

## Out Of Shape

Paul Darragh

This collection of paintings combines four new works with paintings created in 2020.

Using a language of colour and geometric abstraction, these paintings are linked by their ability to portray movement and energy within the canvas. Relationships are formed between the shapes, while contrasting colours enable tension and vibrations.

Traditional board game design, pin-ball machines and digital game design are all referenced in the aesthetic. Within each canvas, a journey is taking place from point A to point B. There are transitional moments through tunnels and arches or holes. Black is used to create an infinite void in which the player/viewer can fall into.

The various shapes have a mechanical sensibility, reflecting several notions; The new works in this show are a response to a shoulder injury endured by the artist and the physical process of recovery. Thinking about muscles and bones in their skeletal context, and how they fit and rely on each other within the body. The tension, support, strength and weakness that our bones and muscles endure, is mimicked in the relationships of the shapes. Texture has also been employed to convey this idea of mechanical biology. This concept of cause and effect is also referenced in the pin-ball or iPhone game language. The viewer must pass along a route of various graphic exchanges in order to resolve the image, similar to the way we use a map or instructional diagrams.

Flat colours along with airbrush gradients and shadows are all deliberate techniques used to create a digital sensibility. This is a nod to the digital drawing techniques used during the creative process and the artist's graphic design background.