

THOMAS GILBERT

BA (H) FINE ART

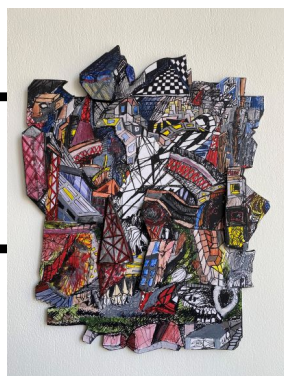
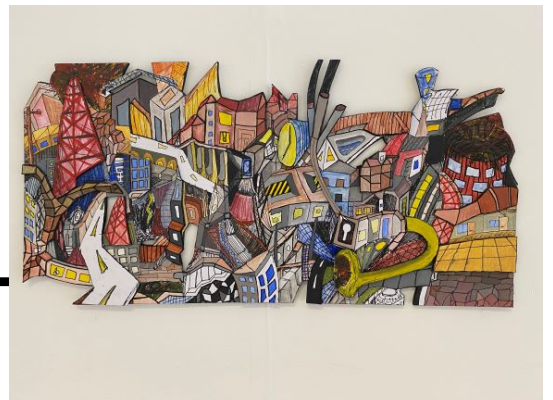
I studied art from a young age and quickly gained a passion for creating and making work. I studied a Level 3 foundation course at New College Stamford in 2017 where I began to investigate the limitations of space in relation to the human body. The following year in 2018 I moved to Nottingham to continue my studies on a BA(Hons) Fine Art course at Nottingham Trent University. Here I began working with drawing, sculpture and painting to develop my own practice and create work that explores how we approach and navigate space around work whilst also exploring the worlds depicted within the work. My interest in exploring spaces and freedom of movement around space came from an interest and time spent playing video games such as Minecraft (2006), Guild Wars 2 (2012) and Cyberpunk (2020). These games offered up new worlds to explore on your own terms, where your actions had consequences and you were within realistic settings and places that breathed life and felt real but were only digital.



CONTACT

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