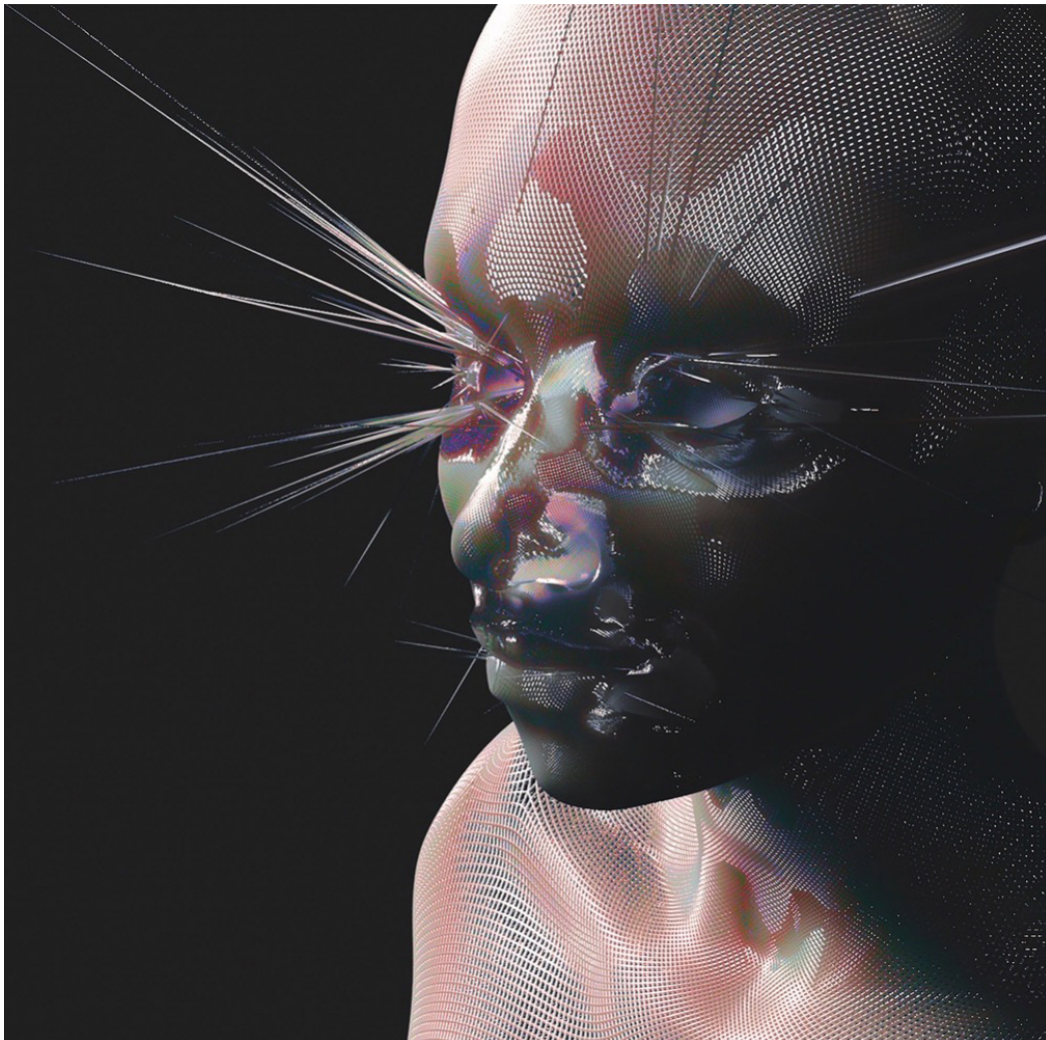


ALEIDA ZAPATA

CRACKS IN THE GLASS:
2022 UNDERGRADUATE FINE ARTS
THESIS EXHIBITION



DEPS ARTIST PROFILE SERIES

MAY 12-JUNE 16, 2022

CRACKS IN THE GLASS: 2022 UNDERGRADUATE FINE ARTS THESIS EXHIBITION

cracks in the glass: 2022 Undergraduate Fine Arts Thesis Exhibition features the works of eleven BFA candidates in Columbia's Fine Arts program. The exhibition, which includes paintings, drawings, prints, books, video, performance and installation works, represents the culmination of four years worth of development of a cohesive body of work for each artist while earning their degrees.

Participating artists:

Lisette Chevalier
Micaela Felix
K.R. Fowler
Nadia Khan
Viy Lahowetz
Nicole Leung
Alexis Malone-Alvarado
Caroline Robinson
SEAH
CJ Shaw
Aleida Zapata

cracks in the glass: 2022 Undergraduate Fine Arts Thesis Exhibition is presented in conjunction with the Department of Exhibitions, Performance and Student Spaces (DEPS), the Art and Art History department, and Adam Brooks, Professor at Columbia College Chicago.

ALEIDA ZAPATA

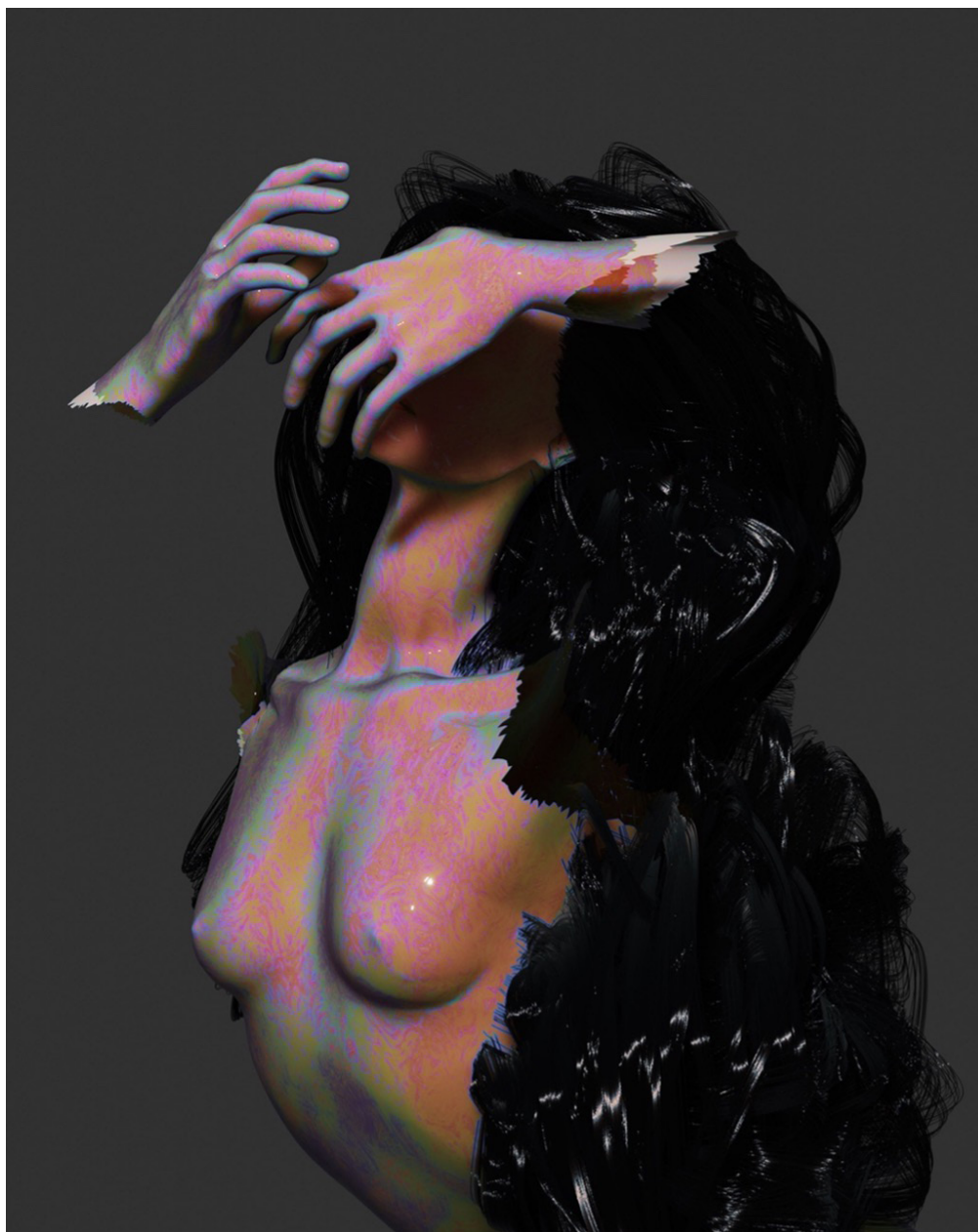
Aleida Zapata's work is an act of self-reflection, a desire to be understood, and a longing to be open. Using various digital mediums, Zapata incorporates her own body and experiences to inform the abstracted and surreal work she creates through digital sculpture, photography, video, and sound. Zapata's work focuses on her identity as a Latinx trans woman, and the experiences and challenges others in those communities may have faced, as well as an analysis of the effects of those experiences. Using forms, both representational and nonrepresentational, Zapata focuses on creating a visual fluidity that is reflective of the identities that she encompasses, as well as the mutability of existing as a conscious being and expressing those emotions through sound. Creating work in a digital space gives Zapata the power to really question the intangibility of emotions and physical being in a way that is not bound by space or logic.

Aleida Zapata is a multimedia artist focusing on the use of digital media mainly digital sculpture, video, and sound.

Instagram: [@suraya.4k](https://www.instagram.com/suraya.4k)



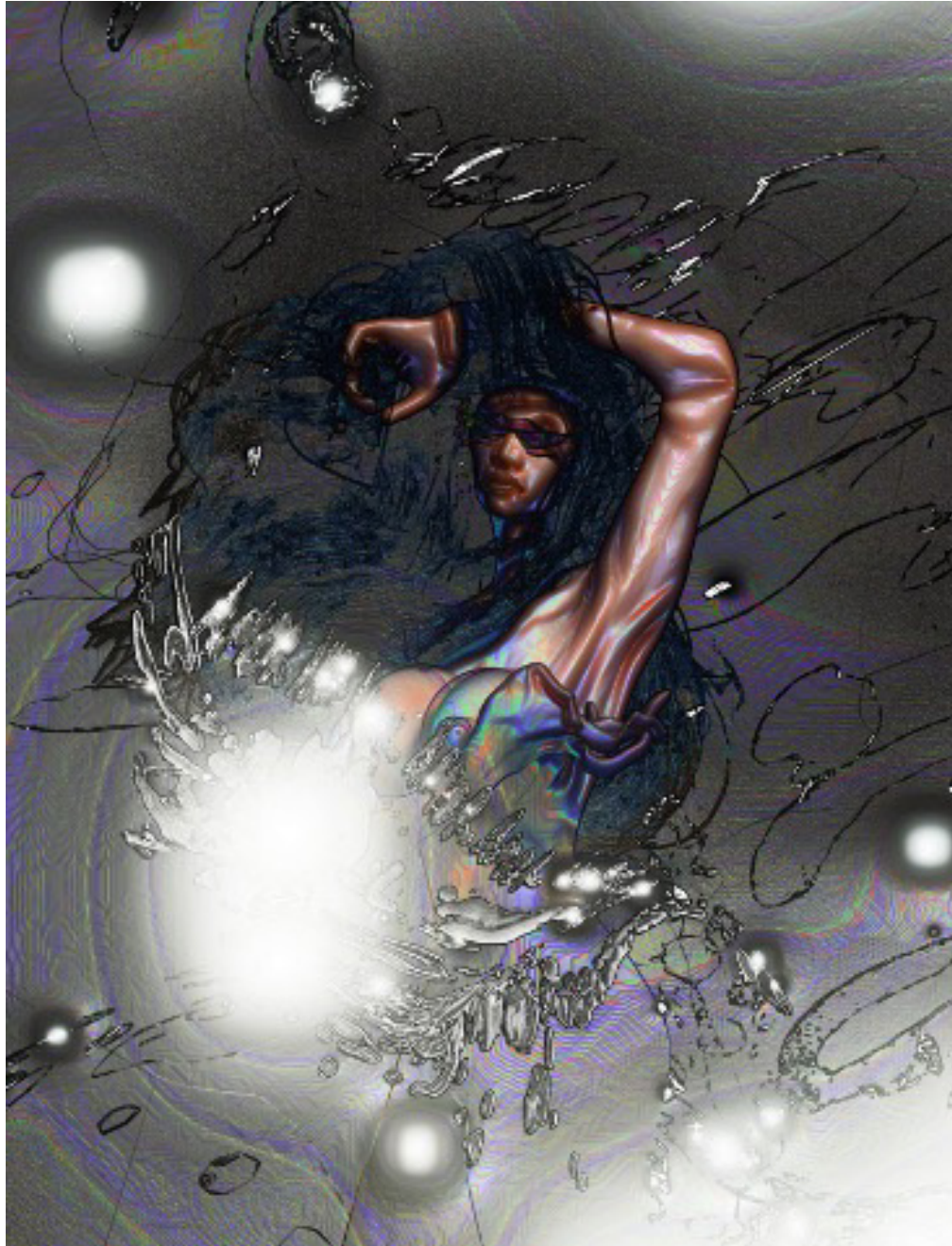
untitled, 2022, digital sculpture



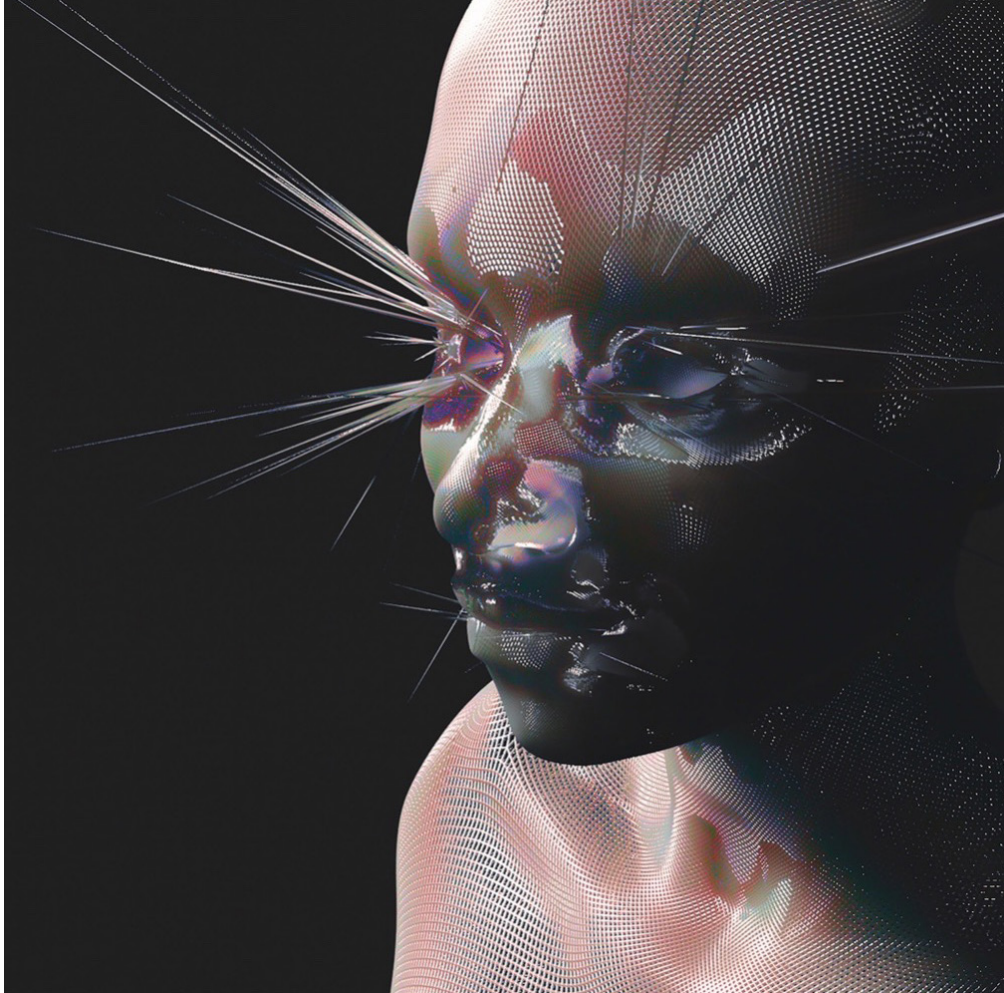
for protection i guess, 2022, digital sculpture



untitled, 2022, digital painting



untitled (amor.3), 2021, digital sculpture



actualizando (slowprocess), 2022, digital sculpture

INTERVIEW WITH ALEIDA ZAPATA

Conducted by Kaylee Fowler

Kaylee Fowler: What got you started working in digital media, and what about it appeals to you? How do you approach different digital mediums, such as an audio project versus a digital painting?

Aleida Zapata: I started working with digital media kind of randomly. I didn't really know how to use any digital software like Photoshop or anything until about three years ago and then I got very curious about the ways that images could be changed completely and then I started getting curious about what other software could do, and what would happen if I combined a bunch of different software. The biggest appeal to me has been consistent up to this point and it's that there's no wrong way to use it, and there are very few limits to what I create. My approach to these different mediums such as digital sculpture, or sound, or video is pretty consistent. I am not really someone who starts with a solid plan. I like to just start from zero and let the work grow in the way it feels like it needs to grow until I feel like there is nowhere else for it to go.

KF: With so much of your work being tied to identity; how much of you is present or readable in the work? And what, if anything at all, do you hope viewers will know about you through your work?

AZ: I feel like my work presents a side of me that isn't always visible. My work shows the most vulnerable side of me emotionally, although aesthetically I feel like my work aligns with my physical presentation to the world (lol). For a while, I felt that the work I made was mine alone, like it was my own unique experience, but now I feel like I want to make work about my fears and how they are not so different from everyone else's.

KF: With your explorations of digital space and the metaverse, is there an ideal method or place you would like to exhibit in the future? How do you envision your work being viewed if the possibilities were limitless?

AZ: I am not sure how my practice will change in the future; at the moment I am very focused on digital mediums but that can always change. But if I do continue this path, I would love to learn more about artificial intelligence and holograms and the ways that I could create digitally augmented spaces within physical spaces. If the possibilities were limitless, I feel that my work would be shown as a dream or be a dream that could be implanted or entered, but not completely remembered or understood like a real dream, I'd want viewers to be left only with the feeling and the distant recognition of it.



THE DEPS ARTIST PROFILE SERIES

The DEPS Artist Profile Series presented by Columbia College Chicago's Department of Exhibitions, Performance and Student Spaces (DEPS), is a virtual publication on select artists involved with the DEPS Galleries and the Columbia College Chicago community. Our goal with this series is to connect artist and viewer on a deeper level, and to highlight the amazing works and thoughts of our featured artists through interviews, artist biographies, and catalogs of work. Art has always been a way to connect with others, no matter where one may physically be. We hope by presenting the creativity and insights of the people involved in the DEPS Artist Profile Series that viewers may have one more way to stay in touch with and support the arts community. The DEPS Artist Profile Series is managed by Fine Arts major and DEPS Exhibitions Assistants Kaylee Fowler and Sierra Delamarter. Graphic design is managed by DEPS Exhibitions Assistant Gray Beyer. This program is partially supported by a grant from the Illinois Arts Council Agency.

Learn more at: colum.edu/deps

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