

## ARTIST STATEMENT

I enjoy my work. Whether I'm creating something for myself or for a particular client, I take a systematic, intuitive approach to the composition of an object, a picture plane, or an interaction. I find joy in the overlap between my studio practice and my commissioned projects, constantly learning through new opportunities and surrounding myself with the materials and colors I'm drawn to, so that spontaneity can occur within a controlled framework.

I celebrate the excessive mess generated by extreme focus, the pleasure of following an obsession with repetition, the physicality of manipulating materials, and the absurdity of the human condition. I'm interested in blurring the line between work and play—combining the "slick" with the "school play" aesthetic to create things that feel original yet familiar, and earnestly accessible to everyone.

## BIO

Abby Manock is a Brooklyn-based artist, object maker, and experiential designer working across fine art, installation, fabrication, and collaborative media projects. Her practice spans sculpture, murals, miniatures, interactive environments, costume and set design, experimental games, and educational programming.

Her work has been presented in museums, galleries, festivals, and public spaces across the United States and internationally, and she has collaborated with corporate, cultural, and independent clients while maintaining an active studio practice.

She received a BA from Colby College, a Post-Baccalaureate Certificate from the School of the Museum of Fine Arts, Boston, and an MFA from Columbia University. She lives and works in Brooklyn.