Approaching Creativity Outside the Lines

Artwork and Creative Research by Carla Rokes

My current body of work features two creative processes: experimental animation via 16mm and digital film montage, and figurative abstraction using mixed media drawing techniques. My research includes an investigation of the "Process Art" movement and the stages of creativity in children. Process Art is a contemporary artistic movement that began in the 1960s, and emphasizes the practice of "making" and the act of artistic creation rather than the plan or end product. Similarly, children learn through process-oriented activities involving exploration, play, and flexibility - problem solving through direct involvement with materials and processes.

Making art in a process-oriented direction encourages a synchronized problem finding and problem solving progression and allows for an artist to approach problems a different, more imaginative and innovative way, in contrast to being trained to think in a linear and logical way. I learned this first hand after becoming a parent, as my work evolved in an unusual and inevitable new direction. Observing children make art and making art with my own children, has led to a more open approach in my studio and teaching practice. Process-oriented direction helps define a problem, and may lead to new, innovative responses and solutions, allowing one to approach creativity outside the lines.

Artwork: Film (16mm and digital film montage), 2014-2017

"16 BLACK AS EMBRYO WOOD", Film Montage (16mm and Digital), Film Length: 8:30, 2017
Description: This film montage involves direct animation on found footage from home film stock layered with digital video. The work offers a rhyming structure and dream-like structure that addresses memory, loss, and gender normativity, and was inspired by the urban scale of post-culture strong visual arts.

"EXPERIMENTAL DRAWING ON 16MM FILM", Mixed Media on 16mm Clear Leader Film, Film Length: 3:45, 2014
Description: This film was produced using a process referred to as "Dark Drawing," which involves using existing images directly inscribed on the surface of the film by scratching, scratching, and erasing. The drawing animation includes scratching clays, fibers, shadows, and textures that grow, recede, accelerate, and transition, resulting in 2D graphic and three-dimensional imaging. The animation installs a visual experience that moves between narration and abstraction.

Artwork: Tradigital (Traditional Drawing Media Combined with Digital), 2012-2014

Work from this time period explores hybrid drawing methods as the reconstruction of fairy tales, crafts, folklore, and popular media. The body of work blends hand-drawn elements with found images from catalogue, coloring books, children's books, and浏览 or media images and images that move between imagination and abstraction.

My process involves combining traditional and digital techniques of fragmentation, alienation and new expressions to encourage a less predictable narrative. Exploration, play, conscious and unconscious research by children are important components in this process.

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[Display with images and text related to the research theme]

[Desk with computer and external display]

[Portrait of a person in the background]