

Fabricated sentience is explored in my paintings as figures are given only the sensation of touch. Hyperreal color and lighting bring the figure's ground to life, pushing the plausibility of the environment while bringing attention to its utter absurdness. Water saturates both the figure and the ground, recalling the soft still surface of water before submergence and provides opportune moments for painting. The figure interacts through playful touch and slippery movements, contained in a dreamlike state of unreal color. Smoothing over the figure are clear and clean brushstrokes, allowing for paint and color exploration. This challenges our perception of sentience both in actuality and simulation, calling into question the sensory event of being alive.