

V e s s e l



Elliot Walker (1988 -)

Irradiant Bloom III

Circa: 2017

2017

United Kingdom

Iridescent & black glass

80 x 54 x 9 cm (31¹/₄ x 21¹/₄ inches)

The bisected black vase is bonded to the back plate with the various flowers and foliage attached via hidden magnets behind the back sheet of glass, allowing them to be removed for cleaning and transportation. All adornments are sculpted directly from molten glass resulting in every element being unique.

Combining exceptional glass making skills with a novelist's ability for storytelling, Walker literally sculpts his glass, creating artworks that are the essence of curiosity, inviting the viewer closer.

His Still Life compositions have the poise of classical paintings. Symbols of domestic life are carefully balanced with the transient. Walker can also create pieces to commission, please contact the gallery for further information.

Literature:

Unique

Artist description:

After graduating from Bangor University with a psychology degree, Elliot Walker discovered glass. With its vast spectrum of colour and texture, its ability to mimic other materials, it provides Walker with the ultimate palette to create his three dimensional compositions and sculptures.

Based in London, Walker exploits the molten glass to produce works of luminous quality and eggshell delicacy, his aim is to transform the liquid glass into unexpected forms and figures.

In his own words:

'A theme that runs through all of my work is the presence of a skin, either as a container of things, a veneer to hide things or as a protective layer to shield vulnerable things'

Elliot Walker is one of the UK's finest rising glass stars and in his relatively short glass blowing career, has already become one of the most active and inspiring artists of his generation. When not making his own art works, Walker is in huge demand for demonstrations, an opportunity to showcase his mastery of his medium. He is also part of the maverick and highly kinetic group 'Bandits of Glass', where the process is more important than the final object and convention is very much left behind.