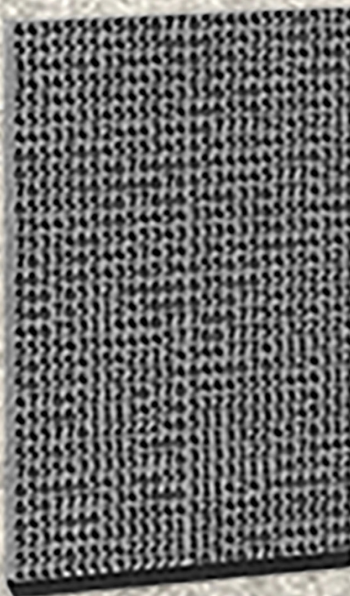


Human Error
Lucia Perry-Greene



London Vaudruul 4th January 2025

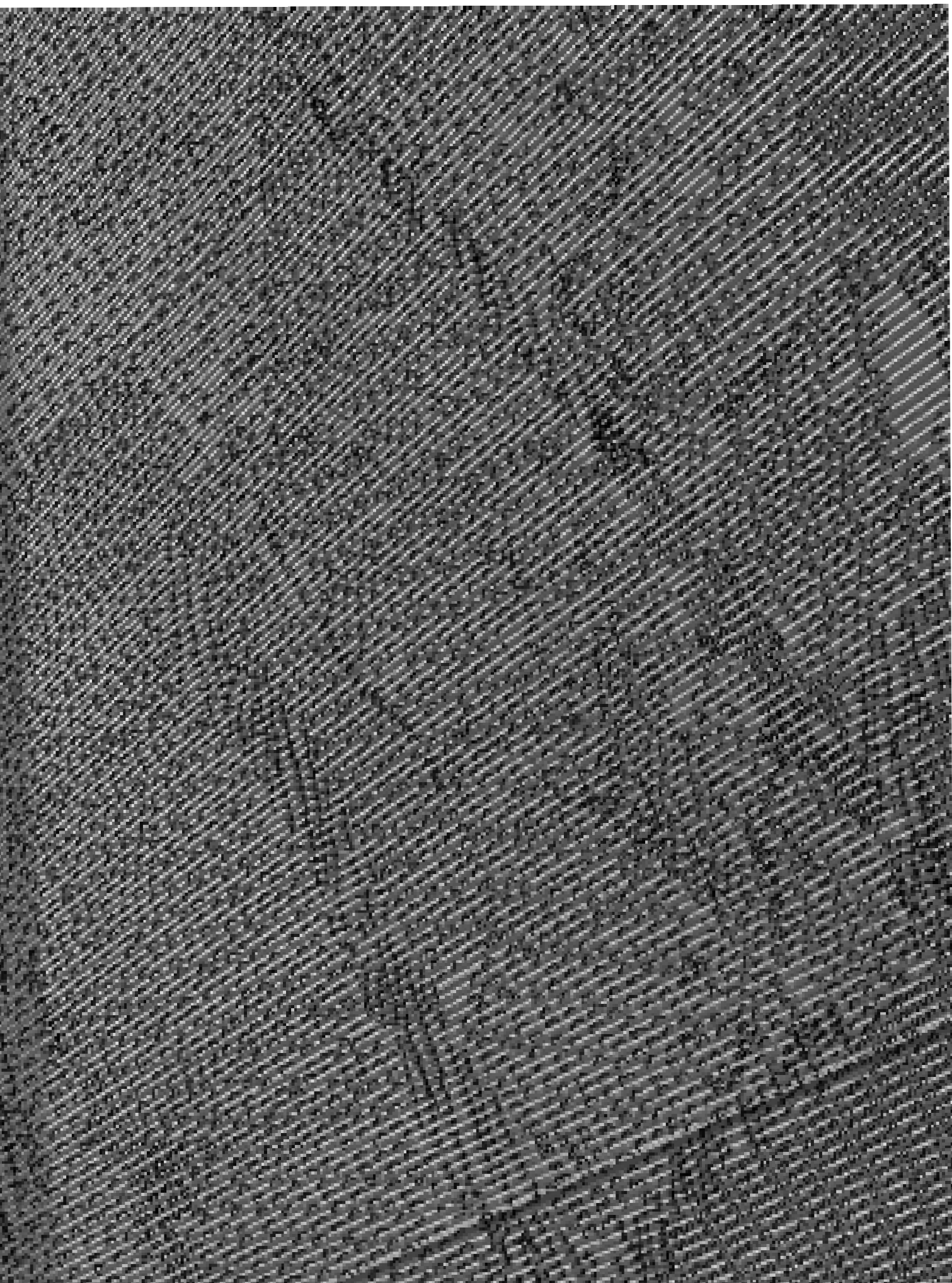


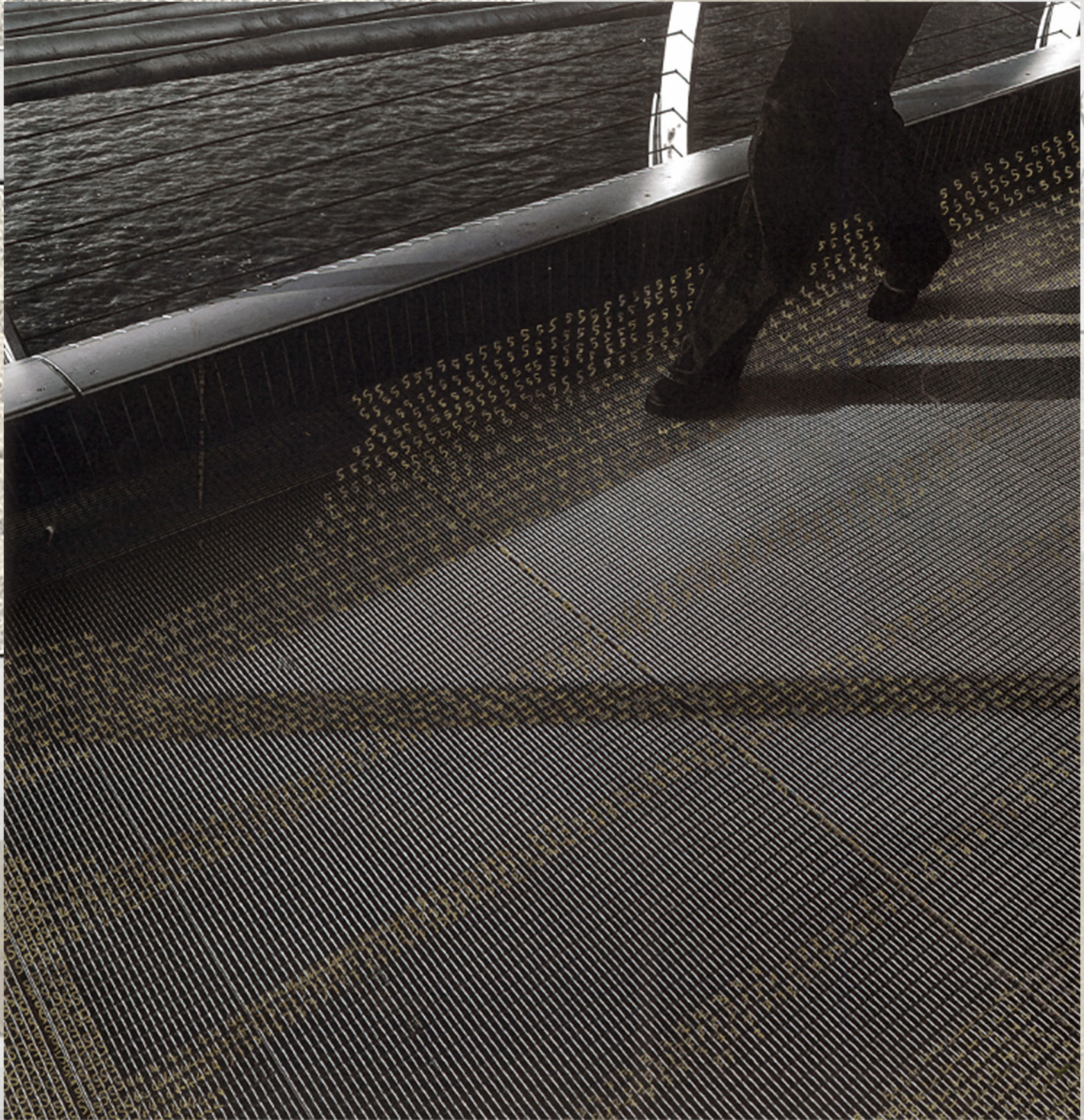






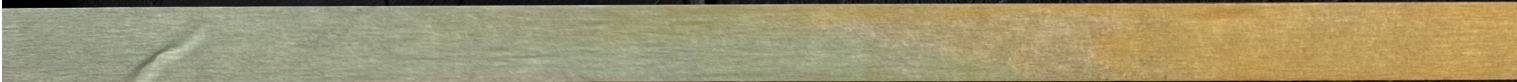
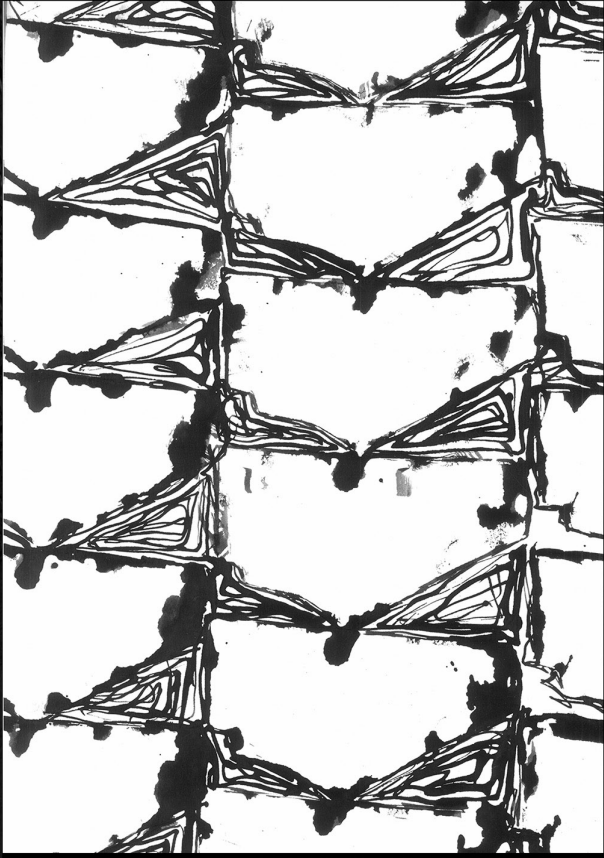






London - Bankside 9.01.25







The Mechanical Hand



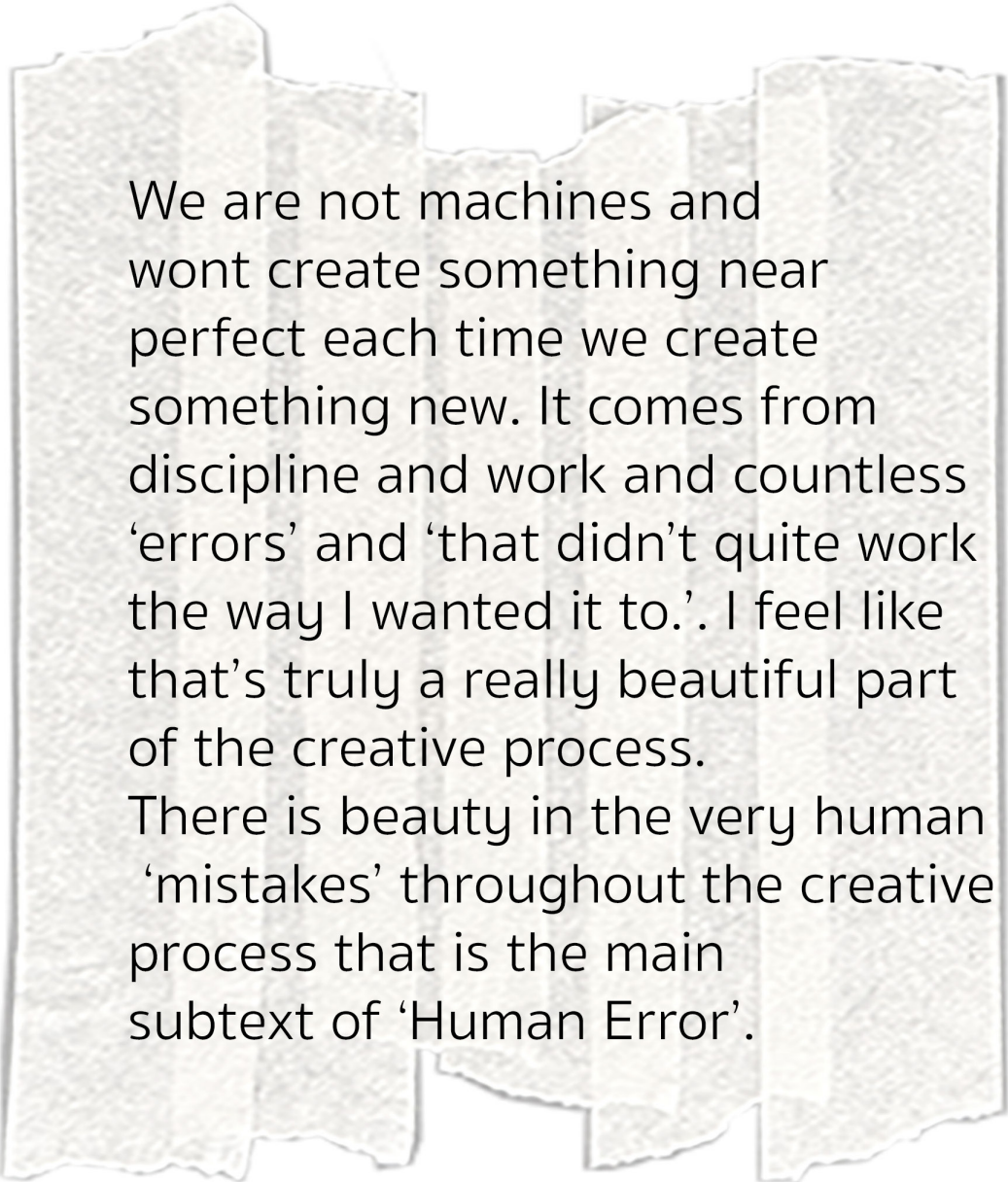
Repeated patterns, numbers and motifs are incredibly important as it suggests development and evolution. How when we, as humans, repeat an action it is almost never the same as when we last did it, or when performed for the first time. My collection, 'Human error', explores this. It is also a comparison, a debate between the perfectionism of a machine and the human hand becoming the antithesis of this. Over history, technology has been relied on to generate perfect results and understand a language that is alien to us.

Body Error



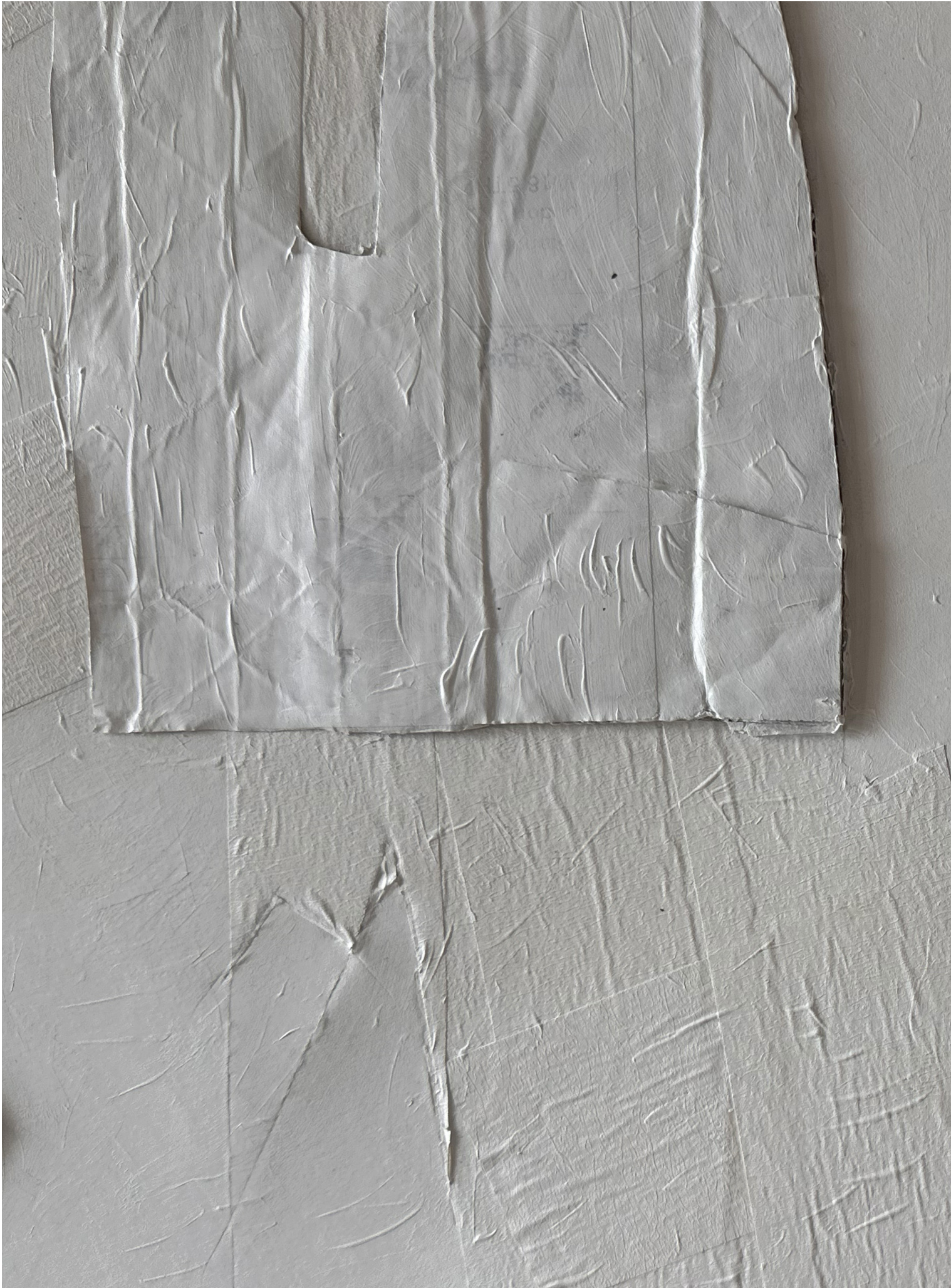


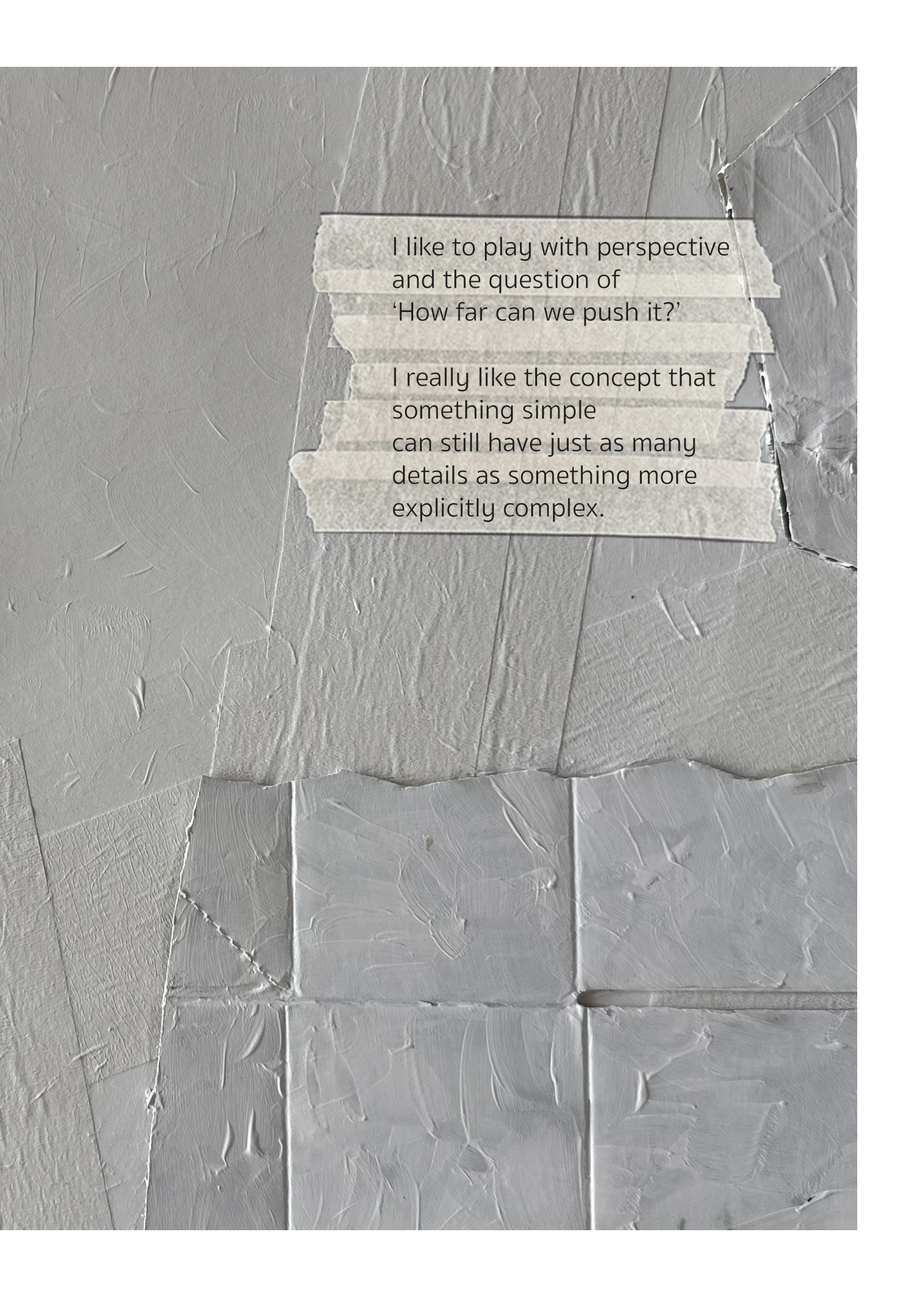




We are not machines and
wont create something near
perfect each time we create
something new. It comes from
discipline and work and countless
'errors' and 'that didn't quite work
the way I wanted it to.'. I feel like
that's truly a really beautiful part
of the creative process.

There is beauty in the very human
'mistakes' throughout the creative
process that is the main
subtext of 'Human Error'.





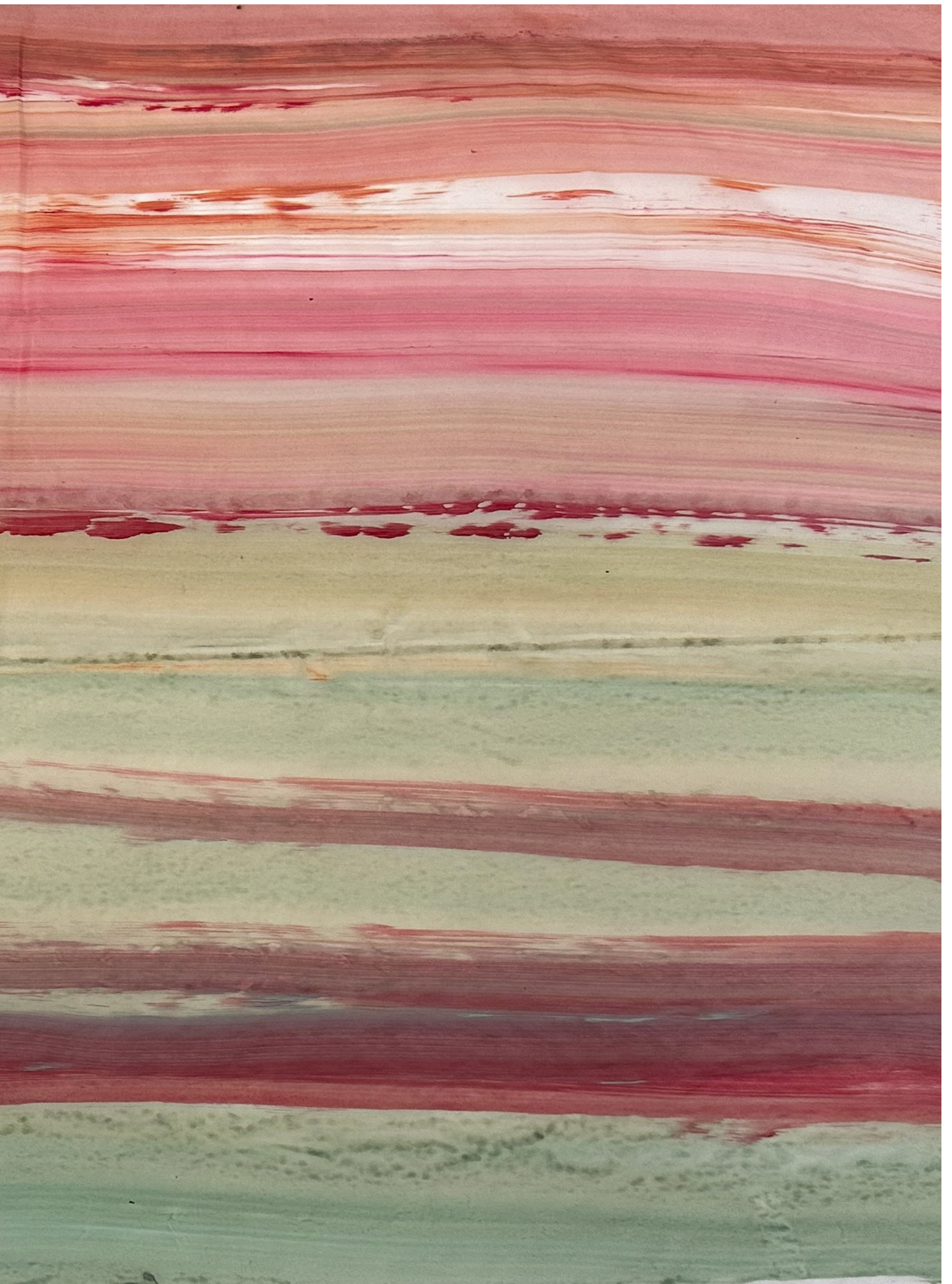
I like to play with perspective
and the question of
'How far can we push it?'

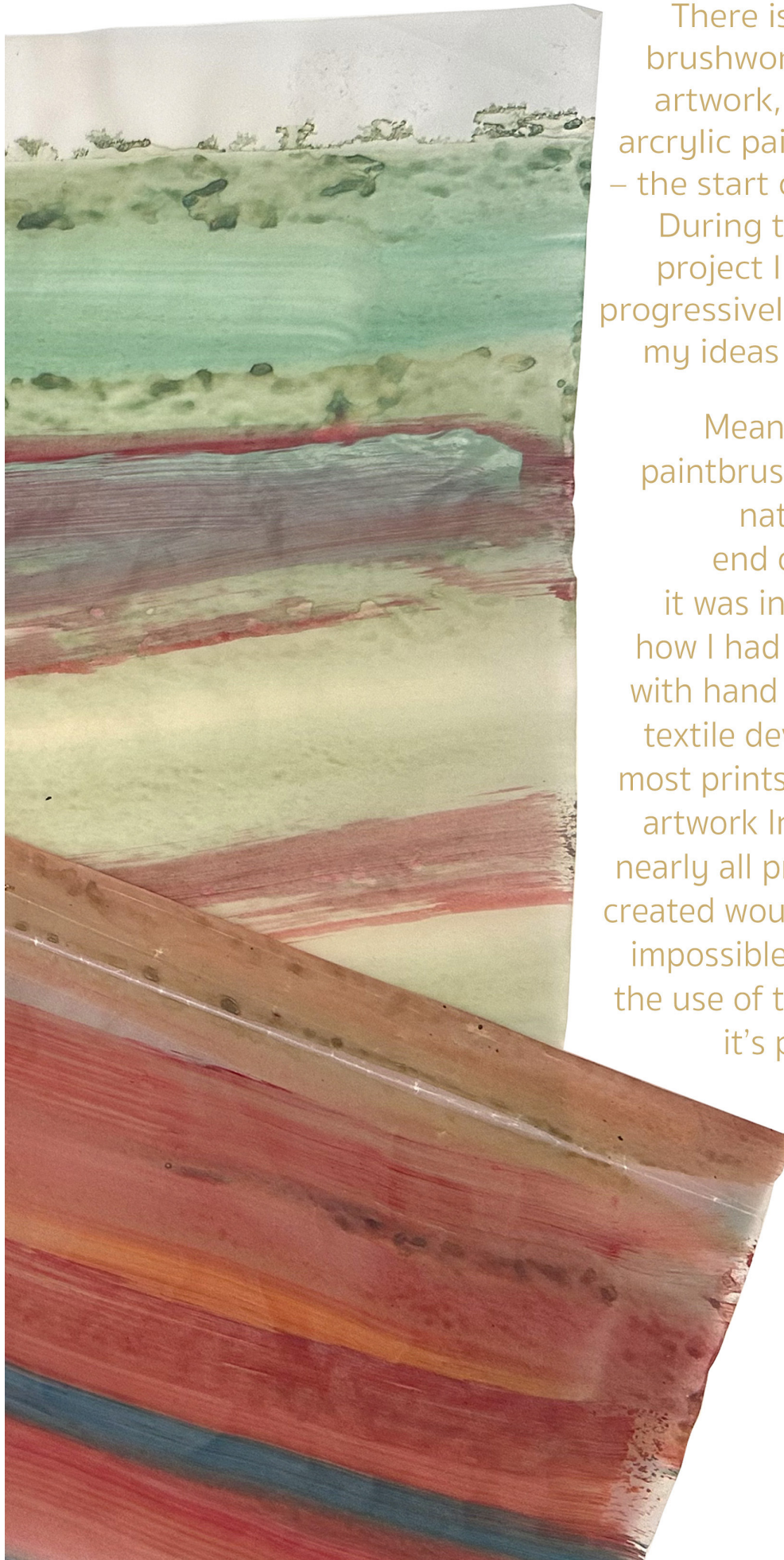
I really like the concept that
something simple
can still have just as many
details as something more
explicitly complex.











There is a large art and brushwork presence in my artwork, all created using acrylic paint, tape, and paper – the start of any creative idea. During the course of this project I actually found it progressively harder to illustrate my ideas using technology.

Meanwhile using a paintbrush became second nature. By the end of the project it was interesting to see how I had mixed technology with hand done artwork and textile development. While most prints were aided by the artwork In my sketchbook, nearly all prints that had been created would have been nearly impossible to create without the use of technology and how it's progression.









