

The Devil's in the Details

Working on this painting has been both energizing and frustrating. My intention of communicating the concept of emergence through representation abstraction does not seem to be working. The painting itself seems to be stuck somewhere between trying to show an actual face with an abstracted design to represent both water falling and energy rising. I feel like what I have been painting is disjointed and appears that the artist is conflicted between abstraction and realistic representation.

I want the viewer to be able to recognize that there is a figure emerging from a space below but not be so obvious about it. I like the idea of having to look closer to discover what is actually there. However, I feel like I have to fully develop the face proportionally and as a solid form before I can paint over parts of it to obscure it.

Through creating this painting I have rediscovered why I don't like acrylic paint when I'm trying to develop dimension. It dries too quickly, even with adding gel medium. Maybe I'm using the wrong stuff. It's not so much of a problem with the background areas as it is with the development of the face. It seems that before I can get the values blended well they are dry. So I spend more time trying to match my colors again or end up repainting the entire area.

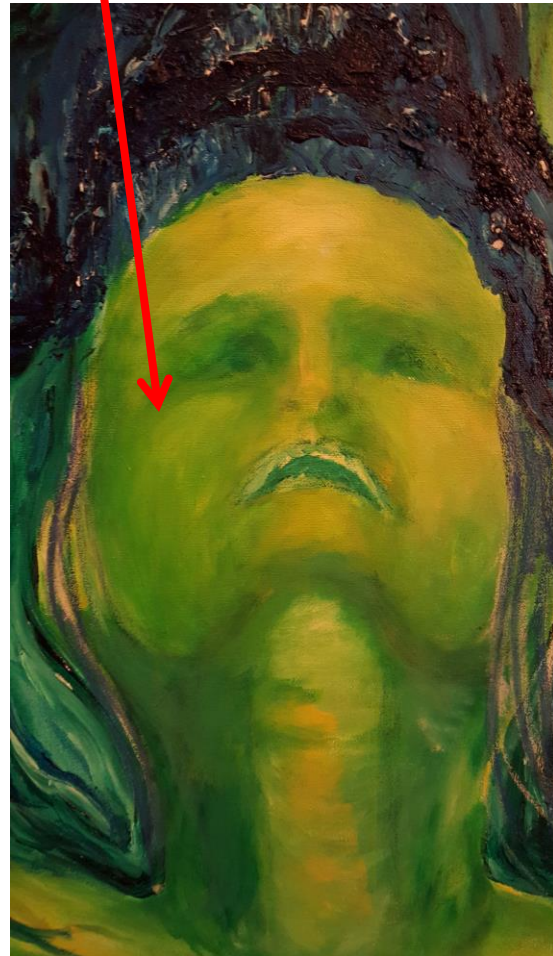
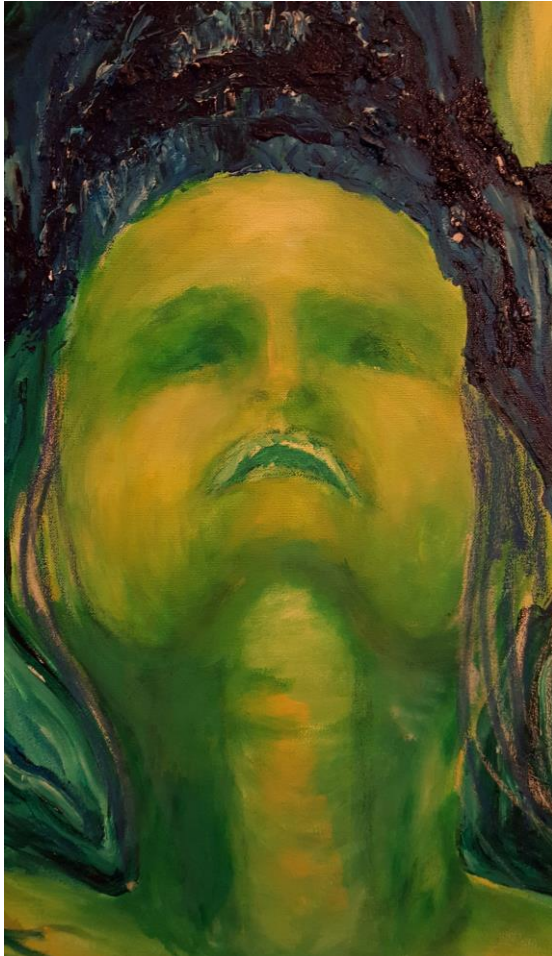
I like to incorporate areas of low relief in my paintings. I want the water areas to project from the canvas but I'm not sure I'm doing a good job at it with this particular painting. I'm wondering if I should add some caulk to those areas and then paint over them again, especially in the areas that are meant to flow over the face. I think I would be able to achieve a more consistent flow and representation of water than what I've done so far.



Beginning to narrow the esophagus and map out areas of the face to trim.

- Working the values of the face to make eye sockets appear to actually recede into the head forming the eye brow and to soften the value differences around the chin.
- Mapping out where more water will fall over the face

- Having difficulties blending yellow and greens so the face is turning into more of a green head than a yellow one with green shadows.



I'm beginning to add more water around and over the face here. I'd like to make these flows physically project from the canvas.

