

RANDALL STONER

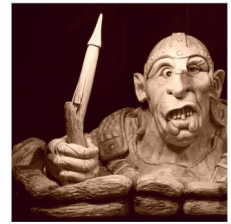
I love digging into the wood, removing unneeded areas, and revealing more and more of the treasure trapped within the block. The fulfillment I get when searching for angles, positioning subject matter, and detailing the piece to completion is phenomenal. Additionally, an emotional bond from an experience, story, or thing I've viewed precludes the start of all my projects. One of the most frequent ways I find inspiration for my work is through the stories I love to read. Particularly moving passages permeate my thoughts and fuel my creative action. I find myself reliving the feelings of inhabiting this other reality so thoroughly that the "unreal" elements of the story, such as dwarfs & ogres, seem spectacularly real long after the book was finished. It is this immersion



into their prosaic lives, monumental struggles, and epic successes that make it possible for me to create art that is worthy of the sentiment brought forth by the literature.

I discover each new piece individually. Certainly, I have ideas running rampant all the time, but for the most part, when I complete one project I start researching the next powerful work. Through the research alone, I get ramped up and emotionally bound to my idea, and often start the work prior to getting an understanding of what will be in the entire piece. At times like these I "discover" the rest of the content as I develop the project.

The wood species I use most often is Basswood. It is an off-white, almost cream colored, tending towards very light brown. The grain is straight, texture is even, and holds carving detail very well. Seldom does it warp after seasoning which makes it close to ideal for larger pieces, as well as small. Finally, the light color allows numerous shades of darkening via wood burning tools and takes finish sealants well. Finally, I encourage people to touch the piece, though with a gentle hand.



| ARTIST'S STATEMENT |

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"I look for the deepest depth and the highest height in addition to the most intriguing angles from the character and surrounding Objects."