

Portfolio

2018 - 2020

Visual Art, Film and Mixed Media

Elizabeth Ulanova

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“Clashings” Collection

“Sensory: A Collection of Fluid Acrylics” - 2020

I came into ‘art’ as an observer to how difficult intangibles - such as emotionality, pain, joy, euphoria - could be made into tangible pieces of visuals. Painting specifically was mainly a self-instructed practice for me, made outside of the fine formal studio and instead, a private meditative practice that I took on. This was crucial for my mental health as each painting was a token captured in a psychological pigment of time. Each piece became a conduit for channeling difficult, intimate moments into pieces of subjective beauty and landscapes.

Sensory: relating to sensation or the physical senses; transmitted or perceived by the senses.

“Metamorphosis” - Spring 2020

16” x 12”

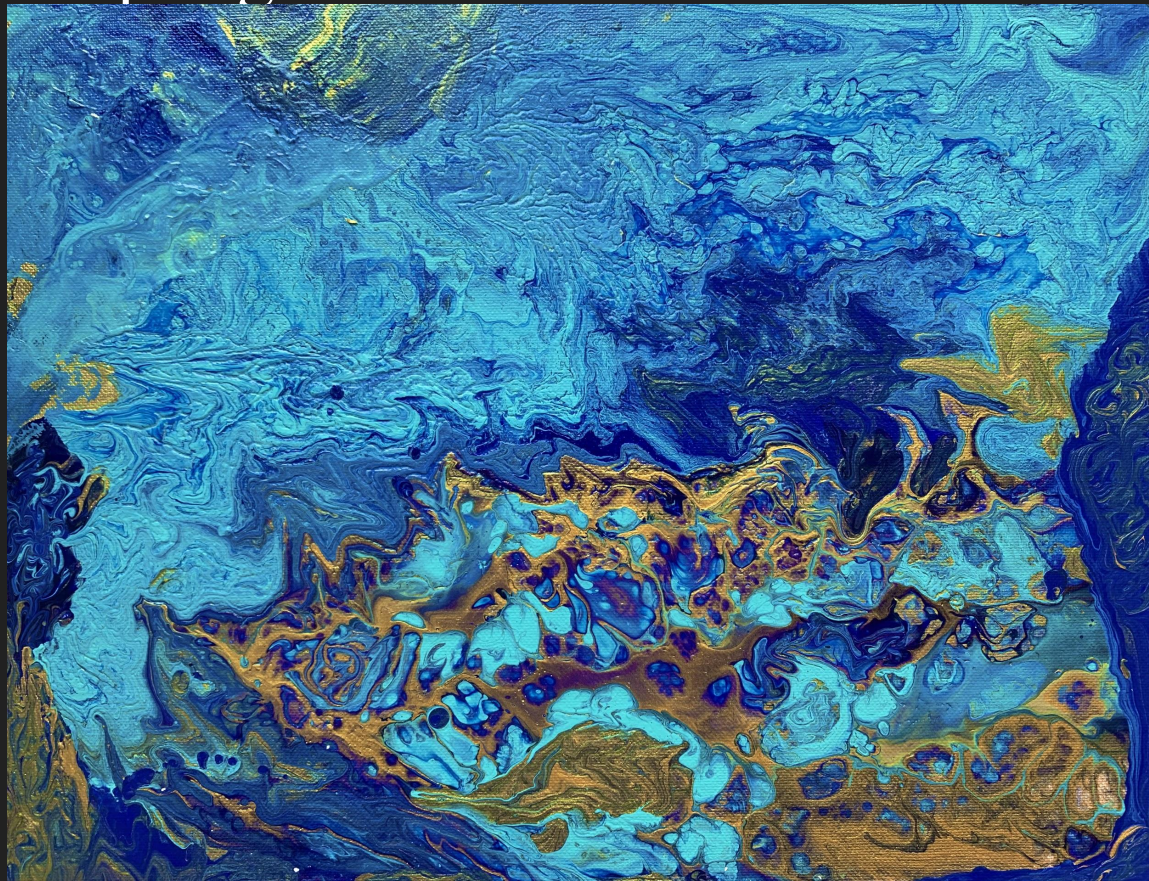


“Metamorphosis” - 2020

Change and structure are often opposed forces in nature, yet change happens within structured forms and structures themselves undergo transition in times of metamorphosis. Emerging from a chrysalis of self-consciousness, this piece represents the abstract fluidity of constant transfiguration.

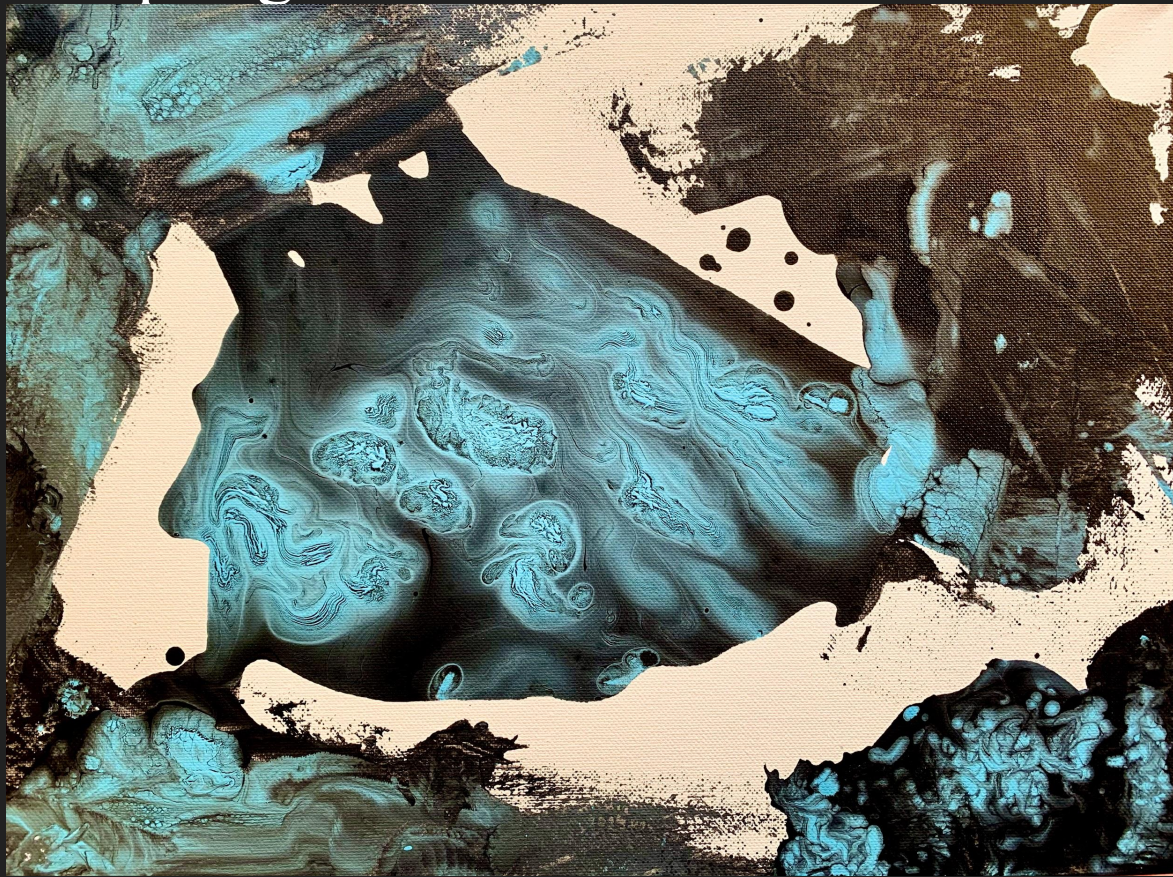
“Change” - Spring 2020

16” x 12”



“Hollow” - Spring 2020

16" x 12"



“Halcyon” - Spring 2020

16" x 12"



“Halcyon” - 2020

The word ‘halcyon’ refers to a period of time in the past that was idyllically happy or peaceful..This painting captures the memories, or more specifically, how I feel when I recall the soft waves, sun kissed earth, endless time - my best parts of childhood.

“Breathe” - Spring 2020

16” x 12”



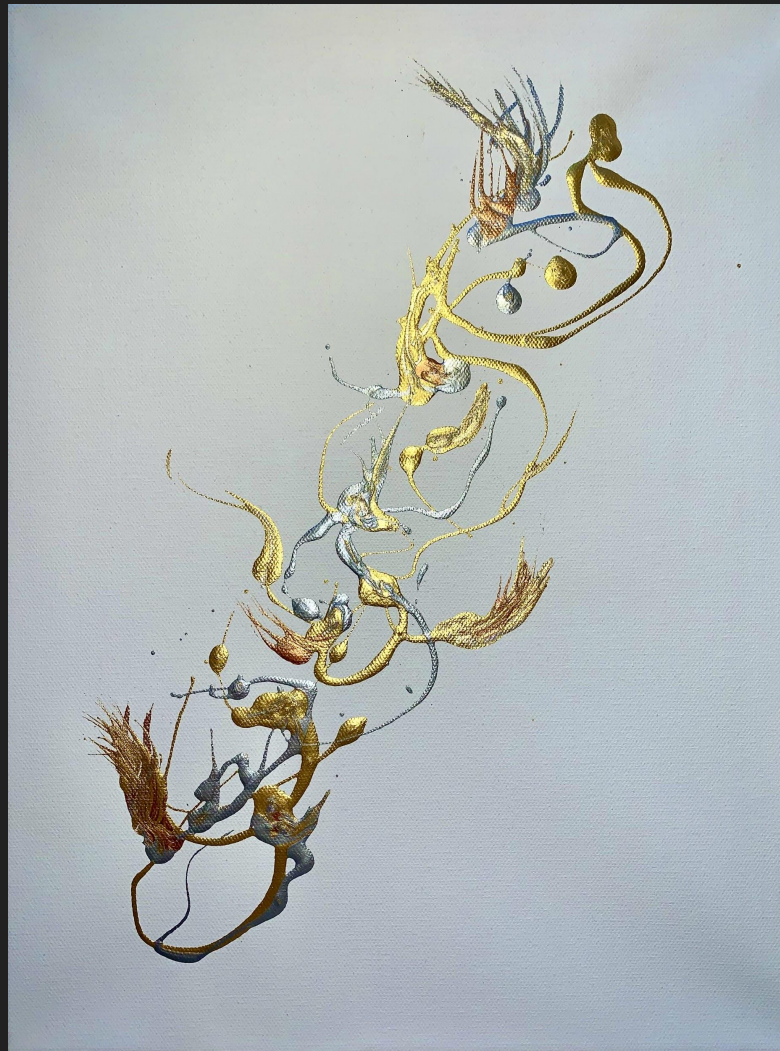
“Complex” - Spring 2020

16" x 12"



“Growth”
- Spring 2020

16” x 12”



“Growth” - 2020

In its abstract form, this outline can be reminiscent of many things. For me, I was reminded of the double helix structure of DNA, as I was always told by my father throughout childhood that “DNA was almost synonymous to life”. In practice, this painting meant a very minimalistic, simple approach to the feeling of growth, endless possibilities, replication and unconfined formality.

“Kairos” - Spring 2020

16” x 12”



“Islands” - Fall 2020

16" x 12"

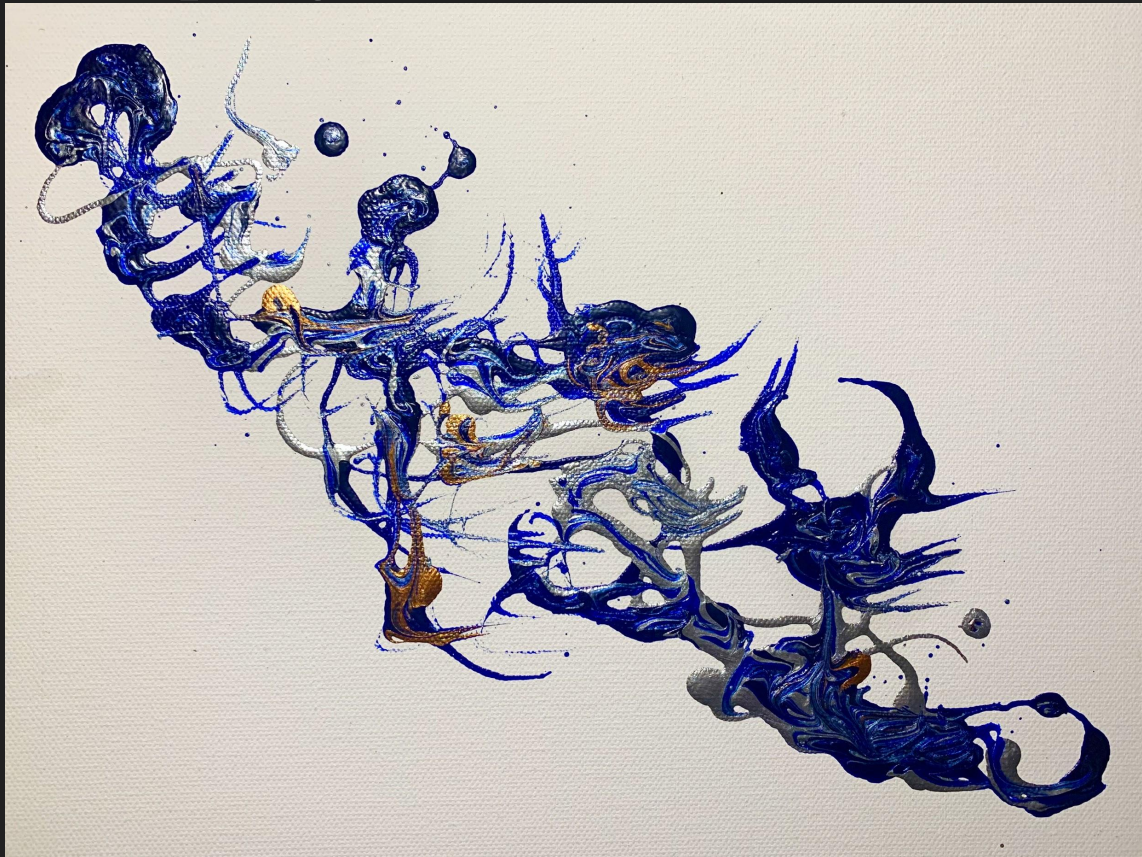


“Islands” - 2020

This piece, for me, exercised much restraint. Partially inspired by my recent trip alongside the Adriatic islands, whilst also a mental love child between Kandinsky and Pollock. To embody a cerebral perspective on the mundane is to embody a literal outline while imposing a metaphorical impression of space and time.

“Meridian” - Spring 2020

12” x 9”



“Meridian” - 2020

Meridian dances lightly between both abstract form as well as the portrayal of the realistic imaginary. It can infer of the constant longitude that passes through a given place on the earth's surface or perhaps the set of pathways from which vital energy is said to flow within the body. For me, this painting meant a minimalistic, yet complex approach to the balance of heat, cold, life, and the unknown.

**“Clashings of Art, Culture, and Technology in a Digital
Anthropological World”**

Senior Thesis I&II, Visual Arts, Columbia University

December 2018

Clashings Description

My research and artistry are focused on analyzing and synthesizing *technology-inspired-culture* and *culture-inspired-technology*. Academically, I explore and answer the sociological questions that inevitably arise when technology and culture overlap. I showcase my digital hypotheses and analyzations through kinetic art and original film, such as creating alternative universes that are in fact, reflections and critiques of modern society. Here, I engage audiences in intellectual conversations regarding the increasingly digital presence in our lives through new forms of media. In doing so, the synthesis of human-computer interactions will serve as an analytical framework to better understand our own human behavior. Moreover, I aim to continuously study modern digital interfaces in the hopes of one day transforming the way in which it is both designed and perceived. Therefore, it was with these objectives in mind that I set out to create my thesis “Clashings of Art, Culture, and Technology in a Digital Anthropological World”. This was a year long, two semester studio based thesis presented via a combination of short films, live installations, academic scholarship and inquiry. This project was formally conducted through Columbia University Visual Arts’ advanced studios, honors independent studies, and senior thesis I&II. It was also supervised by Columbia Visual Arts Department Chair, Professor Matthew Buckingham, Director of Undergraduate Studies Professor Nicola Lopez, Professor Serra Victoria Bothwell Fels, and Professor Sondra Perry.

“Connection” A Conceptual Short Film + Installation

For full video click here: <https://vimeo.com/308660312>

Finished: December 2018. Duration: 10 mins 39 seconds



What is the role of self-medication?

An original short film that critiques the role of therapy and self-medication through the framework of bioengineered pills that induce apathy. This is the first film in the series that is focused on a non-digital piece of technology. Therefore, in order to expand the artist's own creative pallet as well as push the psychological landscapes of the audience, "Connection" is zoned in on one of the most commonly used yet seemingly 'invisible' technologies found with the taboo-ed fabrics of modern American society.





“Body” A Video Installation Piece

Finished: November 2018. Duration: 1 minute 30 seconds (each video)



“Body” A Video Installation Piece

Finished: November 2018.

For full video click here: <https://youtu.be/xhbggybuwEkI>



Finished: November 2018

The head is literally, one of the smallest body parts but figuratively considered the largest in both functionality and impact. Here, its digital presentation represents the influx and domination of technology in contemporary culture (or “heads”) as well as its dominance over the rest of the body. The digitized hands also relate to how physicality is shaped by technology- from the digitization of human physical experiences to the disappearance of manual labor. Moreover, « Body » speaks in regards to how digital art has revolutionized the representation of human bodies. All three videos played simultaneously on individual ipads while lying adjacently on the ground.



“Voices” A Conceptual Short Film

For full video click here: <https://vimeo.com/278542139>

Finished: May 2018. Duration: 9 minutes 8 seconds



How important is transparency to you?

An original short film that critiques the nature of internal transparency within society through the lens of a fictionalized world that mandates its citizens to wear telepathic brain microchips.



“Cracked” An Installation Piece with Video Projection onto Sculpture

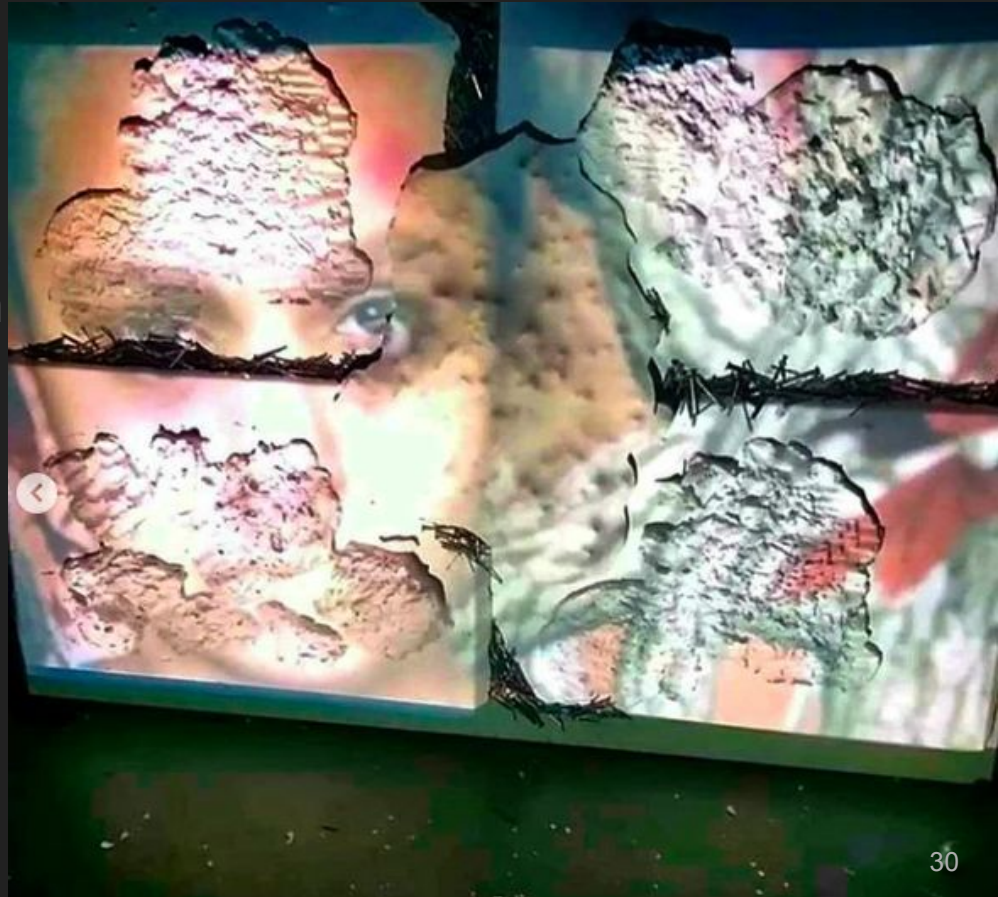


“Cracked” An Installation Piece with Video Projection onto Sculpture

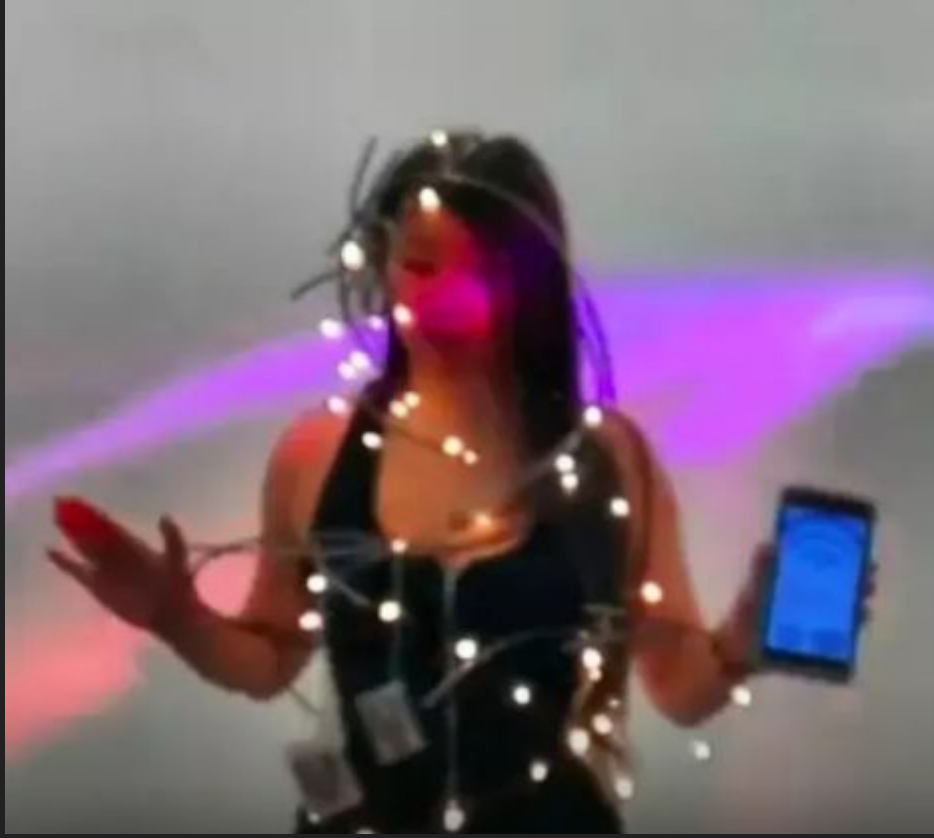
Finished: March 2018 Video:
10 Minutes

An installation that combined the projection of an original video featuring a female model onto hand molded plaster sculpture glued into a wooden board with nails to critique the multi-facets of femininity.

<https://youtu.be/d1yHvohXAPQ>



“Human Wifi” A Kinetic Sculpture with Video Projection, and Performance Art



“Human Wifi” A Kinetic Sculpture with Video Projection, and Performance Art

Finished: May 2018.

A live installation piece that critiqued modern society through the performance and utilization of an original hand welded kinetic metal prosthesis. The creation of “a wifi suit” as a prosthetic is directed towards the excess usage of the internet

That one would want to be their own wifi signal.



“Remember” A Conceptual Short Film

For full video click here: <https://vimeo.com/278541810>

Finished: January 2018. Duration: 7 minutes 44 seconds



What if the moments you remember are different from reality?

An original short film concerning the subjective role of memory through the apparatus of glasses that record and playback every one of life's moments.

