Claremont Colleges

Scholarship @ Claremont

CGU MFA Theses

CGU Student Scholarship

Winter 11-5-2019

hot, water, mud: some attachments

Dianne Dillingham

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

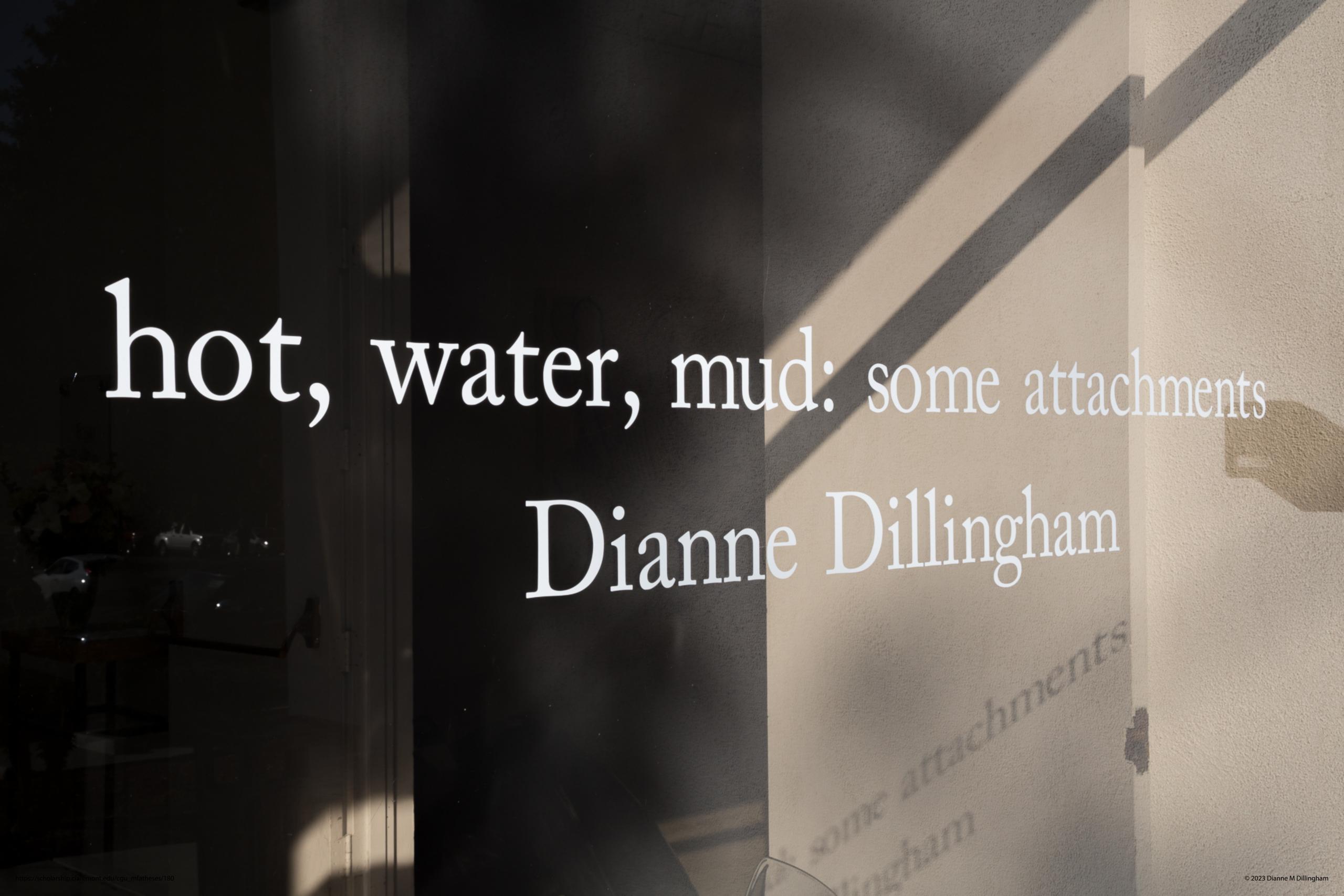


Part of the Art Practice Commons

Recommended Citation

Dillingham, Dianne, "hot, water, mud: some attachments" (2019). CGU MFA Theses. 180. https://scholarship.claremont.edu/cgu_mfatheses/180

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.



hot, water, mud: some attachments

Dianne Dillingham
MFA Thesis Review: November 5, 2019
Thesis Committee:
David Amico, Chair
Julian Hoeber
Michael Reafsnyder
Iva Gueorguieva

hot, water, mud: some attachments

The works in this show came out of an investigation into what it means to really know something. To have such intimate familiarity with a place or object that the shape, smell, and touch becomes unforgettable; the dirt under your nails, smell easily recalled, the carved outline of a bedpost after years of touch. These things are unremarkable in their everydayness; but they can also hold power over time. They can become attachments motifs that resurface and repeat.

The forms and spaces I explore in these paintings are my attachments; they are sense memories represented through the materiality of painting. The stiff roundness of a bulrush dangling next to a checkerboard floor; broken chairs that move in and out of settings rife with hot air and pools of cloudy water. The paintings become a space for an engagement with memory and the medium for exploring the material quality of these fragmented things. Forms take on anthropomorphic traits, propped up by delicate lines, color shifts and layered slippage. Neither real nor fictitious. They are meant to be open—to be accessible- without a clear path or hierarchy. They are explorations without a point of resolution.



















































