

Artist Information

Art On The Trail, Fall 2015

"Ancestors Watching" *Artist: Bobby English, Jr.*

Bobby English, Jr. creates empowering, yet self-destructive metal and earth sculptures inspired by world mythologies, ancestry, identity, dreams, and the dualities of nature. The goal of his art is to create an atmosphere for conversation, understanding, and ultimately compassion for all people.

"Free from desire, you realize the mystery.
Caught in desire, you see only the manifestations.

Yet mystery and manifestations arise from the same source.
This source is called darkness.

Darkness within darkness. The gateway to all understanding."-Tao Te Ching

"The Maryland Mammal Menagerie" *Artist: Christine Stoddard*

In this bustling metro area, nature possesses a seemingly magic quality, rendering it hyper-real. The paradox is that nature, though natural, feels unnatural. Seen as rare and mysterious, wild animals often take on a mythological quality in the minds of urban and suburban dwellers. What they may not realize is that wildlife is everywhere. "The Maryland Mammal Menagerie" portrays three species native to the Baltimore area: the white-tailed deer, the red fox, and the gray squirrel. Each silhouette is covered in locally sourced ground littering to give park visitors a sense of Maryland's natural textures.

"Field Guides" *Artist: Bridgette Guerzon Mills*

Field guides and trail maps are used to research and plan trips in the outdoors. These book art pieces were created using natural materials gathered from the park and nearby areas to speak to the idea that the natural materials in our environment actually hold information and history of the life around us. As a modern society behind computer screens and time spent indoors, we are losing the ability to read that information. The artist invites viewers to create a closer relationship to Earth and enhance their ability to use elements of nature as field guides and maps to both the past and future.

“The Edge Effect”
Artist: Elie R. Sollins

The “edge effect” is often referred to as the phenomena of increased species population and biodiversity at the border between two ecosystems. This sculpture created out of lumber, stone, wood and found objects within the park, creates new edges where life in all its forms can meet, marry and evolve. Gaps left between objects create new space born from new edges. What types of edges do we create as we make our way through life and the natural world?

“Upon Reflection”
Artist: Thomas Mulligan

What do you see when you look into the mirror, simply the image before you? Or do you see the changes that have occurred? This lake used to be just a collection of streams in the forest and, We, the people, transformed it into something quite different. And yet, it has retained it's inherent beauty.

In Walden, Henry David Thoreau wrote: "A lake is a landscape's most beautiful and expressive feature. It is Earth's eye; looking into which the beholder measures the depth of his own nature."

“Civilis Arbores”
Artist: Thomas Mulligan

Trees seem civil to me. They are conceived, born, and grow up towards the light. They live amongst a whole range of other life. In fact, life permeates throughout their whole life cycle. They host life. Even when they stop growing and start the long process of returning to their roots, they bring life to others. The whole of their existence includes the lives of many other species, including humans. I wonder what it would be like to see life through their perspective...

“Walking”
Artist: Joshua Gillen

In my work I strive to emulate living things. Having grown up visiting parks, I often encounter the animals and plants that live there with a sense of wonder and respect. It is this sense of wonder that inspires my work. I want the viewer to feel like they are in the presence of an un-known being. When traveling in the park at any point something can emerge that operates with its own set of rules and logic. When meeting with such a creature one should tread lightly and know that they are in someone or something else's territory.

I work to make these creatures as different from us as possible and at the same time familiar. Like an animal that breathes the same air as us but cannot remain in our presence for very long.