

BIO

Abby Manock is a prolific multi-genre artist, professional crafter, and visual designer working in the fine arts, as well as in the public and commercial sectors. Her work includes: mural design and painting, social sculpture, interactive performance, costume design, experimental sports, public intervention, as well as more traditional disciplines of drawing, sculpture, video, prop and set design/fabrication, textile design, illustration, and teaching.

Born in Palo Alto, CA, 1977, Abby moved to Burlington, Vermont with her family at age 8, and though she has lived and worked in NYC since 2005, she continues a close involvement with Vermont collaborators and the Vermont arts community. Her work has been included in museum and gallery exhibitions, music, art, and gaming festivals, and educational institutions across the US and abroad and commissions in an ongoing list of corporate, public, and private clients.

Abby received her BA from Colby College in 1999, Post-Bacc Certificate from the SMFA, Boston in 2003, and her MFA from Columbia University in 2007.

ARTIST STATEMENT

My art life is a series of overlapping routines rooted in the joyful obsession, and physicality of material manipulation. I take a systematic approach to composition of an object, a picture plane, and conceptual experience by creating opportunities for spontaneity to occur within a controlled framework, for myself, or others, often through repetition, color coordination, and cultural phenomena. I am interested in the blurry distinctions between work and play, things I produce in the studio bubble, and what I create as part of an art department, collaborative team, or for a specific client.