

My current project, "The Paradox of Plenty – The Monumental" includes 3d scanned, 3D modeled, 3d printed and videoed monuments. Recent examples include the Birkenau Gate, the Teufelsberg NSA station on top of a manmade mountain made from the rubble of Berlin, a Lenin statue in the Communist Museum in Prague, columns on Museum Island in Berlin still pockmarked by WW2 bullet holes, Kafka's Prague home, a one meter cockroach on its back, a temple with jet, Stalin's head and scanned/bent classical sculptures.



I am intrigued at the intersection of virtual and physical sculpture and the juncture of animation and captured video. The content of the art work often focuses on an oblique sense of paranoid apocalyptic fear tempered with a sense of whimsy and irony. I have been involved with 3D software in art for 20 years and 3D printing for 15.

