

## SEVEN DEADLY SINS

I chose the Seven Deadly Sins theme for its particular relatability. Everyone has vices and insecurities which can instill anything from a nagging to a paralyzing sense of guilt. On the other hand, some of these 'sins' are often glamorized in popular culture. I have therefore taken a slightly ironic approach to the presentation of these characters. Inspired by the 'MTV style', at first glance they are all young, cool and beautiful but at closer inspection each one is either subtly grotesque, unnerving, sad or otherwise uncomfortable to look at. At the same time, the settings are theatrical, intended to conjure up thoughts of how we present ourselves to the world and how this contributes to our sense of identity.

I created a personification of each sin in excess, considering the type of person who may embody such a sin and the effect of their actions on their own mentality. Every painting captures a particular moment in time, some display the aftermath of indulging in a relevant activity, others portray the character in the depths of the sin, and some convey a sense of tension where the sin may be about to transform. Most importantly, I have tried to evoke layers of emotion in all of the characters, hinting at self-loathing and a sense of emptiness.