

Why Is My Psyche Eternally Wandering The Cosmos? (2020)

In much of my previous work I have been drawn to capturing a feeling of slow floating towards an unknown destination. Objects appear which look familiar, however they are not illustrations of real physical things, but rather are artefacts of the mind. *Why Is My Psyche Eternally Wandering The Cosmos? (2020)* continues to pursue these themes.

Recently my attention was caught by a newspaper article about the amount of debris humans have abandoned in Outer Space. While there are currently 2,000 active satellites orbiting Earth, there are also around 3,000 disused ones, and also an estimated 34,000 fragments larger than 10cm strewn around. I was intrigued, and disturbed, by those statistics. Humans are not content with littering, and damaging, the planet, but have felt no compunction about cluttering up the cosmos with rubbish as well. It is a course of action that seems repellent to me, and one which no doubt will cause problems in future times, just as the surfeit of detritus is causing problems on Earth now.

I am an avid fan of well-considered sci-fi, and my thoughts on the space debris issue seemed in parallel in with a passage from *Death's End*, a brilliant, memorable novel by Chinese author Cixin Liu, the final book in his *Three Body Problem* trilogy, which I read last year. In the novel, the crew of a spaceship from Earth come across a strange object hovering in front of them. As the story progresses they understand that this is an object with more than three dimensions, which poses problems for them as they approach from the three dimensional world. This storyline became the impetus for me to work with the form of a hypercube, a cube with more than three dimensions. I was limited to working with the two dimensional representation of a Tesseract, a four dimensional cube, because of similar problems the crew encountered in *Death's End*, the impossibility of understanding and visualising objects with more dimensions than our world can produce, and likewise the limitations of the material substance of the three dimensional world.