

**Cristi Rinklin**  
**Artist's Statement**

I am interested in constructed realities that evoke a transformative sensory experience. Historically, pictorial conventions of painting offered the ability to evoke a sense of awe and transcendence in the viewer according to the subjective vision of the artist, and the means of image construction available to his disposal. Today, we experience “the beyond” through simulations that range from cinema to gaming to virtual reality; much of the visual information we process is mediated by some form of screen space. When our ability to perceive beyond what we see with our own eyes becomes augmented by all of this technology, our imagination becomes subsequently altered. I am interested in the state of mind that is created by simulated reality, both in historical pictorial conventions, and contemporary technological means. The psychological experience of transcendence, as mediated by these conventions, is what I undertake in my work. My source imagery is derived via a process of scanning, collage, and digital manipulation that is then used as reference for paintings and drawings. In my current paintings, a type of landscape is implied, yet it is no longer a depiction of the natural world we inhabit. Rather it becomes a manifestation of desire and memory imposed upon by the artificial means with which we use to interface it. In these worlds, distorted and plasticized forms get sucked, pulled, and expelled as if they are being caught in a phenomenon that could be either the precursor or aftermath of some cataclysmic event. In the tradition of enhanced representation as previously described, these paintings are meant to offer the kind of heightened viewing experience that convinces the spectator that what they are seeing can possibly exist.