



In this body of work, the images of children function as metaphors for adult psychological and emotional states. The main series in this exhibition comprises several paintings in which the subjects are often blatantly confrontational. Although these subjects hold balloons, ice cream cones, a piece of cake, a flower, etc. – these children are not a depiction of felicity. They are not innocent. Marinated in reality, they stare out, recalcitrant and suspicious of the observer; they are old souls who have digested their days with a resultant bit of bile; nothing too serious mind you, possibly quite fleeting, yet, they speak to moments we all know. ... There are times we must all do things we don't want to do. Like the subjects in this series who must posture themselves as children, we all answer to expectations in our daily lives, yet ... we may not like it and, at times, it shows.

From this series, other images grew. Exploring the concept of guilt, such as with the *Party Hat* kids: ragescent in apparent fear, one must wonder what they did, what complicity threw them together here? They're trapped, there's no way out and in the end, shoulder to shoulder, they face the consequences.

There are several paintings here which deal with a sense of displacement (as in feeling lost, disoriented, alone, orphaned.) *Lost Boy*, *Sailor Boy I* and *II*, and *Thinking*, to mention a few, are either immersed in their own worlds or caught in a moment of confrontation with the observer. The girls depicted in the two paintings, *Edge of the Woods I* and *II*, seem momentarily arrested by the observer, not necessarily frightened but quietly alert, cautious.

Lastly, there are a few paintings here which deal with disputes, which more often mean arguments than healthy debates. The paintings *At Odds*, *Red Ball* and *4 Girls* speak to that state, when there are too many feelings and never enough words to articulate reason.

Although at their core, these paintings speak often of inner disturbances, they are rendered with a softness or humour. Creating them has allowed me to smile at the gravity of life.



Edge of the Woods II



Lost Boy



Four Girls