On the series I am currently developing called "Surface"
I explore different methods of printmaking, and I allow each medium to take control over the way the image is produced. Every material is explored, from zinc plate etchings or woodcutting blocks. Then I create the images based on the idea of landscape as a living and constantly changing setting. To convey this, I include different perspectives on each image to challenge the viewers preconceived notions of space and its relation with time. Then I populate my work with deconstructed figures, mainly inspired by baroque art. Their interactions with the environments have an indeterminate and dramatic style, to contrast their surroundings which tend to be linear and idealized. Aesthetically these settings are also inspired by the dreamlike visual language of surrealist artists of the early to mid 20th century, and conceptually inspired by the ideas of Jean Paul Sartre regarding the absurdity of reality and the realization of one's freedom. The creation of matrices as a way to produce and image, ties to the idea of changing an minimal part of an object to redefine its essence. (Acid on a plate, and a cut on a piece of wood) and they impact the surface to explore different faces of an only perceived reality.

Other pieces include