

Brent Walker – “Primum: Red”

Biography

Orange County based sculptor, Brent Walker, has been making a career in the commissioned art world for over a decade. His interest in art began as soon as he could hold a pencil. Graduating with Honors and with a BFA in Illustration at Art Center College of Design, he pursued sculpting and immediately developed a passion. Since then, projects have included fantastic toy maquettes, privately commissioned drawings and sculptures, as well as personal paintings and works. His public works have made their way to restaurants, hotels, and casinos all around the world, most notably, bronze gorillas and mice at the Cosmopolitan in Las Vegas and also a 6' tall peacock at the Wynn in Macau.

Recently, Brent has been concentrating on and exploring new ideas in the way of sculpted portraits. His inclusion of developing a more realistic approach to eyes has informed his decisions about his current and future personal works.

Artist Statement

Primum: Red is my first successful result in a long grueling process of experimentation and development. My intention was to create a limited portrait that highlighted the eye in a realm somewhere between realism and illustration. I purposefully avoided extreme measures of detail (skin texture, wrinkles, blemishes) in order to maintain the feel that the portrait is a product and not a hyper-realistic representation of life. Yet I added realistic elements (eyebrow hair, lashes, a cornea covered eye) in order to keep the viewer bouncing back and forth between the two realms.

In a time where social media reigns, I feel like these portraits can speak to the concept that as a society, we are constantly pushing the ideas of beauty and perfection with filters, physical augmentation, etc. until we become no more than a product rather than something imperfect and real.

I hope to continue this pursuit and develop more eye portraits and full-face sculptures with these ideas in mind. This is only the beginning. After all, Primum is Latin for “first one.”