

## CHRIS FINLEY

Preferred name:

Chris Finley

Firstmid name:

Chris

Lastsuff name:

Finley

Gender:

male

Brief bio:

b. 1971

Nationality:

American

Language:

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Summary bio:

Full bio:

Note:

Chris Finley was born in 1971 in Carmel, California. As a child, Finley was fascinated by video games, toys, and cartoons. The mixture of technology and fantasy in media such as *Super Mario Brothers*, *Land of the Lost*, and the *Transformer* toys would influence much of his later work. In 1993 Finley received his BFA from The Art Center College of Design in Pasadena where he was able to explore his interest in technology and the way that digital media can hide the traces of process in art.

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Finley has created work in a variety of styles and media, but he always expresses interest in the connections between technology, mass media, and art. Many of Finley's recent paintings, such as *Couplinkcreature*, reflect this interest in the hybridization of digital media and craft. For these works, Finley takes images from the web, manipulates them in a computer program and then hand-paints them onto canvas, creating alluring monsters in the process.

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Finley has also played with the line between fine art and technology in many of his other works. In his series of installations inspired by video games, entitled *Level 1*, *Level 2*, *Level 3*, and *Level 4*, the artist turned the gallery space into a highly interactive and energetic environment. Finley wanted the viewer to be like a player in a video game, so he created parts of the installation that required the viewer to participate with more physical and sensorial involvement. For example, in one section he hid a painting behind a wall in front of which he placed a trampoline for the viewer to jump on in order to see the work. Finley has said of his art, "I'm not really trying for some meaning or afterthought, but more a different way of experiencing art--a fun, weird, crazy experience."

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Finley currently lives and works in Sonoma County, California, and teaches at the University of California, Los Angeles. He often shows in exhibitions that focus on post-digital painting and the ways artists have worked with game structures, and his art is in many public collections, including the Museum of Modern Art, New York, the Museum of Contemporary, Los Angeles, and the Los Angeles County Museum of Art.

Writings:

Resources: