Virtual Reality

Los Angeles art director and animator Debora Cheyenne Cruchon walks the line between digital and analogue.

By CLAIRE BUTWINICK Photograph by DEBORA CHEYENNE CRUCHON



FOR MULTIMEDIA ARTIST DEBORA CHEYENNE CRUCHON, ART CANNOT HAPPEN WITHOUT END-LESS EXPERIMENTATION. The

French-born 28 year old spends her days as an art director at Los Angeles-based production company Buck and her off-hours creating vibrant, ethereal works that range from tubular ceramic sculptures to whimsical digital paintings, each more complex and more dynamic—than the previous one. Using a dizzying array of media (clay, spray paint, Photoshop), Cruchon forms pieces that explore themes of spirituality, ancestry, and environmentalism, each digging into the meaning of the creation process in today's digital age.

"Trying out a new medium is like being in a science lab," says Cruchon, who earned her degree in animation from Paris's Gobelins, l'École de l'Image, before moving to LA in 2016. "The discoveries I make through experimentation expand how I see different media and allow me to push them further." Informed by weeks of preliminary research on topics such as Afrofuturism and ecological decay, as well as techniques honed with past creations, Cruchon does not see her projects as creative blank slates, but rather as a series of blurrings of the lines between the analogue and digital worlds.

"There's abstraction and mystery in my work," Cruchon says. "The digital pieces and sculptures are set in an unknown place—a domain of the mind. I try to get at the very small space where viewers can step into the digital." *