



Artist Statement

Julian Dillon

Trompe Méthode

My current work explores the idea of painting as a three dimensional setting. As the process developed, I began to incorporate photography, video, and projection with painted objects and space. I term this cross-disciplinary approach “trompe méthode,” or “deception of method”, as inspired by the historical “trompe l’œil,” or “deception of the eye.” These pieces represent domestic settings and behaviors, evoking both universal and personal interpretations of living spaces. The familiarity of the subject matter and the use of sculpture, painting, photography, and video provide various associations of both artistic media and living experience.

Abstract

Trompe Méthode/Trompe Material

My current work explores painting as a three dimensional setting. The key figure in the discovery of this exploration is artist Alexa Meade, who's painting and positioning of real people in painted space has led her to coin a style called "reverse trompe l'oeil." Similarly to Meade, I began working through the technique of three dimensional painting with life size and miniature furniture and objects and space. As the process developed, I began looking into the potential of photography, video, and projection within the technique. The content of my capstone work represents the domestic setting, providing the viewer with both universal and personal interpretations of living spaces. In *Self Portrait in Bed*, I project painted photographs and video onto the mattress of a small bed. *Self Portrait in Chair* contains video of a series of painted frames, creating a rocking of the figure. *Room 1* and *Room 2* feature layered video, photography, and painting projected within a space. The art of video has diverse capabilities in capturing imagery, light, movement, sound, and time. Surrealist video artist Tony Oursler is a key reference, as his work explores video projection in sculptural and installation works.

While referencing Meade and Oursler, I have developed "trompe méthode," or "deception of method" and "trompe material," or "deception of material" as techniques and terminology to describe the cross-disciplinary use of media, linked through painting. The work provides visual information and associations of specific media, while creating a synchronized combination of sculpture, painting, photography, and video. As my work in trompe l'oeil, trompe méthode, and trompe material continues, I will further solidify an approach that presents the viewer with visual sensations and relationships that surpass any single artistic medium.

<u>Title</u>	<u>Media</u>	<u>Original Format</u>
Figure 1: <i>Self Portrait in Bed, A</i>	Wood, canvas, paint, fabric, and video projection	51" x 48" x 48"
Figure 2: <i>Self Portrait in Bed, B</i>	Wood, canvas, paint, fabric, and video projection	51" x 48" x 48"
Figure 3: <i>Self Portrait in Bed, C</i>	Wood, canvas, paint, fabric, and video projection	51" x 48" x 48"
Figure 4: <i>Self Portrait in Chair, A</i>	Wood, paint, and video player	48" x 48" x 48"
Figure 5: <i>Self Portrait in Chair, B</i>	Wood, paint, and video player	48" x 48" x 48"
Figure 6: <i>Self Portrait in Chair, C</i>	Wood, paint, and video player	48" x 48" x 48"
Figure 7: <i>Room 1, A</i>	Wood, canvas, paint, glass, plastic, and video projection	51" x 48" x 92"
Figure 8: <i>Room 1, B</i>	Wood, canvas, paint, glass, plastic, and video projection	51" x 48" x 92"
Figure 9: <i>Room 1, C</i>	Wood, canvas, paint, glass, plastic, and video projection	51" x 48" x 92"
Figure 10: <i>Room 2, A</i>	Wood, canvas, paint, plastic, video projection, and LED lighting	51" x 48" x 92"
Figure 11: <i>Room 2, B</i>	Wood, canvas, paint, plastic, video projection, and LED lighting	51" x 48" x 92"
Figure 12: <i>Room 2, C</i>	Wood, canvas, paint, plastic, video projection, and LED lighting	51" x 48" x 92"



Figure 1: *Self Portrait in Bed, A.*



Figure 2: *Self Portrait in Bed, B.*



Figure 3: *Self Portrait in Bed, C.*



Figure 4: *Self Portrait in Chair, A.*

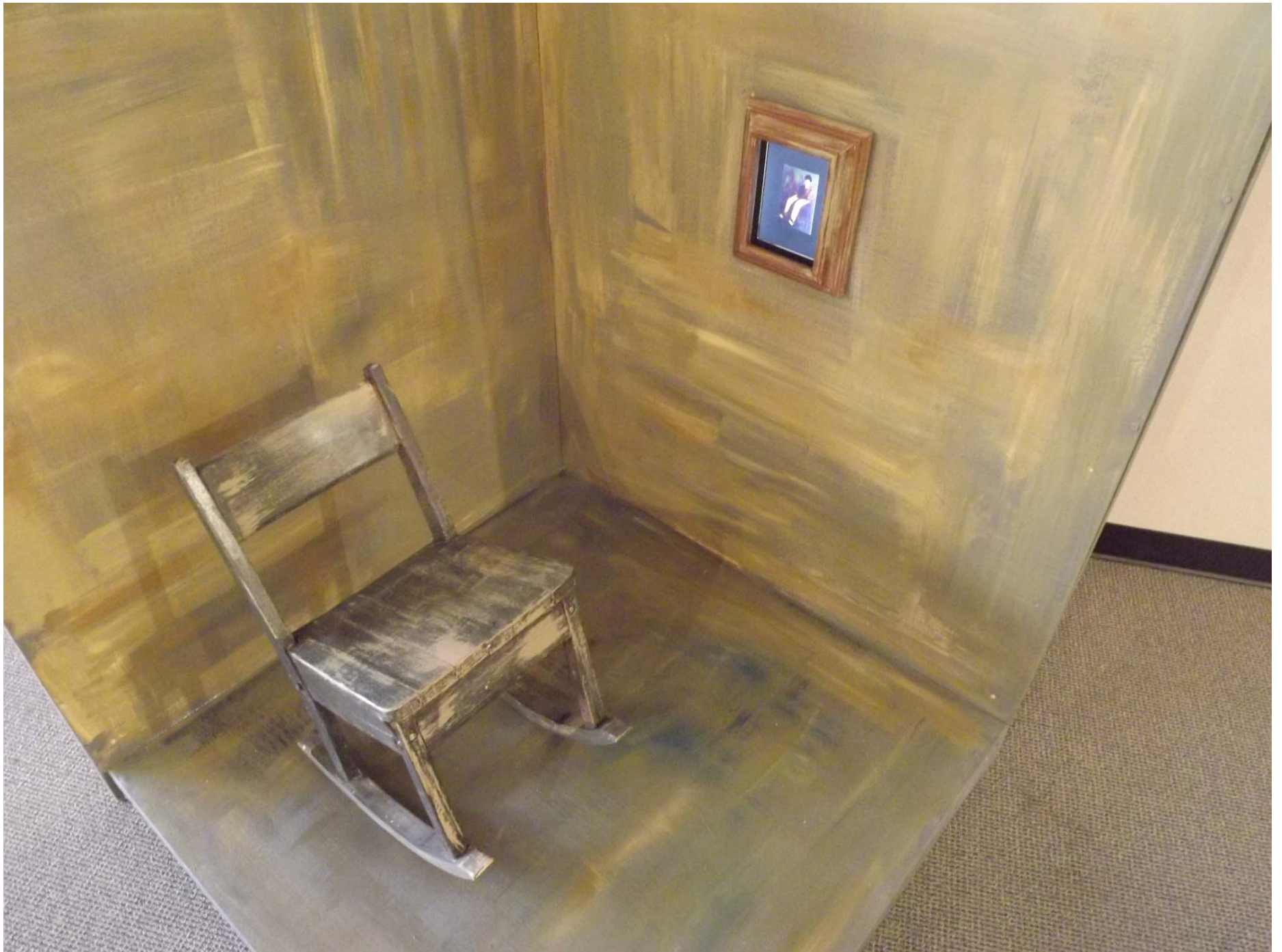


Figure 5: *Self Portrait in Chair, B.*



Figure 6: *Self Portrait in Chair, C.*



Figure 7: Room 1, A.



Figure 8: *Room 1, B.*

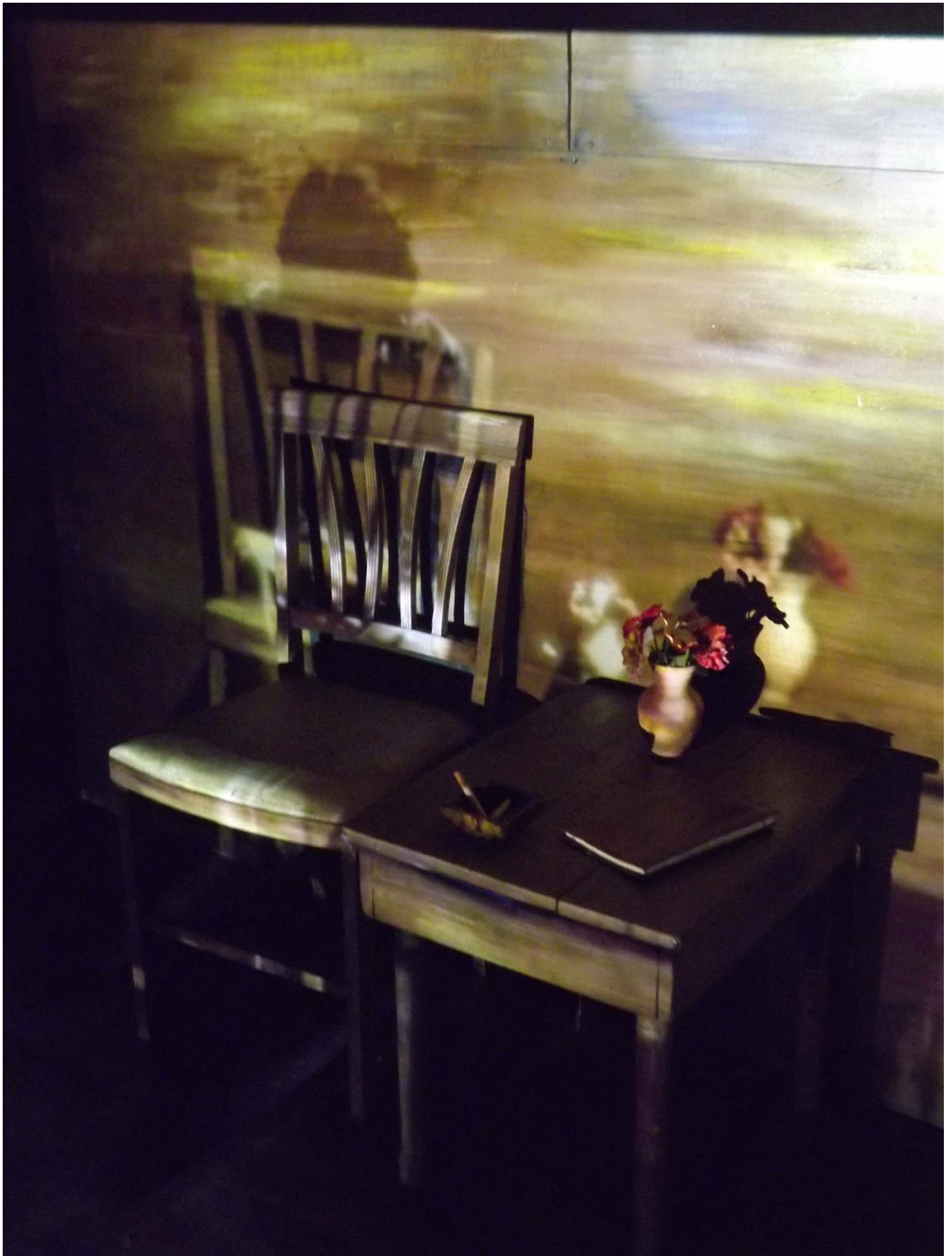


Figure 9: Room 1, C.



Figure 10: *Room 2, A.*

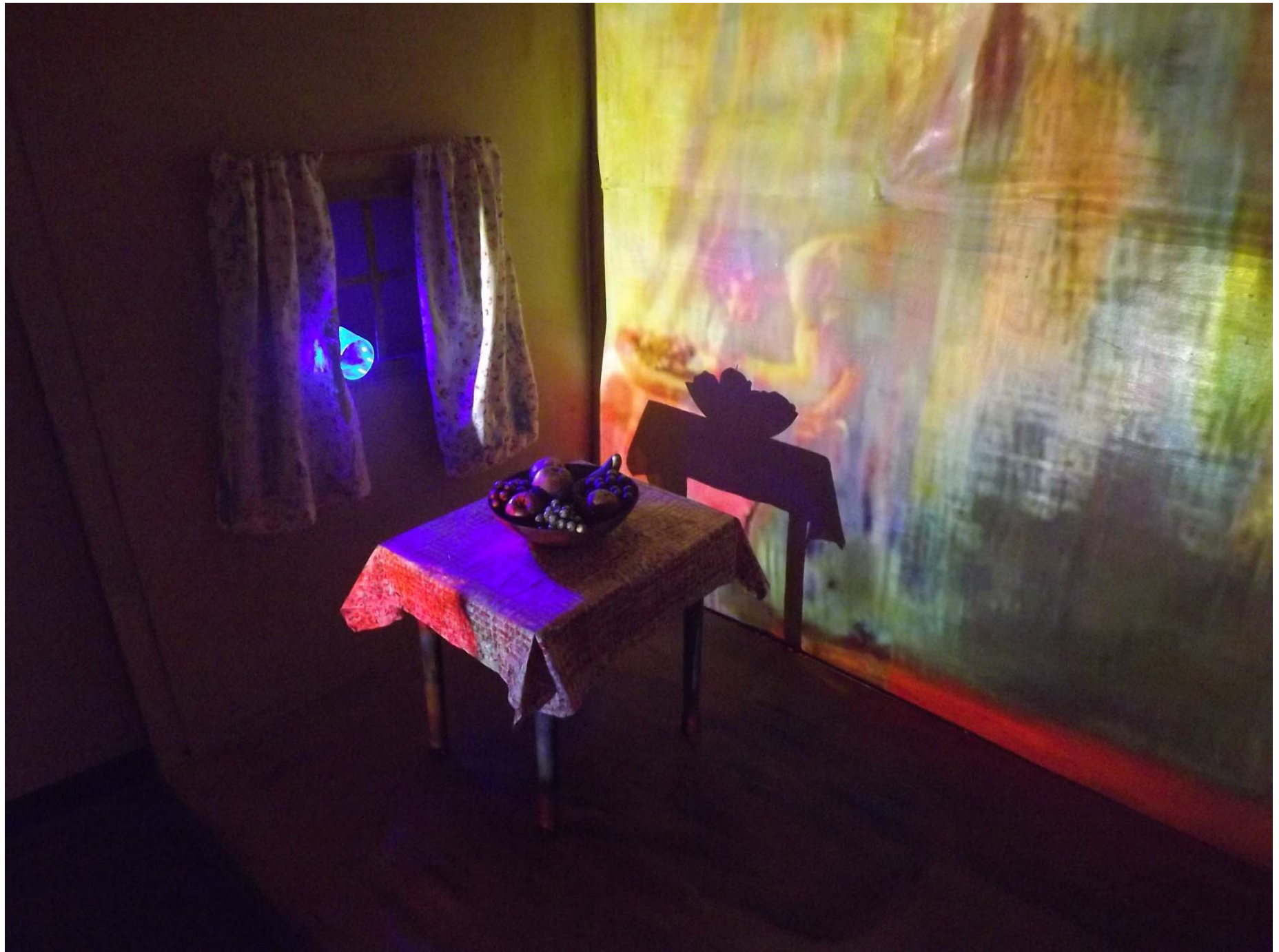


Figure 11: *Room 2, B.*

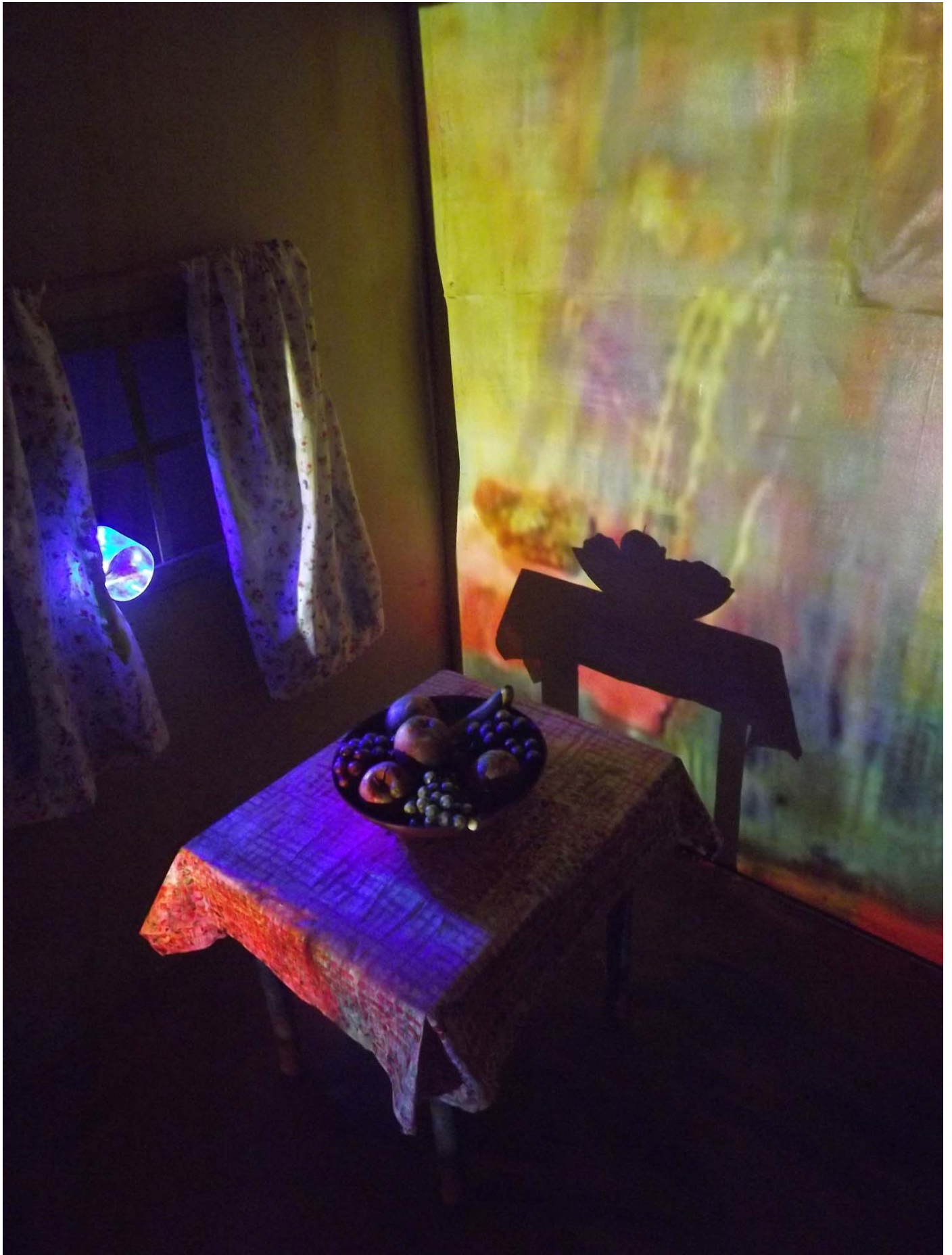


Figure 12: *Room 2, C.*