

Artist: Brian Rust

Video 4: State of the Arts, B. Materials

Courtesy Banner and Credits. (Sound of a drill in the background)

[Brian Rust] With my sculpture I'm very interested in this idea of working with wood and trying to carve on it but only carve on it enough to give people kind of the idea that I'm going towards, but letting the wood itself speak pretty directly... I like working with granite rather than with other kinds of stone that you can carve more. I like the roughened, kind of chipped quality of granite.

(Sound of music with overlay of drilling sounds as Brian uses his drill to carve on a large piece of wood in an open, airy workshop area.)

I see those as kind of an extension of my love of natural materials, my love of the idea that things change. That a piece of wood, you know, grows and then it rots, and I think its just as beautiful when it is rotting as when it is growing.

[Woman's voice] Rust's sculptures range from wood and stone pieces to totems that seem precariously balanced.

[Brian Rust] I like that kind of tension, a visual tension. The metaphor that I'm going for is that it is almost like I've walked on some archaeological site and I'm stacking these things up back together in a sense of renewal, building back out of something old into something new.