Meiosis

Semi-finalist (2019)

My practiced-based research in print media and animation focuses on navigating the uncertainties within female autonomy, family genetics, and dialogues with the self in relation to advancing reproductive technologies. With the developments of in vitro fertilization, embryo selection, and genetic editing, a question of if, when, and how to have children can be both liberating and constraining. Experiences of close family members of childbirth, raising children, working, being married, and going through menopause contrast and compliment my reality as a young millennial. The use of contemporary technologies can aid some concerns and limitations but may lead to the notion of taking part in a “participatory evolution”. Choosing to use genetic engineering has benefits, including the potential to prevent disease and prolong life expectancy, but generates the question of what it means to be a living organism. Through researching modern fertility applications, along with historical paintings of human tissue, disease and microscopic cells, I will render images of the “grotesque body” and its sensations. This involves emphasizing inherited bodily forms that are pronounced by time and life events. In this way, I explore the evolution of genetics and fertility, playing with tensions of unease and intrigue arising from changing biotechnological environments.