always a limited amount of data. this data is then extrapolated, exploded, disassembled, and re-imagined. by working with the initial pixels, side by side with 3D modeling software i undergo a rigorous process of analysing the information i have isolated, taking clues from shapes, shadows, textures, patterns and outlines, in order to piece together a cohesive three dimensional object. then, using the computer model as blueprints i “build”, in cubes of foam, the finished sculpture.

i think of these sculptures as realities built of “insignificant” details, or details that are significant only to ourselves. they are a homage to time wasted; to time spent imagining the possibilities and scenarios that will never come to fruition,; to enjoyment and entertainment, to alienation and adolescence; to an elaborate inner drama that is dying to find a voice; something that has been held back so long and is finally being released in an awkward burst of beauty and glory; retarded but fully rehearsed, embarrassed yet without shame.

Sky Burchard

*final fantasy vii, advent children intro