Indefinability2013C.E.

Clayton T. Ehman  
*Claremont Graduate University*

Follow this and additional works at: https://scholarship.claremont.edu/cgu_mfatheses

Part of the **Art Practice Commons, Fine Arts Commons, and the Interdisciplinary Arts and Media Commons**

**Recommended Citation**

https://scholarship.claremont.edu/cgu_mfatheses/112

This Thesis is brought to you for free and open access by the CGU Student Scholarship at Scholarship @ Claremont. It has been accepted for inclusion in CGU MFA Theses by an authorized administrator of Scholarship @ Claremont. For more information, please contact scholarship@cuc.claremont.edu.
I am a multidisciplinary artist; because I am committed to art that engages a broad array of subjects and ideas. This is reflected in my works which consist of diverse mediums and processes including graphic design, digital imagery, printmaking, painting, sculpting, poetry, song composition, clothing, website design, drawing, video, lighting, installation art, abstract art, Op art, conceptual art, political art, black light art, maximalist art, and various combinations of these... My art has been evolving to repeatedly become more complex, dense, and/or layered as these elements correspond with my view(s) of reality and the overwhelming "universe" we live in. I often experiment by mixing, compiling, appropriating, sampling, remixing and recycling art; this presents the possibility that I can incorporate almost anything I want into my work.

I make art for many reasons which often overlap; to explore, to learn, to teach, to try to create something original, to exercise my abilities, to stimulate thought and/or critical thinking, to create awareness and reflect the surrounding complex world(s) we live within, to create things that are aesthetically pleasing to me, to create dialogue, to entertain people including myself, to give me a greater sense of self worth, to use my potential, to see what I can possibly create, to make political statements, to convey emotion and/or reasoning, and so on…

It is often important to me that my art stimulates thought and a deeper consideration of its content. While enjoyable, it is not only that. I like complex/dense art because it is harder to take in all at once and stays interesting versus being able to be completely figured out or remembered in a single or just a few exposures to it. I sometimes think of myself as a "Maximalist" as most of my work is anything but minimal. I also think of myself as an "Indefinablist" as an artist who refuses to accept a given single definition. This relates to my art because no matter how someone tries to define my art I can look at it from a different perspective or come up with an opposing or different viewpoint, and/or find other relations concepts relative to my art as art is so subjective and relative.

I am interested in using my work to construct environments that have an “otherworldly” atmosphere. I’m also interested in producing works on a large scale so the viewer can become more easily immersed within them. I have also been recently experimenting with mixing digital art into sculpture by printing out my “designs” and crumbling the prints, and using epoxy resin to transform them into three-dimensional objects which I have mixed with other elements of my sculptures.

My music is often a fusion of many instruments, effects, samples, and filters; not dissimilar to much of my visual art. I am interested in adding poetry and lyrics to instrumentals to create mostly full-bodied, evolving compositions. My poetry often flows between one line and the next and can be deciphered and analyzed in more than one way; looked at as a whole or broken into pieces which may frequently be able to be overlapped. I also have been mixing my music with my art as they both continue to develop through sculpture and video. I am also attempting connect my different projects by creating brand names (including branding my own name) and making/wearing my own clothing. Creating art has become a fundamental part of my existence.