

# V e s s e l



**Elliot Walker (United Kingdom 1988 - )**

### **Still Life with Fish**

Handblown & sculpted glass  
68 x 32 x 30 cm (26 <sup>3</sup>/<sub>1</sub> x 12 <sup>5</sup>/<sub>1</sub> x 11 <sup>3</sup>/<sub>1</sub> inches)

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. Luscious exotic fruits and foods are bisected revealing their richly coloured interiors, these will never decay but are permanently held in this fleeting moment.

Walker can also create pieces to commission, please contact the gallery for further information.

[Still Life | A Film by Elliot Walker](#)

### **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 Hertfordshire, 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 artworks, 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.