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SPELUNKING: THE EXPLORATION OF A NEW WORLD

My artwork combines an interest in fantasy lands, and a curiosity about inanimate forms becoming conscious. I create imagined environments inspired by dreams or memories, especially those regarding my homeland, New Zealand. I search for endless possibilities to imagine these environments, and by creating new environments, no matter how strange or unrealistic, I represent a part of my subconscious mind and its idea of illustrating home.

I start to create this work in Z-Brush, a three dimensional modeling software that allows me to sculpt plant life and other life forms. I take these renders into Photoshop to create a unified collage with photos and sketches. After printing the work I place it onto a surface, or project the image itself through virtual reality. Collage is a useful way to recreate or reimagine these landscapes by being able to take away or add as many renders as I wish in the environment. Virtual reality on the other hand, allows one to look at all possible perspectives of the environment.

I am heavily influenced by Domenico Tiepolo who creates imaginary scenarios that highlight strange interactions between figures. Likewise, Gregory Crewdson is an artist that I am interested in for his photography, and Weta Workshop who create props and digital effects for films. Both Crewdson and Weta create imaginative and surreal experiences for their viewer.

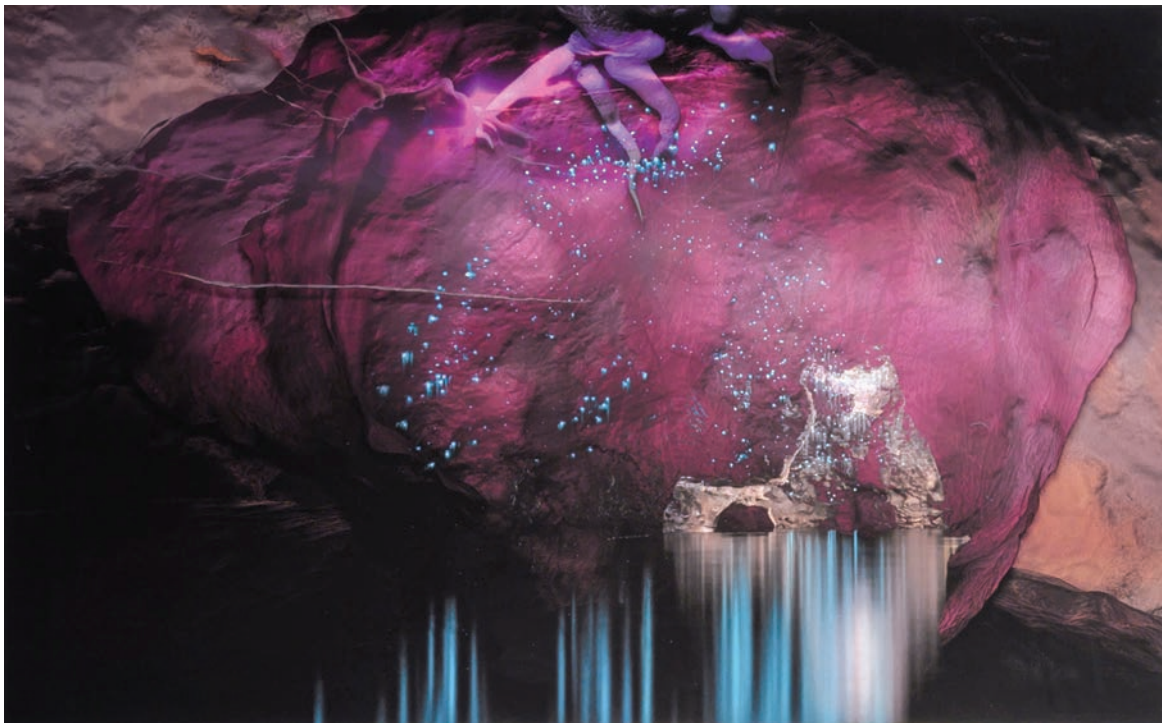
The subject of my own work is imagined worlds that contain alien like forms. My intentions are that the viewer may find curiosity, especially in how the figures interact with each other. Depicting multiple alien figures allows me to suggest their growth and the way they may be actively changing with time. This implies movement and, most importantly, consciousness. The possibility of these figures having thought stimulates a viewer's imagination but also suggest an analogy for human behavior, and a playful comparison to human relationships.

The work that I construct is entirely digital. This allows for even more freedom and opportunity for creativity and imagination in the search of an eventual discovery of the imagined environments. Being made digitally allows for adjustments and additions to become far more attainable helping to make various versions of a single world. It also allows me to acknowledge and play with the way my homeland is portrayed in popular films as an idealized, sublime fantasy world. I want to invest my constructed environments with a mix of surrealism and visual pleasure which viewers perceive as a quality of aliveness in these landscapes.

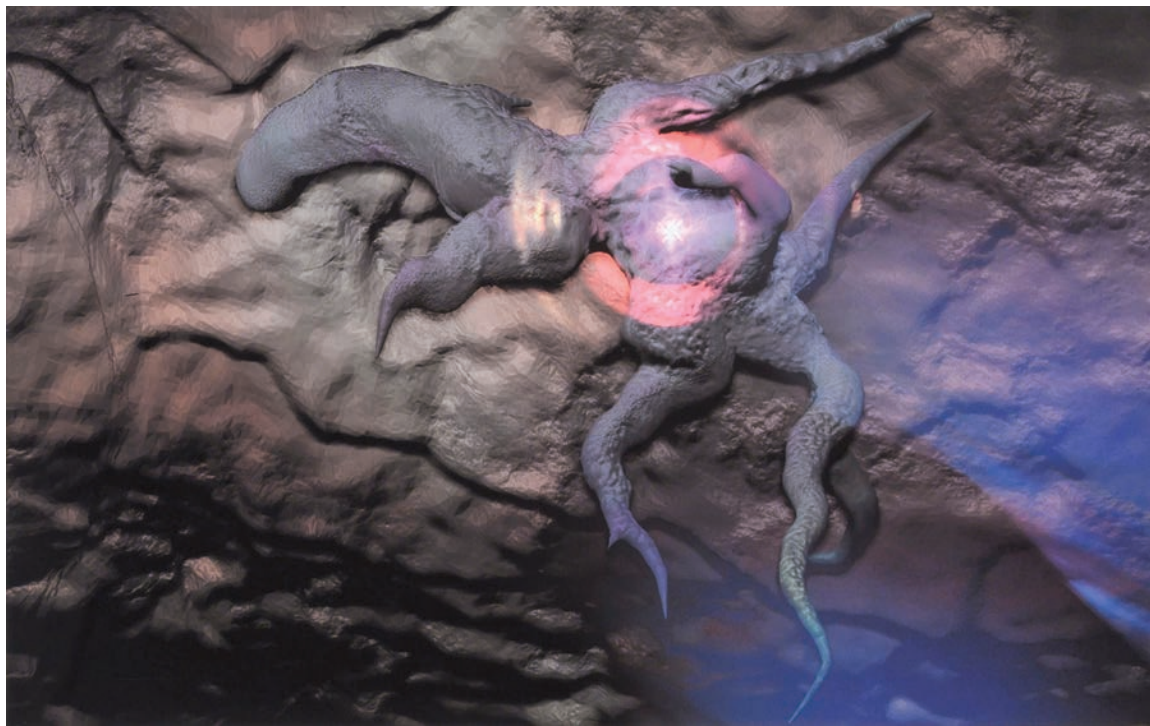


Enter the Cave, 2019
Inkjet print on Rewall
84 x 96 inches





Groundwater, 2019
Inkjet print on Rewall
40 x 64 inches



Inhabitants, 2019
Inkjet print on Rewall
40 x 64 inches



The Passage, 2019
Inkjet print on Rewall
40 x 64 inches

