

I am interested in:

-modularity

-forms and shapes that can stand on their own, or get along and work together to occupy space

-ubiquitous and humble objects and material remnants

-materials and processes which when combined have an uncanny presence that can question allude to history or past paradigms of domesticity and gender

-making as a process

-functionality

-pattern

-the understandability and accessibility of craft as a way for engaging a broad audience

- how objects can embody, represent, and manifest our values and spirituality

-dialogue between disciplines by trying to ignore limiting labels like "Architecture", "Art", "Quilting", "Gardening", "Craft"