

Student Check-In: Bradley Fowler Workman Video Transcript

Hello there, my name is Bradley Fowler. I am from Louisville, Kentucky and I'm currently attending the University of Louisville, and I am a Hite Scholarship recipient.

I am receiving my BFA from the University of Louisville and I'll be going up for my exhibition in about a month from now.

In my work, I look to put the viewer into an altered state of mind by also including sound in my work. I use binaural beats for this, and what those are is that if I were to use an 150 hertz sound and have it go into my left ear, and have a 151.5 hertz sound go into my right ear, it will create a 1.5 hertz illusory sound and that helps activate brain waves in the mind. A 1.5 would be a delta wave and that is commonly associated with deep sleep. When the viewer is looking at my work, I want them to be in a very relaxed state so it changes their perception of what they're looking at.

In my light paintings, I look to combine light and paint together. Traditionally and throughout art history, paint has been used on two dimensional surfaces to recreate three dimensional images, but in my work I look to kind of contrast between the two. I use the light to make it look like it can be touched, or it is something tangible, so that the viewer thinks of it as a flat object, whereas the paint is layered on thick and becomes very textured so that it becomes almost like a three dimensional object. When viewing my work, you see the paint and it's on a flat surface, and it looks like you can touch it but it's still flat, like it's a sculpture. When viewing the light in my work, it looks like it's a flat painting that you can also touch, but if you were to reach through, you would go right in through the space. You then realize that it's not a wall, it's not a flat board, you can actually go through and interact with the space itself.

For my lightpost piece, I really liked the idea of a light post just in the center of the room. To me that's just a very surreal environment that I could create. With adding haze into it, while the viewer is listening to binaural beats as they walk around it for one, five, ten, fifteen minutes, however long they want to be, it's this very immersive experience that I want to create for the viewer.

When going into college, I knew I wanted to be an artist, but I did not know what type of artist I wanted to be. When I got here at Louisville, my professors really helped me. They helped me discover what type of artist I want to be.