I believe that art should never ***have*** to stand for anything. Art, in my mind, is simply another form of the much broader passion of storytelling. Like the writer of any story, an artist should always have the option to decide whether or not there is anything to be taken away from a story other than pure entertainment. I’ve always been a huge advocate for art for art’s sake and held that art is at its apex when an artist is allowed to express him or herself to the fullest. This is why I am such a big fan of spontaneity. In the majority of my work, I go in with little to no plan outside of a base idea, and just work and edit until I feel like the work is complete. While it can have negative effects, it allows for such an open ended stream of creativity.

In terms of my art and my go-to style, the things that naturally come out when I’m just doodling or playing around, the work is very much inspired by all different forms of animation. Even as a child, I loved storytelling and understood that cartoons opened up the door for so much more to be done. Over the years, I’ve adopted different techniques from many kinds of animation, such as angular faces, exaggerated features, obtuse proportions. I also love combining the cute with the macabre, often depicting adorable characters with disturbing features. I take lots of influence from the german expressionist movement.

I believe that people shouldn’t obsess over making their art “perfect.” While you should never give up on your visions and phone in your work, it is important not to get caught up on details that don’t matter. It is usually more important to be original and expressive than technically correct.