

Titles in my work

The titles should be as blunt as possible, in a way, they should just describe...they should be like an object. They should be so simple and so straightforward that they don't provide you with any information as to what they are or something. It's like *Kitchen* ...it looks like a kitchen and ...because I don't want the anecdotic background of the work to overlay the actual. I'm trying to gain a quality of an image from an anecdotal source, which you otherwise wouldn't see if you look in a newspaper. In the case of the *Space Simulator*, it's actually really reversed because there I mention exactly what it is. It's a space simulator and a space simulator of course is like a painting. A figurative painting is always a space simulator but there I really say what the object is. I could also say laboratory or something but I didn't want to. I wanted to be very specific in this case because it is such a weird thing, such a unusual shape and such a complex object.

