



# WINDOW

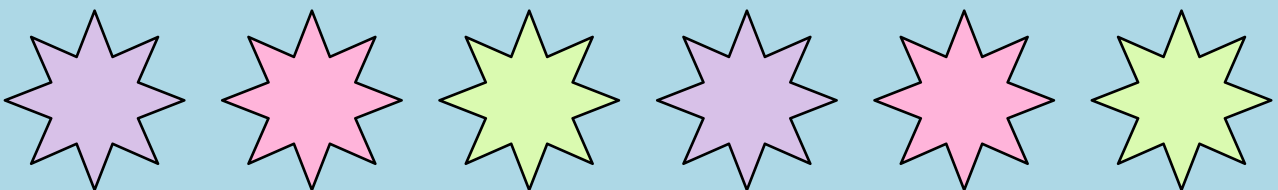
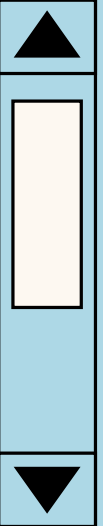
EXHIBITION

A SOLO EXHIBITION FROM  
KYLIE MCCONNELL



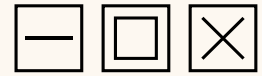
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# THE ARTIST



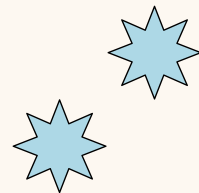
**KYLIE  
MCCONNELL**



@garbage.human

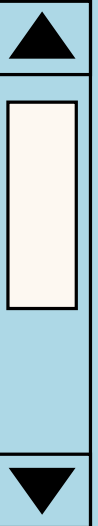
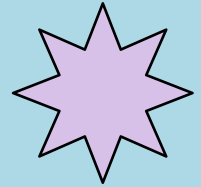


www.kyliemcconnell.com



Kylie McConnell is an artist based in Kansas City, Missouri. Her work revolves heavily around the act of collage and construction, often using photographic material as a point of departure for the constructed paintings and assemblages. She graduated from the Kansas City Art Institute with a BFA in painting in May of 2018.

In 2020 Kylie launched garbage studios, a line of handmade homeware and art objects.







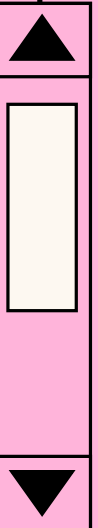


# ARTIST



McConnell's practice relies on a feedback loop in which her studio is a playroom, affording her work the freedom to multiply – one thing always informs another. The cyclical nature of displacing and reintroducing moments within the studio is driven by intuitive making, resulting in marks, colors, and moments that are reminiscent of past investigations.

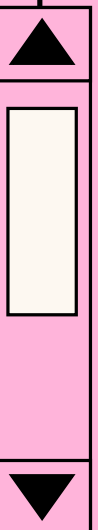
Rooted in experimentation and committed to the practice of play, these works exist in the expanded field of painting. The acts of collage, construction, and editing, are the center around which the work revolves. By using image scanners, McConnell is able to capture materials in high resolution while abstracting the material through misuse and abbreviation. Imagery gets printed and cut back into, painted on top of, scanned, shifted in size, edited through software, and printed again. Exchanges between 2D and 3D forms create an artificial depth that blurs the distinction of the “artist's hand.” Closer examination reveals unexpected tactile qualities and shifts between mediums. Analog and digital marks work in unison, denying hierarchy between the two.





# STATEMENT

Unapologetically playful color combinations, use of holographic materials, and pattern mixing are visually reminiscent of early 2000's fashion and pop culture. That same desire towards a particular kind of coolness is echoed throughout the work. McConnell's commitment to play and exploration aims to elicit an interaction of both pleasure and humor for the viewer.





# LET'S COLLAGE



Collage as we consider it today, first came about in the early twentieth century in the early stages of modernism. Collage has long been used by painters to explore different aspects of art making, bringing in many concepts from sculpture and applying them to the world of 2D work.

While much of the collage world focuses on form abstraction, photomontage allows the artist to use and abstract photographs. McConnell's work is somewhere in between. Her background in painting clearly comes through in her work but some of her photomontage pieces blur lines and explore the hybridity of process.

In this activity, you will be creating collages of your own in this booklet. Using the magazines and different papers provided, create your own collage on the next page. Your collage can be completely subconscious or you may implement some of the themes seen in McConnell's work listed to the right. Cut out images and shapes and glue them onto the page however you want.

If you are struggling to get started, begin with finding one color and just cutting out pieces of that color. Discover what your brain comes up with when you don't restrain yourself very much. McConnell's work really looks at how play functions within process. Focus on the fun of collage rather than the outcome.







# LET'S COLLAGE



**THEMES TO EXPLORE**

**PLAY**

**COLOR**

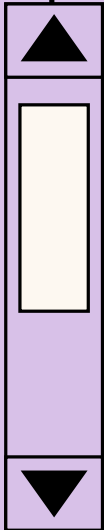
**CHILDHOOD**

**TEXTURE**

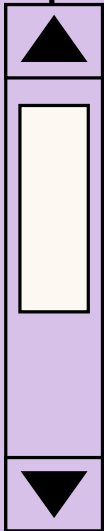
**ABSTRACTION**

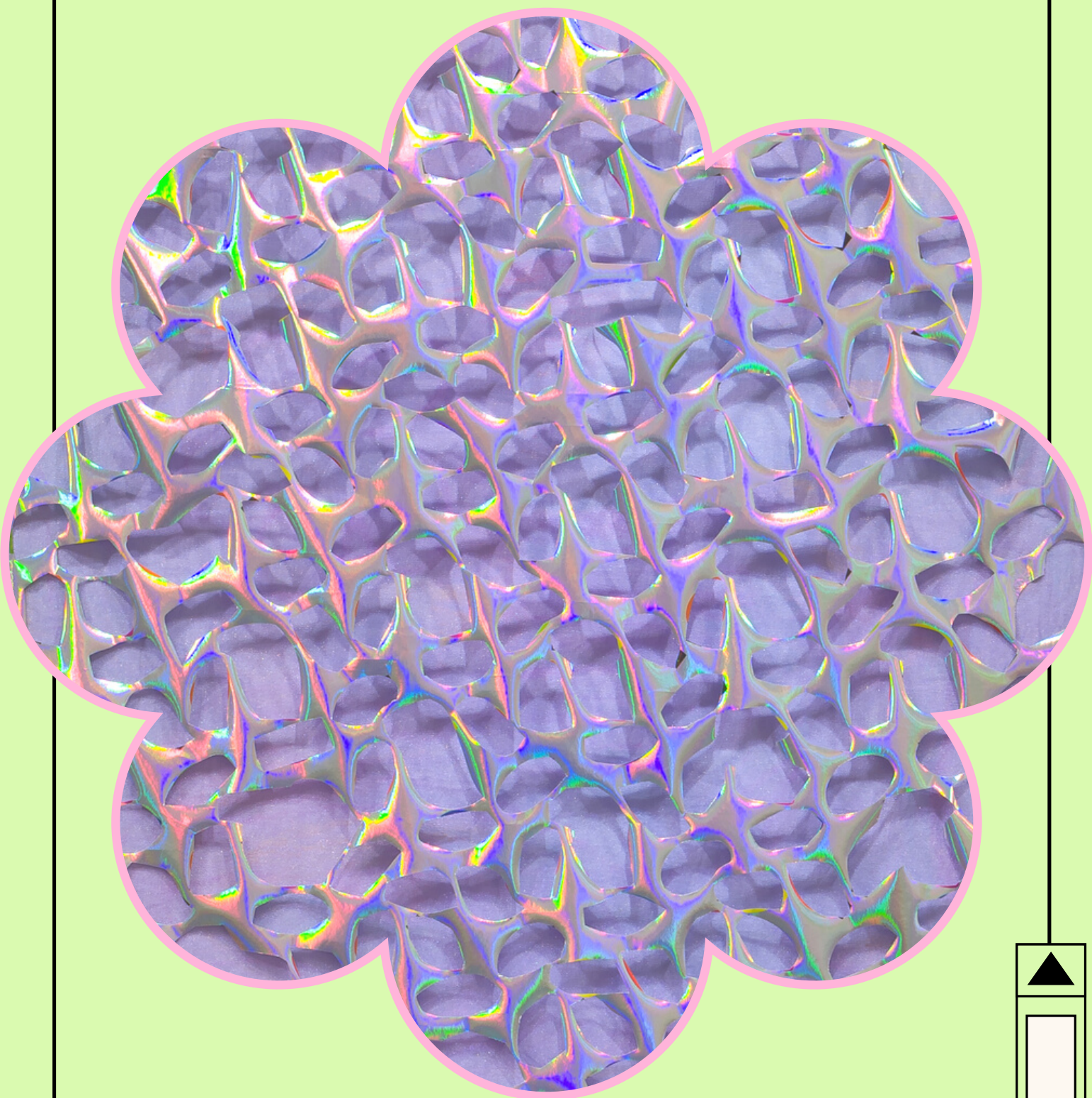


# LET'S COLLAGE



# LET'S COLLAGE





PEMBROKE HILL  
SCHOOL