

# Nothing to Nobody

magazine



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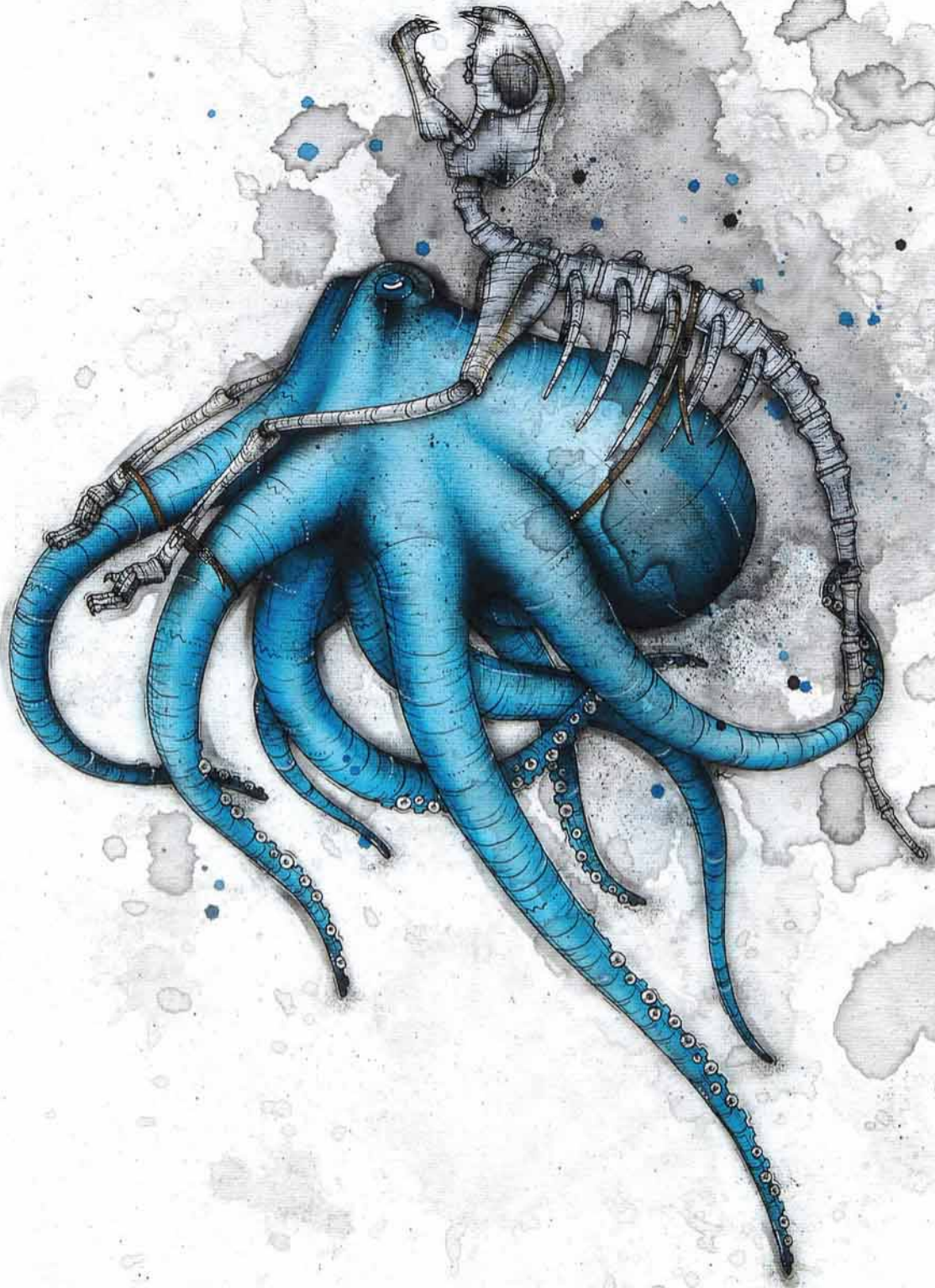
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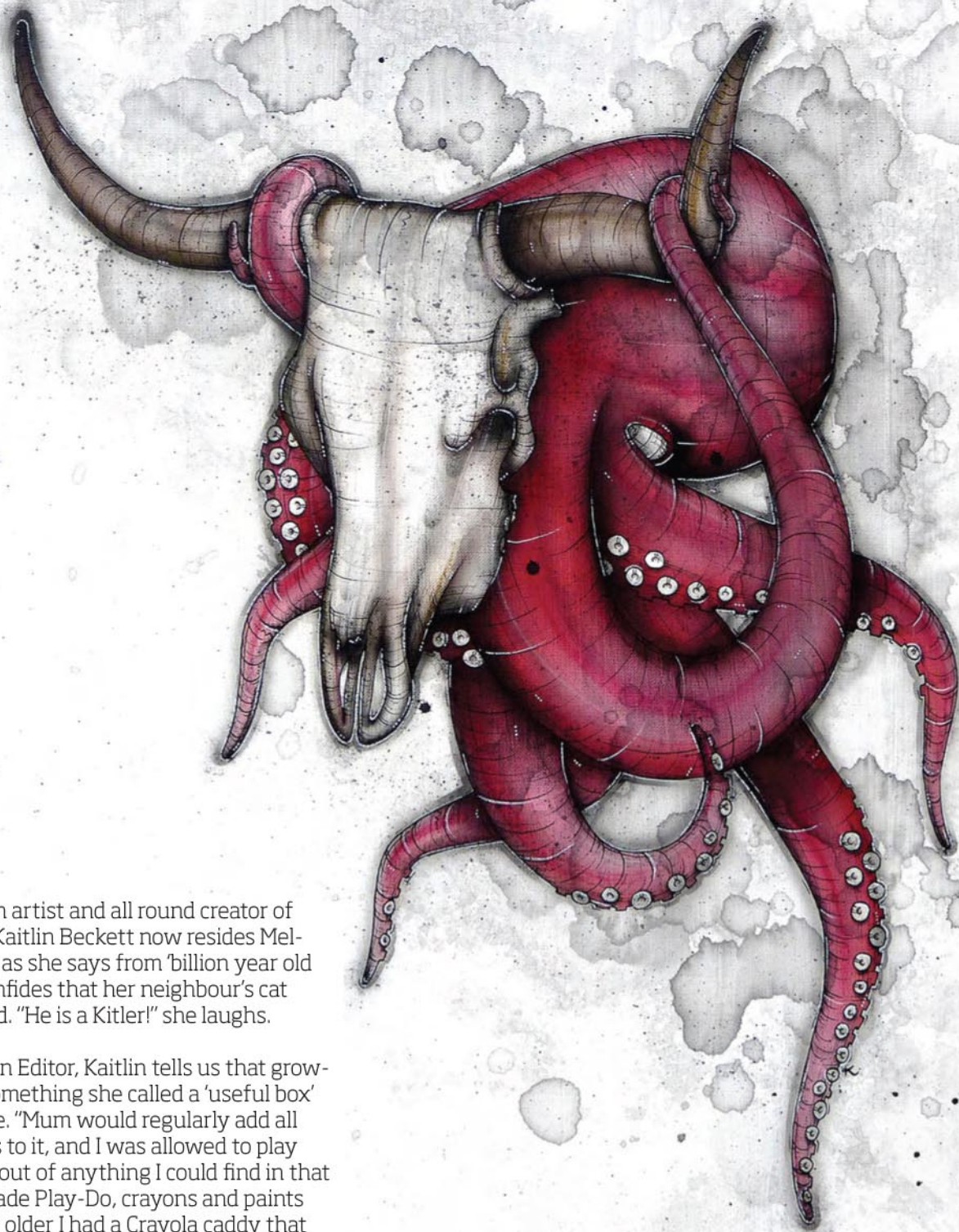


# *Kaitlin Beckett*

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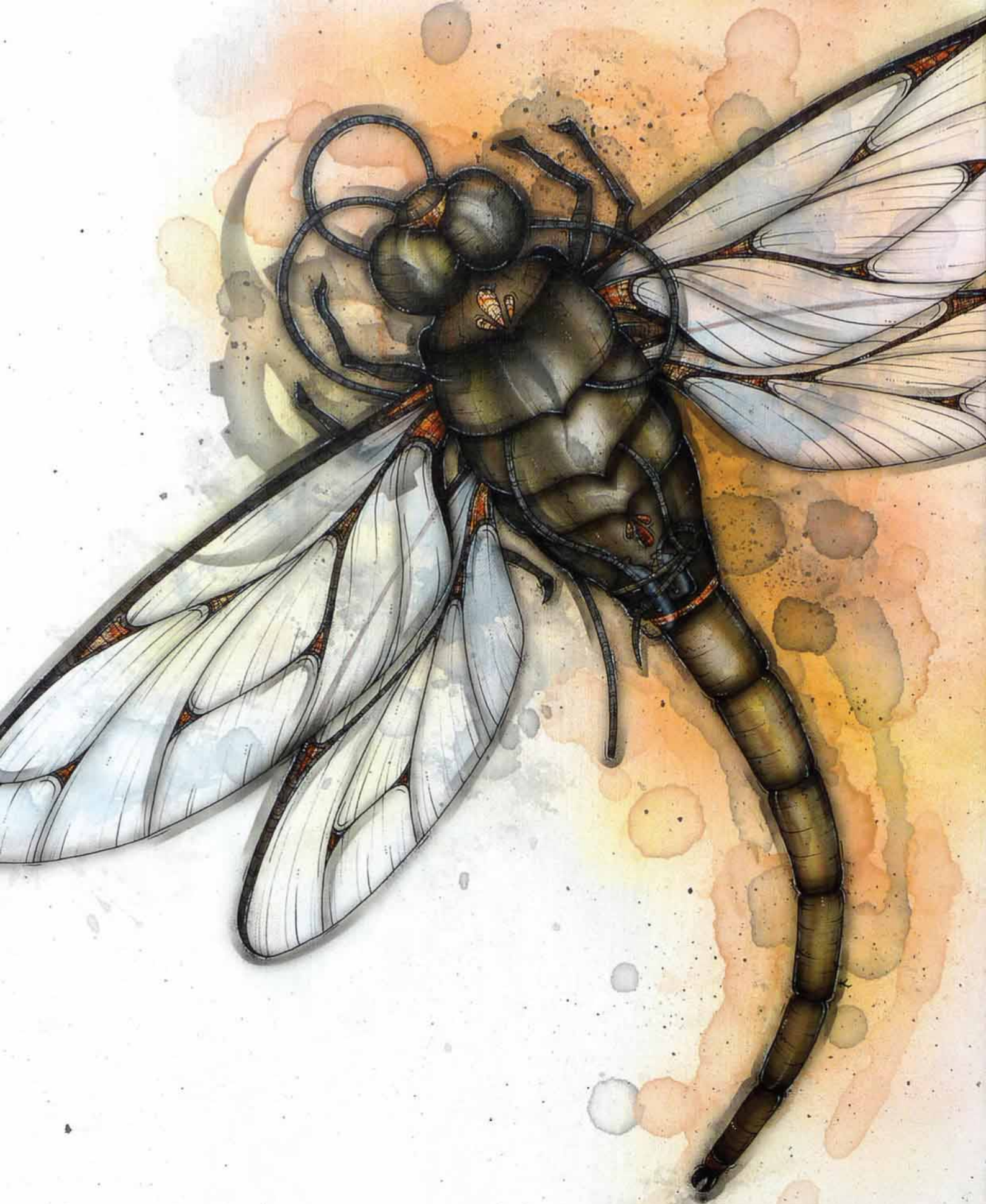


New Zealand born artist and all round creator of awesomeness, Kaitlin Beckett now resides Melbourne. Created as she says from 'billion year old carbon', Kaitlin also confides that her neighbour's cat wants to invade Poland. "He is a Kitler!" she laughs.

Much like *Nobody's* own Editor, Kaitlin tells us that growing up her Mum had something she called a 'useful box' that lived in the garage. "Mum would regularly add all kinds of odds and ends to it, and I was allowed to play with and make things out of anything I could find in that box. I also had homemade Play-Do, crayons and paints and when I was a little older I had a Crayola caddy that was my pride and joy. I had a lot of picture books too while growing-up, one of the weirdest was called *The Google Book* (no relation to the search engine!), which was written and illustrated in 1913 and full of quirky poetry and strange scary birds and beasts. There was something really bleak and unsettling about it that I loved and feared at the same time."

Kaitlin then began painting and drawing, though she admits that at first she wasn't very good, but she persisted and slowly developed her style over time. "A year of art tuition at high school was a disaster and I almost put







## ***"The beasts are evolving too...becoming more complicated, technologically advanced... and self aware!"***

my brushes down permanently," she admits, "after that point I decided to paint the kinds of things that made me happy, regardless of what other people thought... Then I was working as a graphic designer for a while, and after winding down musical pursuits in my mid 20s, I decided to stop faffing around with art and take it more seriously. Once I set some goals for myself I didn't look back."

Kaitlin creates works that are unlike anything we have seen here at *Nobody*, combining animal skeletons with bizarre creatures to build a world that is her very own design. "I'm using a lot more texture in my pieces nowadays. I also started using an airbrush a couple of year's back, which made a huge difference to my process. The beasts are evolving too...becoming more complicated, technologically advanced... and self aware!"

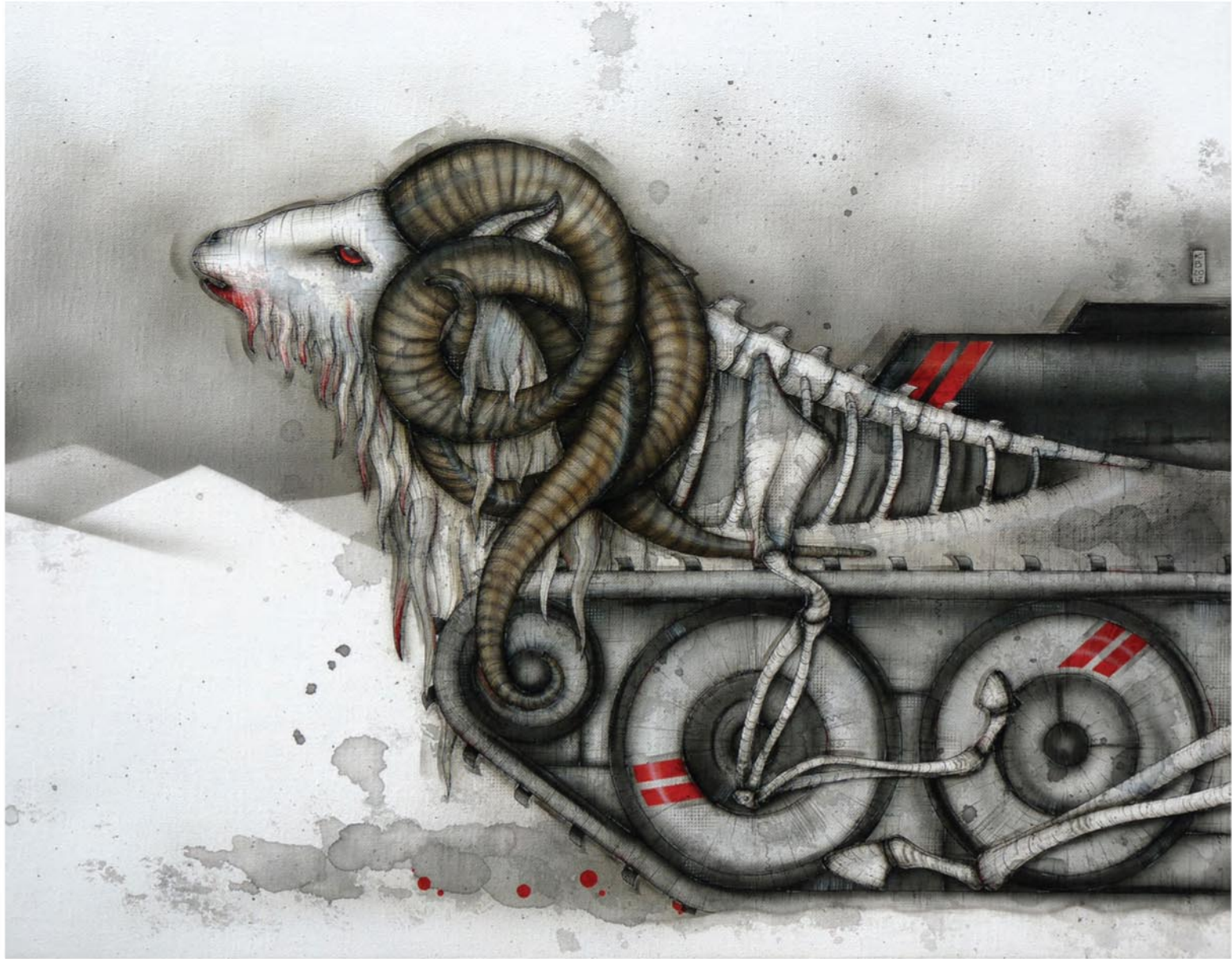
Kaitlin's amazingly beautiful creatures are often pictured in out of the ordinary situations, and she says it is the "logical amalgamation on canvas of a life full of sci fi movies and nature documentaries" that inspires her to paint such curiosities. "I normally start with a concept that makes me laugh and I think would be fun to paint. Sometimes the ideas develop from looking at the form of a creature and thinking about what it should be attached to, sometimes from looking at weapons or machines and envisioning them blending with biological elements... I look at a lot of images of creatures before I sketch them. I'm trying to fill my studio with things I like to look at - animal skulls, gas masks, goggles, and as many reference books as I can cram on my shelves."

Skeletons, steampunk and the sea are also found a lot in Kaitlin's work, a combination that we here at *Nobody* can truly appreciate. "I first heard the word steampunk a few years ago and found it hilarious. I Wiki'ed it and couldn't believe I had never come across it before as it described an aesthetic that I loved. The sea is in my blood and I scuba dive whenever I can. Sea beasts come in the most fantastic variety of shapes and colours so there's no shortage of inspiration from the deep. Skeletons...are just cool. I LOVE the delicate interwoven structures inside a bird skull."

Sculpting has also found its way into her life, and her initial experiments are stunning to say the least. "It has been so much fun but so challenging. I feel like my brain is stretching when trying to conceptualise my work in 3D... but now that I've finished a few pieces I feel like I'm getting better at it. I use all kinds of materials, starting with wood, balsa foam and resin and finishing with







rubber, plastic, metal, polymer clay, feathers, chains and random things I picked up off the street. I've been creating automata too - still in the prototype stage though I'm hoping to finish an animated beast within the next few months."

Next up Kaitlin says she is working through a gradual expansion of her beast army. "I have a couple of joint shows coming up towards the end of the year that I'm super excited about. And a trip to Japan for inspiration and to visit a few galleries over there... I'd love to take my beasts to that crazy wonderful place. I think they'd fit in nicely."

Famous last words?

"So many toys, so little time."

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