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Bloom

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Madeline Walker

Bloom is an installation that exists as a theory and expression of systems, inspired by harmful algal blooms found in various aquatic environments. The way in which a unit becomes exponential is explored, as well as the influence of pattern on perception and development. The balance between beauty and repulsion, as well as mindfulness and excess, is a paradox that is questioned and explored from concept to completion.

Working in an intuitive, yet methodical way, the experience of living with OCD is expressed as a parallel to the overwhelming growth patterns algal blooms exhibit. The observations and experiences that influence the work are most closely related to a memoir. The processes used to create the work are both digital and physical, involving a combined use of CNC (computer numerical control), computer aided design, plaster molds, and porcelain paper clay. As the forms repeat and evolve, the line between nature and technology comes into question.