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UNIVERSITY OF CALIFORNIA, SAN DIEGO

Mundus Subterraneus

A thesis submitted in partial satisfaction of the requirements

for the degree Master of Fine Arts

in

Visual Arts

by

Christopher Kardambikis

Committee in charge:

Professor Ernest Silva, chair
Professor Amy Adler
Professor Anya Gallaccio
Professor David Tytler

2012

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The Thesis of Christopher Kardambikis is approved, and it is acceptable in quality and form for publication on microfilm and electronically:

Chair

University of California, San Diego

2012

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ABSTRACT OF THESIS

Mundus Subterraneus

by

Christopher Kardambikis

Master of Fine Arts in Visual Arts

University of California, San Diego, 2012

Professor Ernest Silva, Chair

Mundus Subterraneus is an exhibition that explores a science fiction myth narrative. The show consists of four pieces completed in the last year, each involving experiments in production that employ a formal consideration of process while developing the over-arching themes of the show. The work is characterized by my interest in using direction, layering, scale, and circular storytelling to depict a fractured view of a narrative system, or world, within which both formal gestures and stories can be generated.

The visual and narrative systems at play in *Mundus Subterraneus* layer a history of book production, science, science fiction, myth, and cosmology. My process is one of pulling apart and separating individual elements before recombining and flattening information. My work constantly sifts through visions of what was, or what once might have been in order to discover what could be coming next.

Pieces include: 1) *Squaring a Circle*, a digital printmaking project that constructs a horizon line around the entirety of the gallery walls; 2) *Wheels Within Wheels*, a variation on Kepler's model of the solar system that uses the Platonic Solids to expand orbital paths; 3) *Mundus Subterraneus*, an over-sized hand bound accordion fold book that combines digital and physical methods of print and mark making and; 4) *Atom Style*, a computer program presented as a projection that generates a constantly shifting set of compositions using the visual language of science fiction detritus.