

Artist Statement

Min Hyung

“Fifth World”

The greats that addressed four dimensional space in painting and science, like Cezanne’s tactile space of non perspective, Picasso’s multi-aspect view of a scene, Braque’s materialization of space, Kandinsky’s angles, triangles, lines and colors, Hofmann’s push and pull, Da Vinci’s “painting is conceptual” and Einstein’s theory of relativity; was a motivating impetus for my creation of The Fifth World. I create my own interpretation of fourth dimensional painting and my own concept of spacial depth in fourth dimensional space. I create the Fifth World through fourth dimensional space, in this world there is no focal point. In the Fifth World the fourth dimension is illusionistic space. This world is based on a similar idea as the cyber world or the ‘matrix’. My Fifth World is a concept of a ‘matrix type world’. I am passionate about combining art with science and technology in creating a Utopian experience for the viewer. In creating this experience I prefer to use painting which is a warm, organic and emotional experience, it has texture and invites touch, rather than using the digital method which is cold. The space is in constant motion and flux; there is constant rotation of back and forth, up and down, push and pull. This space is active.

I accomplish this by applying multi-layers, each layer suggested space, offers a different view, and this is done transparent to create an illusionistic view. This illusionistic view pulls the viewer in, even though you are here, outside looking in you can be there inside looking in and experiencing the Fifth World. The viewer is pulled into the painting, my work is not about a quick “getting it” experience, and rather it takes time to see the whole painting. The lines, cubes triangles and organic shapes of juxtaposing images are put together and relates to and against each other in constant flux, they are structured, de-structured and restructured; a sense of chaos is essential in my painting. Viewers can assembled puzzles (lines, cubes, triangles and organic shapes of juxtaposing images which already have a story line from me) to create their own story line in my imaginary world. It is my belief that lines do not have to merge into a single focal point, the lines that goes out from my scenes in different directions, for example, The Fifth World: scene No. 1, creates multi- aspect views of a scene.

I paint not only to confuse or show the illusionistic world, but also to pull the viewer into the painting, into the Fifth World. I combine technology with organic to create the Fifth World, and to present a total experience as one experiences in the real world. Painting is abstract, the world I want to build is abstract yet organic, and it offers the same experience as a cyber world. Painting is like a PC, it has a flat surface, and like a computer screen it is an open door to a world of experiences. The PC experience is cold. The canvas flat surface leads to a door that opens to a Utopian world that is warm and organic. Painting becomes real because experience is real.