



Bio:

Ruby Troup is an artist who uses wood to create highly narrative work based on her formative years, and on the environments in which she has lived. Her forms are evocative of the body, landscape, and vernacular architecture. Often using reclaimed materials and a wide variety of surface treatments, Troup explores ideas of transformative growth, recollection, place, and home. Ruby lives and works in northern New Mexico and holds a BFA from the Herron School of Art and Design and a MFA from Virginia Commonwealth University.

Statement:

My work is autobiographical. I think of it as being a collection of short stories. Using wood fabrication and adornment techniques, I have developed a three-dimensional language to create forms that spell out lived narratives. My most recent body of work examines how place becomes intertwined with memory and how location becomes a monument to the experiences lived there. I am exploring the process of turning unfamiliar spaces into known, memorized, documentations of time.

Although I reference the traditional functional products of woodwork such as furniture and dwellings, I am not specifically concerned with creating work that has a traditional utilitarian function. However, it is important that my work have an interactive quality, such as doors that open, or voids that can be explored. My approach to technique is directed by the memory that the piece is based on. My process often begins with a series of writing exercises to help determine how my recollection will be abstracted into tangible form. I do not feel that the viewer needs to understand the specific narrative details on which the work is based, but instead create a story of their own from the iconography I construct from that narrative. Although trained in traditional woodworking techniques, I utilize nontraditional materials and methods. I am very interested in creating work that cherishes the history of woodworking while allowing the field to investigate alternative approaches to making in the 21st century. A blurred line is far more interesting to me than a hard edge.