



*d. g. walczyk*

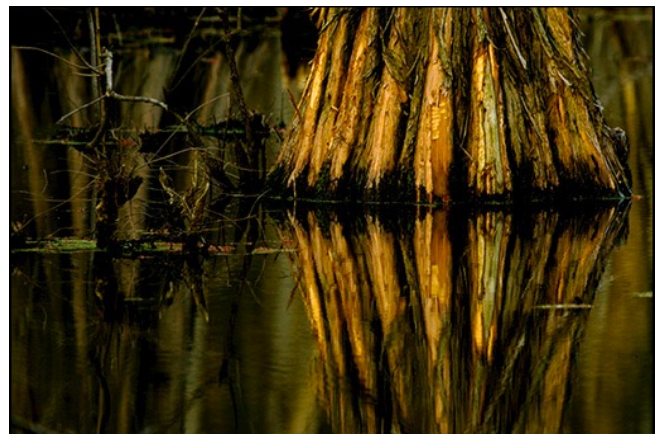
Fine Artist

- Photography • Graphics •
- Printmaking •



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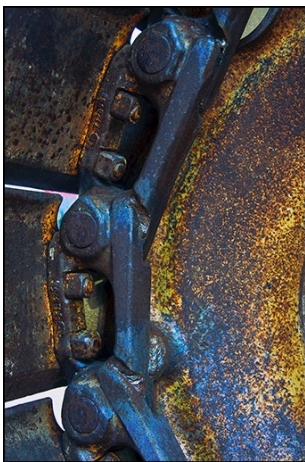
After a forced, prolonged hiatus from amateur photography following the theft of my analog (film) camera, I renewed my photographic journey with the purchase of an Olympus D620L point and shoot camera in the earlier days of digital photography and turned my lens almost exclusively to nature and wildlife. I was bound and determined to create images using only the camera and was vehemently opposed to post processing using any image editing software. When I outgrew the Olympus D620L and moved on to digital DSLR equipment, I was still reluctant to venture into post processing, convinced that my vision of nature and wildlife could be achieved using only the camera. In order to learn about the interrelationship among ISO ("film" or sensor sensitivity), aperture (f/stop), and shutter speed, I set my new Canon camera on manual mode and never looked back.



Fast forward several years and much study of photography, photo editing in the digital darkroom, and digital printmaking, my most profound epiphanies included learning that the camera and sensor would never see the world in the same way that the combination of my eyes and brain do; that the final print my mind's eye sees need not be steadfastly photo-journalistic or documentary; that my aesthetic is achieved best through continued learning and experimentation whether I'm working on a single image or combining multiple images or parts of images.



My art is often influenced by my background in literature and theatre but is also heavily influenced by my love of architecture, music, nature, wildlife, and in general, any part of my immediate surroundings and culture. I tend to work on a body of work all at once but often that work leads to discoveries that spawn new work. Outside of my more traditional photography, the process is often organic and experimental; “playing” with various software, processes, and techniques to start a conversation among the subject matter, the software, and myself. Typically the subject matter and the software dominate the conversation and lead the me on a revelatory journey to the finished print.



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