

George Retkes
Artist Statement

It is interesting how little the human eye can see when you think about the immense scale of the physical world. Even though we have excellent eyesight, a majority of the visual stimulation of the natural world remains invisible to us. With the aid of macro and microscopic technologies I enter these invisible worlds. Nature and technology are becoming fused and informing one another. The concepts in my work are inspired by the relationship with the surrounding environment around me and the technologies available to fully explore and experience this world.

Concerned mainly with form, scale, and texture, I'm creating work that aims to spark a feeling of curiosity, exploration, and tranquility within the viewer. As a sculptor it is important to me to let the characteristics of the materials be apart of the process and end result. For example, I use natural unprocessed wood from tree's which I sliced up and reconfigured into forms inspired by those seen under the microscope. More recently I've begun casting bronze directly into branches with insect tunnels bored out in order to capture the unseen void in the center, the wood is then burned away, and left over is a unique transformation of negative space to positive space. I have also explored these ideas using 2D formats, mainly by manipulating images directly from the microscope, and transferring it from digital data to a tactile, textured print. Perhaps on your next walk through the park, you will catch a glimpse of the unseen that surrounds us.