

Abstract

Can shapes, textures and forms trigger emotions? Can the places we return to in our thoughts become familiar through the context of feelings? How to transfer the joy of making the first graphic traces to paper? Can the form and function of memory objects change over time? These questions have been materializing in my head for some time. My doctoral thesis allowed me to put these thoughts in order and share them with the world around me. I learned that every element of my life creates a layer. Those layers are the essence of what my inner and outer world is built from. I understood that the space around me is not just an ordinary, physical, tangible form, but is also a place full of emotions and feelings. Algraphy became the graphic technique that I chose as a tool to show my feelings. It allowed me to build individual layers of images. The components of individual places were being born in my head. After transferring them to paper, I transformed them with graphic traces, paper and cardboard into new objects. Thoughts and feelings related to the memories of space made it possible to create a series of graphic works entitled "Collages of memories."

I divided my doctoral dissertation into two main parts:

- Preface - an introduction to the subject of memories and reflections on function and form in architecture and graphics. I described the details of the technical aspects of the work;
- Explication - entitled "Collages of memories" telling the story of my perception and imaging of memories. The last part of the dissertation is to a certain extent a manifestation of my own feelings and thoughts about places that are important to me, the core of my artistic life. The summary of the doctoral thesis is a series of twelve graphics entitled "Collages of memories." It is a very personal collection of works built from multi-threaded stories and memories born in my mind. To create them,

I used many tools that processed the content layers of individual images. I leveraged a manual collage of raster, vector, 3D graphics and spatial elements. With these works, I was able to understand how important the form and function are, for every object recorded in my head. The desire to show their transience pushed me to use various snippets of memory, sometimes greatly transformed by time.