



荒誕

的哀傷世界

· Josh Taylor

作為一個創作者，
Josh Taylor 試圖在畫
作中以幻想、荒誕
的世界具體地描繪
出在自己內心的感
受與概念。大量使
用壓克力媒材創作，
使得他的作品中不時出現
剛硬的稜角；
而畫作中角色的陰鬱神情與科幻情境的設定，則對應著現代生活，透過平行的宇宙訴說現下難以言說的憂傷。



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喬許生於 1980 年的紐澤西，2002 年畢業自紐約布魯克林的 Pratt Institute，目前主要出沒活動在舊金山灣區。他的作品廣泛地在世界各地如洛杉磯、柏林、紐約、坦帕、馬尼拉以及巴黎等地區展出，採用他作品的客戶包括了 Grind King, Live Clothing, Adio Footwear 以及 BBDO West 等品牌。他同時也在 <http://www.joshtaylorart.net/about.html> 上為自己寫了一個詭異的、混雜虛構與真實的自傳故事。

Josh Taylor was born in New Jersey in 1980 and graduated with honors from Pratt Institute in Brooklyn, NY in 2002. He currently resides and works in the San Francisco Bay area. Taylor has shown his work worldwide in such places as Los Angeles, Berlin, New York, Tampa, Manila, and Paris. His clients include Grind King, LIVE Clothing, Adio Footwear, and BBDO West. I also have my longer slightly ridiculous bio here: <http://www.joshtaylorart.net/about.html>



- 01 Pass the Chopsticks
Acrylic, collage and ink on wood • 24x24" • 2007
- 02 Samurai summoning the Great Power of the Wind Spirit
Acrylic, collage and ink on wood • 18x18" • 2008
- 03 Almost Infected (I think I broke my arm)
Acrylic, ink and collage on wood • 12x24" • 2008
- 04 Green Geisha
Acrylic, collage and ink on wood • 24x36" • 2008
- 05 Josephina knew it was too late to save herself and quietly accepted the fate she had been dealt.
Acrylic and ink on wood • 8x10" • 2009



「進步」作為唯一態度

「進步」是他創作的唯一哲學，他認為持續不斷地增進創作技巧、以及不斷地實驗新素材與新題材，是他持續創作的途徑。影響他的藝術風格非常廣泛，從德國表現主義到日本木刻藝術，乃至於現代漫畫及卡通，他都有所涉獵。其中，最主要的影響來自奧地利畫家埃貢·席勒（Egon Schiele），以及同時也是插畫家、攝影家的英國導演大衛·麥金（Dave McKean）以及韓裔美籍漫畫家 Jim Lee 等。

dpi: What is your philosophy in your art world?

Josh: My only philosophy is progression. I always strive to improve my skills and technique and experiment with new ones.

dpi: Has any art period or art style ever influenced your works? What artist do you admire most?

Josh: My work has been influenced by countless periods and styles. Everything from German Expressionism to Japanese woodcuts to modern comic book art and cartoons. I would say the biggest influences as far as specific artists go would be Egon Schiele, Dave McKean, and Jim Lee.



荒誕的自由解讀

在自己的作品中，喬許最喜歡的一幅是今年完成的「哭泣惡魔田裡的夢」（Dreams in the Fields of the Weeping Demon）。他認為這是一幅非常私密的畫作，完整地表達了當時在他腦中揮之不去的荒誕事物——那些關於恐懼、絕望、失落以及無望等各種充斥在世界中的、龐大而難以理解的東西。另一幅作品「Tt」，他說，在這作品中，所有事物都是以「T」這個字母開始。他提到在創作這幅作品的時候，腦中並沒有設定一個特定的故事情節，然而這作品最後卻成為一幅敘事性非常強烈的作品。這個充滿字母T的作品：樹（tree）、拖船（tugboat）與星際大戰中的角色三眼Triclops騎著三輪車（tricycle），以及烏龜（turtle），在陰沉的色調與 Triclops 陰鬱的神情背後，顯然有一些「什麼」隱藏著，有一些「什麼」正在發生。少年 Triclops 騎著三輪車，拖著一艘拖船穿過樹林要到那兒去呢？他把這個隱藏在這畫作背後的「為什麼」留給看畫的人，讓他們用自己的故事去解讀。

dpi: Which one of the illustration is your favorite? Or which one made you spent the most of time and effort? What message you would like to convey through this work??

Josh: "Dreams in the Fields of the Weeping Demon" is my favorite piece of 2009 thus far. It's a very personal piece and really conveys what the complete absurdity of what was going on in my head at the time. It's all about fear, desperation, and feeling lost and hopeless in a world that is way too big to understand.

dpi: Could you talk about the image below? What inspired you to draw this work? What's the story of this work?

Josh: The concept behind this piece was simply the letter "T". Everything in it begins with T. As far as the story goes, I didn't have anything specific in mind while working on this piece.



Although it is a very narrative piece, and there is obviously some story behind why this teenage triclops is towing a tugboat through the trees on a tricycle, I leave it up to the viewer to come up with their own backstory.

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|----|----|---|
| 06 | 08 | 06.Tt
Acrylic and ink on masonite • 16x20" • 2008 |
| | | 07.Dreams in the fields of the Weeping Demon
Acrylic, ink and collage on wood • 12x24" • 2009 |
| | | 08.As the sun set, Rose knew that if she didn't find higher ground the serpent would come without warning...
Acrylic and Ink on • 8x10" • 2009 |



09 Dora at the Dinner Table
Acrylic, ink and collage on wood • 24x24" • 2006

10 Her chicken hawk's 6th sense guided the girl's tentaculous hair toward the target of it's undying malice
Acrylic, collage and ink on wood • 12x24 • 2008

11 The first witness to the other side of a black hole.
Acrylic and ink on wood • 24x24 • 2007

12 Stay Away from Me!
Acrylic, collage and ink on wood • 5x7" • 2008

13 Lost in the Woods #1
Acrylic and ink on wood • 12x15 • 2007

哀傷的角色概念

在他的畫作中出現許多並不以特定的人或者概念作為基礎的人物形象，這些角色都是他想表達的感覺或概念的投射。他的作品中摻入不少科幻的元素，比如，他作品中的角色們都住在一個被稱作 Gastonian Multiverse 的地方，那是一個多重宇宙，在那裡任何事情都可能發生，時空法則在此並不管用。在 Gastonian Multiverse，時間與空間漸漸剝散開來。在他的作品中，人物們看起來總是很哀傷，因為他們處在一個哀傷的世界裡——在那世界裡什麼都有可能發生，但是他們卻也無法控制發生的任何事。他說，如果你突然身陷一個在空間外部的真空中，被跨次元的頭足類生物群體包圍，並且牠們唯一的目的是想要消滅所有你珍視的一切，你也會覺得哀傷。



dpi: It seems like you paint many human figures? Will they (figures) reflect some of your friends? Or they just an ideal? Why their face seems so sad?

Josh: My characters aren't usually based on a specific person or ideal. They are really a reflection of the feeling or concept I am trying to express to the viewer. The world they live in, which is known as the Gastonian Multiverse, is a place where anything is possible and the laws of time and space are starting to unravel. Most of them are sad because their universe is a sad place. It is a universe where anything is possible but they have no control over what happens or when it happens. You'd look sad too if you suddenly found yourself in the void of outer space surrounded by interdimensional cephalopod like beings whose only purpose was the complete and utter annihilation of all that you hold dear.

作畫、作畫，作畫。

喬許認為只有一個字能形容他工作的地方：混沌。既如同宇宙成形前的渾沌狀態，也是混亂。這位充滿想像力的藝術家通常這樣展開一

天：醒來。喝咖啡然後抽根菸。吃點東西。作畫。看卡通 Xena: Warrior Princess。作畫。作畫。描草圖。作畫。睡覺。

他對自己未來的期許是，盡可能更努力地創作，不僅希望能完成一個系列動畫、出版自己的畫冊，也希望自己筆下的人物能有一天被做成公仔玩具。

dpi: When I see your adorable illustrations, sometimes I imagine your desk and workspace. Would you mind to describe your work space?

Josh: One word: CHAOS.

dpi: How does your typical day unfold?

Josh: 1. Wake up. 2. Drink coffee and smoke cigarettes. 3. Eat. 4. Paint 5. Watch Xena: Warrior Princess 6. Paint 7. Paint 8. Draw 9. Paint 10. Sleep

dpi: What are your future goals in the art world?

Josh: I'd really like to get my hand into as many creative endeavors as possible. I want to work on an animated series at some point and publish my own books. I'd also like to see some of my characters made into vinyl toys. **dpi**