

Light can affect us in many ways. Yellow and blue light can control when we feel relaxed or alert, sleepy or awake. How a room is lit can make a space feel comfortable or cold. According to Richard Kelly, a lighting designer born in 1910, every space should follow his 3 tenets of lighting design: ambient luminescence, focal glow, and play of brilliance. In these ways, light can be used to change how we feel in different situations. I began to wonder how I could use the tools light offers in combination with art to mess with peoples' senses of comfort or discomfort. Thus, I decided to focus my project on one of the most uncomfortable and unanswered questions: what is death?

I think many peoples' instincts when it comes to the issue of death is to either ignore it or create a simple answer. We tend to find comfort in answers, but I wanted to use my project to challenge that tendency. Life offers an abundance of unanswered questions, so I think it's important to find comfort in the unknown .

To tackle this project, I deconstructed a lamp and built it back up again using a variety of mixed media such as cyano-types on fabric, yarn, and wire. By building a lamp that depicts the cycle of life and death and placing it in a fragment of a home, I hope you, not only begin to accept death as a natural part of life, but start to comfortably settle in the discomfort we feel regarding death.

THE HOME AWAY FROM HOME

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