

Andy Tubbesing
Can't Get There From Here

My art tends to be representational – fleeting glances through windows, around corners, or over hills onto otherwise unseen worlds. Onlookers have labeled these worlds somber, ominous, low-brow, cartoony, weird. Who am I to argue?

Influences include Bruegel (the elder), Doré, Wyeth (the eldest), Wood (both Grant and Wally).

Takeaway thought: creating art is a perilous enterprise, a trek through uncharted territory on a moonless night. It seems the only thing more difficult is not creating art.