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The experiences of 9/11 and the war in Iraq have changed most of us forever. My War-Peace body of work comes from a tension between my personal unfolding and the current social issues. There is tightness between the inner and the external worlds. I'm processing the unpeaceful global turmoil as these worlds interact within myself. I can not be absent to these developments: I'm opening my eyes and heart wide to apprehend this new reality. All these artworks are coming from this place where questions and statements appear: The viewer becomes a participant. The 2-D artworks provoke the viewer to think focally. The 3-D games like Villains and Heroes provoke choices, while the War and Peace game transcends the individual winner and invites the participant to think of outcomes.

Special Gratitude—