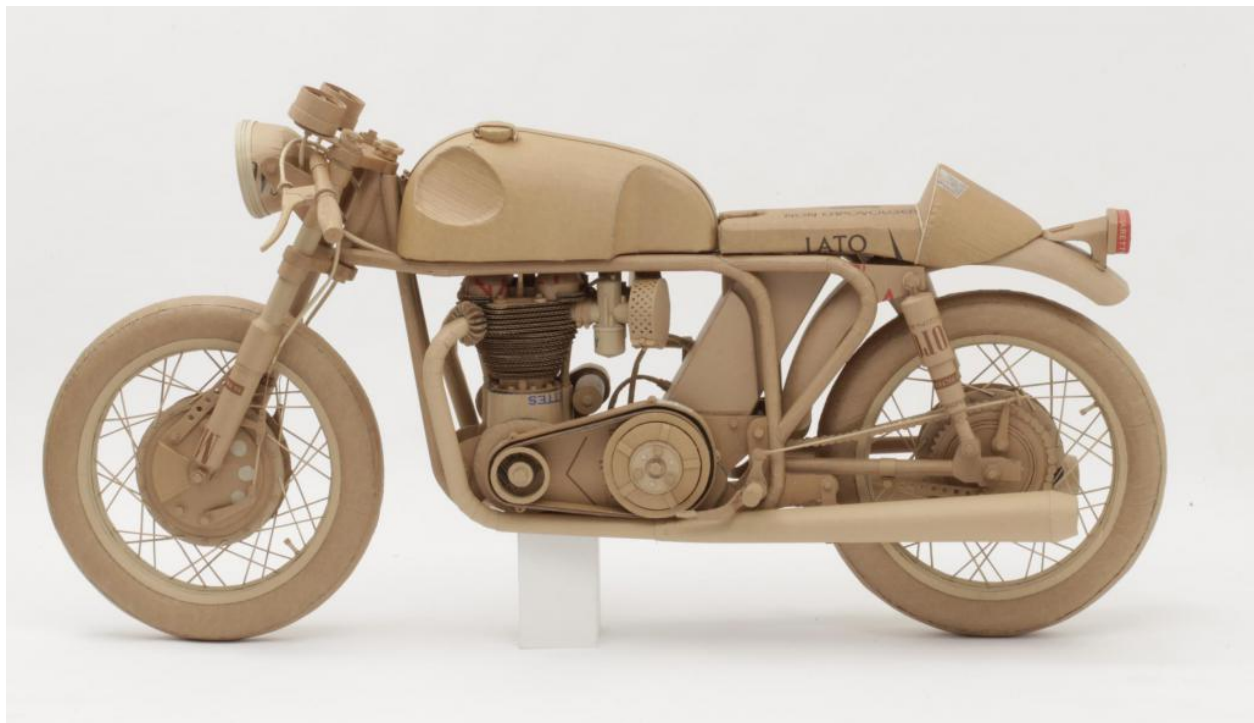


We saw many excellent examples of a wide range of artists work in the research assignment document. Another artist I have explored who wasn't mentioned is Chris Gilmour. Chris also works in cardboard and has a strong interest in recycling. He has stated that corrugated cardboard is usually employed to pack and ship the artist's work, rather than physically representing the artwork itself. Effectively causing "the container, to become the content".

Chris specializes in hyper realistic, life-size objects made solely from cardboard and glue. He has held numerous solo and group exhibitions in museums and galleries throughout Europe and America and has launched a company called Vectar Sets making sustainable sets and scenery for Film and TV using paper-based materials. Vectar Sets use cutting-edge engineered paper boards, which offer comparable strength to wood, but are 80% lighter, quick to set up, easy to move and 100% recyclable.

I have chosen two very different examples of his work to demonstrate his wide range of projects. The first example is more typical of his film set work and is a realistic model of a motorcycle. As well as using vector slicing he incorporates cardboard and paper materials in other ways in this complex piece of engineering.



*Triton.*

<http://www.chrisgilmour.com/#:~:text=Chris%20Gilmour%20is%20a%20sculptor,solely%20from%20cardboard%20and%20glue>

The second piece I have chosen is more whimsical, He has made a series of churches using cardboard objects such as cigarette packets and in this example he has created a church from a Heineken beer case. I like the simplicity of this object, in contrast to the very complex designs created by Chris and many of the other artists working in this medium.

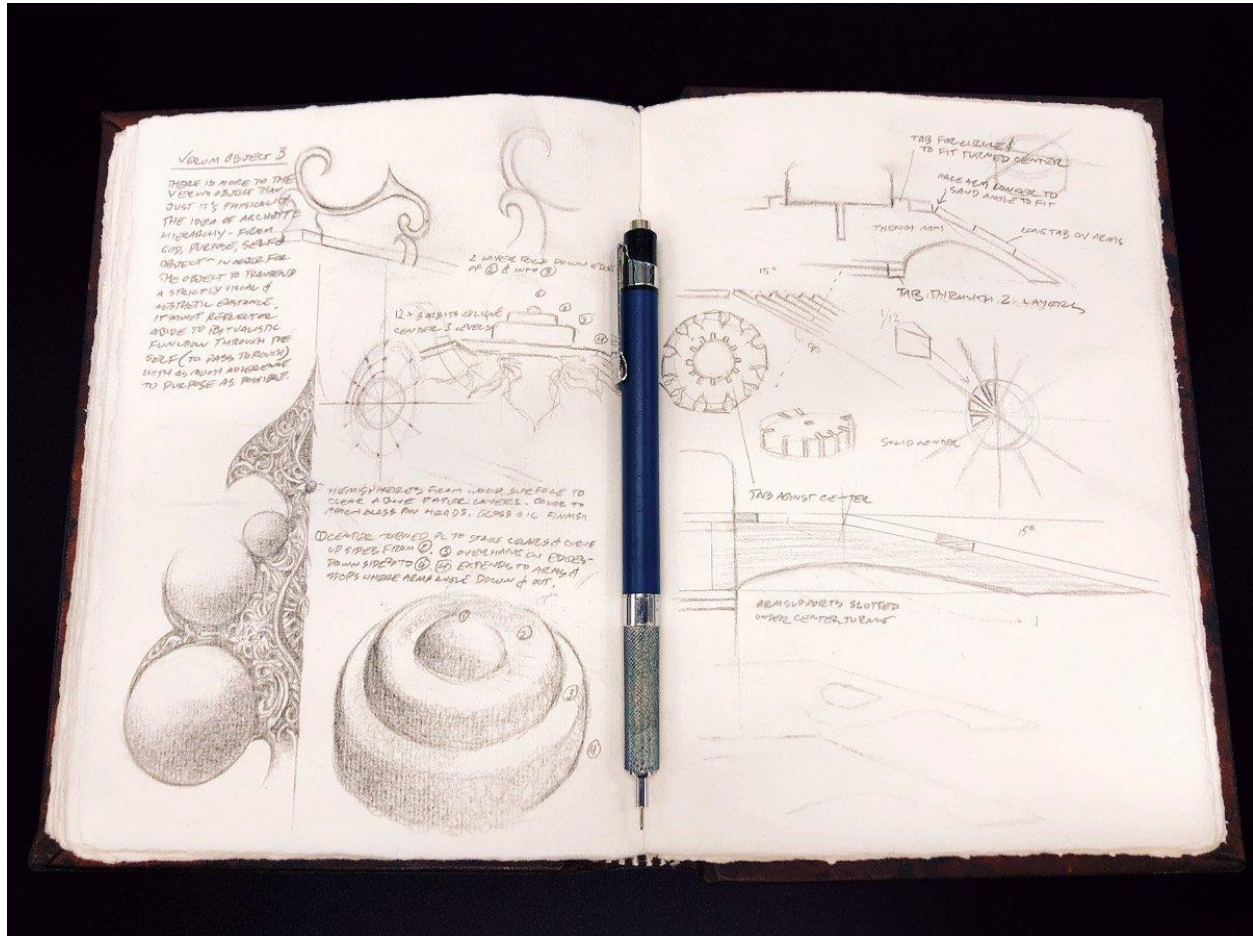


*Church (Heineken)*

<http://www.chrisgilmour.com/#::~:~:text=Chris%20Gilmour%20is%20a%20sculptor,solely%20from%20cardboard%20and%20glue>

The second artist I have chosen from my online research is Eric Standley.

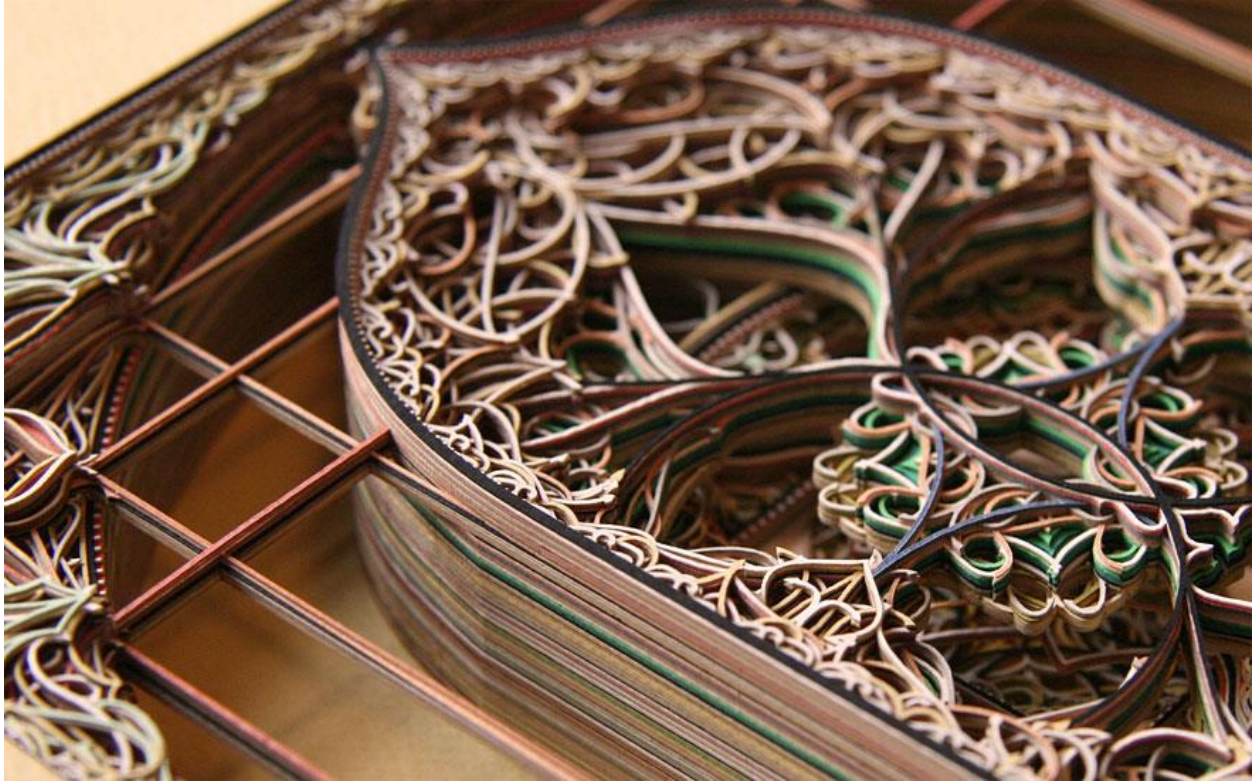
Much like our project Eric starts his work by drawing a design for each artwork on a paper so that he could plan how to cut each of the sheets using a laser beam.



Untitled <https://www.eric-standley.com/new-page-3>

Eric has exhibited his work in more than 130 museums and galleries throughout the world. His work is meticulous and highly detailed. He draws thousands of details for each layer using a gaming mouse and CAD software, much in the way that 2 dimensional key-frame animations are created, but for his work creating 3 dimensional solids and spaces.





*Untitled* <https://www.boredpanda.com/laser-cut-paper-art-eric-standley/>

Having just returned from the NIC field school in southern Spain I can see strong similarities between his fragile and beautiful work, and the delicate Moorish reliefs we were lucky enough to see in the Alhambra.



Untitled Jim Bagley <https://jimbagley.opened.ca/spain-2023/>