

---

Senior Projects Spring 2019

Bard Undergraduate Senior Projects

---

Spring 2019

## Confined Comfort

Tiana Katherine Marsh  
*Bard College*

Follow this and additional works at: [https://digitalcommons.bard.edu/senproj\\_s2019](https://digitalcommons.bard.edu/senproj_s2019)

 Part of the [Art Practice Commons](#)



This work is licensed under a [Creative Commons Attribution-NonCommercial-No Derivative Works 4.0 License](#).

---

### Recommended Citation

Marsh, Tiana Katherine, "Confined Comfort" (2019). *Senior Projects Spring 2019*. 226.  
[https://digitalcommons.bard.edu/senproj\\_s2019/226](https://digitalcommons.bard.edu/senproj_s2019/226)

This Open Access work is protected by copyright and/or related rights. It has been provided to you by Bard College's Stevenson Library with permission from the rights-holder(s). You are free to use this work in any way that is permitted by the copyright and related rights. For other uses you need to obtain permission from the rights-holder(s) directly, unless additional rights are indicated by a Creative Commons license in the record and/or on the work itself. For more information, please contact [digitalcommons@bard.edu](mailto:digitalcommons@bard.edu).

**Confined Comfort**

**Senior Project submitted to**

**The Division of The Arts**

**of Bard College**

**by**

**Tiana Marsh**

**Annandale-on-Hudson, New York**

**May 2019**

Driving down the roads of upstate New York, it is easy to spot decrepit farm houses, abandoned mansions, dumps and other sites perfect for scavenging. Since I began living upstate, a major part of my artistic process has become searching for discarded items that I then repurpose in my sculptures and installations. The items that I happen upon are often rusted, abjected, and exude an intense energy that I respond to. I arrange and rearrange these objects according to my intuition until I feel that all of the components that I have pieced together resonate with one another. I enter a dialogue with the pieces that I find, often building structures in which I strive to fuse my hand built components with the found objects, bringing the piece to a state where it is experienced as an artifact. When I am creating these pieces my movements and decisions are out of my control; the pieces almost assemble themselves and it is not until I see the finished work that its meaning is revealed to me. Often uncovering an idea that I have yet to fully consider, these objects act as subconscious self portraits and enable me to access thoughts that have been wedged in unreachable parts of my mind.

“Confined Comfort” is a multimedia project consisting of installation, animation, and kinetic sculpture. The installations I make serve as silent confessions; the space between my public silence and private dialogue produces an internal tension that is generative in my artistic process. The six minute film within the piece positions itself as a link between all the mediums creating a narrative for the entire project. The film describes the story of a boy trapped inside of a house trying to find companionship with strange objects that cannot offer him any comfort back. It is a story about feeling trapped and lonely inside ones body. The character of the “house” is repeated throughout the project in various forms, such as through hand drawn animation, installation, and the dollhouse in the longer film. The “house” is a symbol that I bring

into most of my work and I think of it as its own living body when I determine how it interacts with other characters and objects. “Confined Comfort” was a project that grew as a result of many different experiments with material and film. In the end, it came together as an experiential installation that is meant for a viewer to wander through and gather clues from that explain this strange world that I have constructed.







