

## **Logan Kruidenier Artist's Statement**

My work concerns the themes of immersion and identity. These two aspects share a unique relationship, as they are able to manipulate one another, and illuminate a constant turbulence in nature. Both my personal experiences with escapist media and my most recent experience of immersion in a foreign culture have served as major influences, and have motivated me to delve further into such themes.

I am enthralled by the idea of immersion; both as a way of losing ones' self in another entity, and also a way of finding a new identity through such a loss.

During my younger years I learned that I could immerse myself in escapist media, such as books, video games and television. In this case, the experience of immersion allowed me to leave behind my physical identity and assume a new, virtual identity. I am enticed by the desires that lead one to pursue such an immersion, and sacrifice ones' identity. In the case of media, this desire may lead to the consumption of mass amounts of entertainment software and programming. Through such a sacrifice one may escape one's physical body and environment, and assume a virtual identity, presented by mediums such as television, video games and the Internet. I myself feel this constant hunger to sacrifice my identity, and become apart of another world.

Similarly, my recent experience studying abroad in Germany has made me realize how immersion in a new environment and culture has the potential to destroy, and radically re-shape one's identity. In the case of Germany, I discovered that my new identity was constructed by the extent that I could communicate and empathize with my peers. In the case I could not explain or understand a feeling accurately in German, feeling emotions and empathizing with others proved very difficult. I am enticed by this new identity that I have constructed, and through my work I have illustrated the truth of my experience: one that has been both enlightening and despairingly lonely.

I utilize a variety of print media and other visual arts to illuminate my artistic vision. The narrative form is essential to my work, as it has provided me with the ability to refine the characters, scenes and overall impact of my work. The content of my creations is relatable to ancient mythology, as the lessons and motifs that I employ are timeless, and represent pinnacles of moral and social truth.

# Logan Kruidenier

## Resume

### Education

CA State University, Chico. B.F.A. 2015, with one year at Johannes Gutenberg-Universitat, Kunsthochschule, Mainz, Germany

### Awards

2014

Richard H. Hornaday Scholarship

2011

Santa Barbara Arts Fund Student Scholarship

California State Chico Entering Arts Major Scholarship

### Solo Exhibitions

2016

"Skipping," The Blue Owl, Santa Barbara, CA. Winter 2016. "Submerge," Mott St. Restaurant, Chicago, IL

"Anfang," The Chicago Publishers Resource Center, Chicago, IL

2015

"Ich Habe Vergessen," Bachelor of Fine Arts Culminating Exhibition, Kunsthochschule Mainz, Germany

"I Have Forgotten," Bachelor of Fine Arts Culminating Exhibition, B, So Gallery, CA State University, Chico CA

### Group Exhibitions

2016

"Spudnik Press Members Show." Spudnik Press, Chicago, IL

2015

"Kunsthochschule Mainz Rundgang," Student show, Mainz, Germany

2014

"Masters and Servants or Lovers," Kunstverein Malkasen, Duesseldorf, Germany

2013

SBCC Student Exhibition: "The D", Santa Barbara, CA

"From the Trenches" Student Show, the Avenue 9 Gallery, Chico, CA

2012

1078 Gallery, Chico, CA

2011

"Turner Print Museum Student Show," California State University Chico, CA

### Public Art Events

2016

"Toronto Comic Arts Festival." Tabled and exhibited work for two consecutive days

"Hubbard Lofts Open Studios and Pop-?up Art Market," Spudnik Press, Chicago, IL

2015

"Kunsthochschule Mainz Rundgang," Student show, open to the public for one week. Held In the city of Mainz, Germany.

2011-2013

"Dusk till Drawn", Public art workshop and show, The Contemporary Art Museum, Santa Barbara, every Summer

### Published Projects and Collaborations

2016

Worked in collaboration with the Toronto-based printing press, Colour Code to produce and publish my Comic, "Too Much Fun."

Illustrated the short story "A Dire Wolf Ran," by Marianne Kruidenier. Self published and serialized  
2015

"TVDEEPPFRY, Acts 1 & 2," A self published and serialized weekly comic.

Published the comic strip "Super Time," for 55 consecutive weeks. Synthesis Weekly.

2013

Illustrated the complete four-part short story "Aqueum," in collaboration with author Alex Light. Synthesis Weekly  
December 9th 16th and 23rd Issues