Infinite Improbability

the best of George Grie, surreal art imagery

Infinite Improbability

George Grie

INTRODUCTION

The term "surreal" is applied more generally to describe the juxtaposition of ordinary events, actions or objects in a manner where the totality does not comport with the ordinary "sense" or social decorum. In this sense it is the successor to the idea of the "fantastic" in Victorian art and literature. There is no clear consensus about the end of the surrealist movement: some historians suggest that the movement was effectively disbanded by WWII and re-emerged as neo-surrealism or fantastic realism if you will, in the 1990s.

I would define Neosurrealism as a combined imagery of dreams and fantasies or subconscious visions in fine-art and photography. Newest computer technologies brought tons of additional depicting power to contemporary artists. Neosurrealism as a movement does not have a particular founder or group. The movement is still not clearly defined.

I have received numerous inquiries from viewers all around the world since I started my digital art journey. I am grateful for your interest in my work and sensitivity revealed in your letters. Many of you have asked about my background, education, and my thoughts on surrealistic concepts. There are literally thousands of contemporary surrealist artists, digital and classic fine art galleries that create neo-surrealistic, visionary, neo-romanticism, surreal fantasy and gothic fantasy artwork pictures comparable to Neosurrealism. Time sorts out everything, does it not?

I hope this book will be of assistance to you in understanding my viewpoints, works, and philosophy.

Along Ruined Soul, 2011
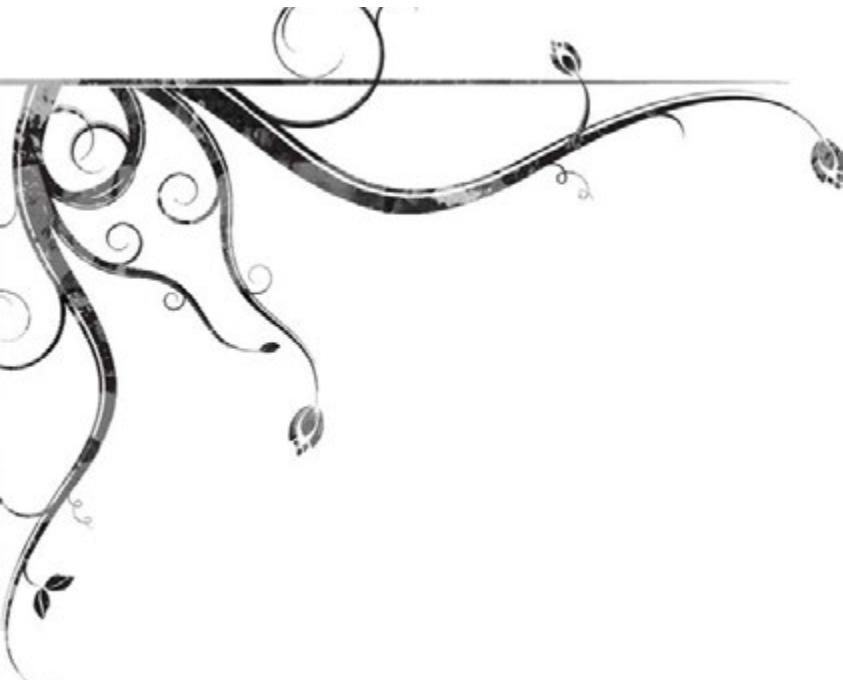
ART STATEMENT

I'm confident that computer graphic technologies unlocked endless possibilities to creative individuals. Visual capabilities of some contemporary 3-Dimentional applications are far beyond common human comprehension. Today the sky is the limit to exercise your imagination, intelligence, and ambitions. "Everything is possible" could be a motto for present and future digital artists.

I'm trying to prove that in every one of my modest creations. Never-ending combinations of renderings, lightings, and/or shape deformations bring you the sensation of full liberty. There are no more hours of a laborious painting routine. There is no more painful drafting. Everything is instant under the tips of your flying fingers. There is only one chilling obstacle between you and your perfect design – lack of imagination.

The new form of art was born without pompous manifestations and noisy commercials. Some of us still consider digital painting and 3-Dimentional art as something mechanical and artificial, something that in some way is out of human touch.

Nothing could be more wrong.
Computers don't make art, people do. Computers are creative tools, much sophisticated ones. Once you try them you will never give up going forward. It's a fresh creative drug of a new generation of creative society. It's an addiction with no cure. It is a curse you cannot get rid of. It's your blessing destiny.

George Grie

Angels and Demons or Angel of Mercy, 2008
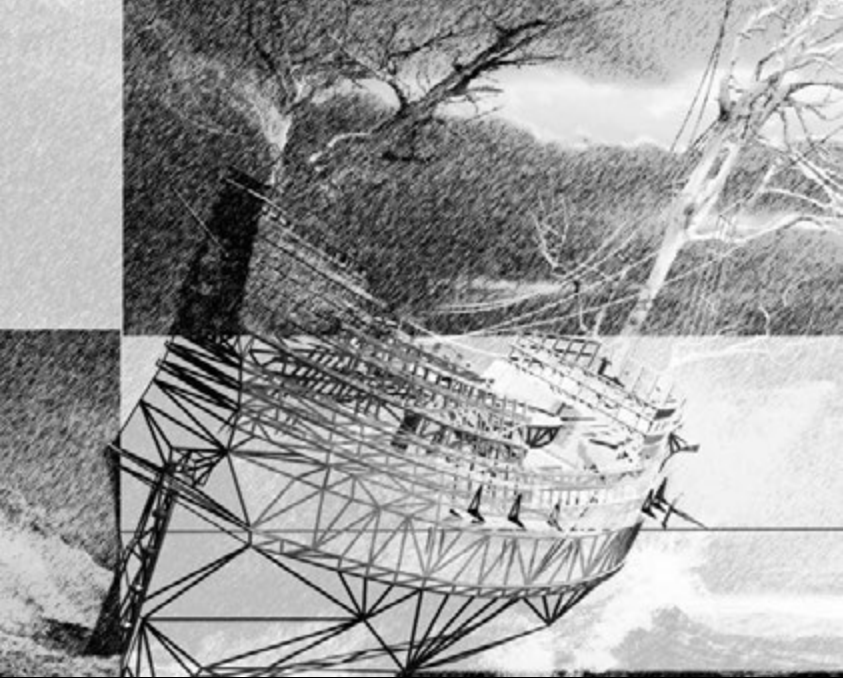
INSPIRATION

Inspiration… It might seem that everything most certainly comes to it, or from it, for that matter. I won't be the only one to be incapable of determining its exact ways. My muse comes and goes as she pleases; I'm just there to catch the drift. In fact, everything around us can be inspiring: music, movies, ads and commercials, etc.., as long as it carries a strong visual, philosophical, or emotional message.

All ideas are in the air, you just have to keep your mind open to them. However, there exists one unbeatable source of an inspirational chain reaction, so to speak, - that is another artist's artworks. An idea enveloped in an art form can trigger my creativity regardless of the subject matter it represents, and I'm on the journey to give life to those ideas kept at the back of my mind.

Generating a concept doesn't take much time. My future concepts emerge as a subtle vision of something intriguing, surprising and challenging, in other words – something worth taking that deep artistic plunge. The first mental image usually transforms greatly at the end. Generally, I look up the information I need in encyclopaedias, but occasionally, if the subject inspires me, I dig deeper and study the material thoroughly.

What an amusing experience it is for me to trace these unpredictable transformations of my original ideas! It is almost as if my pictures have there own life! And they seem to be in control by telling me which way to go, which part should be emphasized and what additional elements might be required for the image to be complete.

Ghost ship series: Chasing the Light BW, 2008
The Flying Dutchman Phantom, 2006
Ghost ship series: The ninth wave remake, 2009

MINDSCAPING

Mindscape can be explained as a mental or psychological scope of imagination. The word is most applicable to the field of psychology. Mindscape is a two-rooted word combining "mind" and "escape", and it can be interpreted as a mind attempt at escapism into a different reality or a spiritual world. This adventure, however, can be very well accomplished within the boundaries of the actual world.

Escapism is a very common thing about humans, or is it? We generally use this idea to identify normal from out of the ordinary, as an escaping from reality. Depression sufferers are said to escape from facts, hallucinations have nothing to do with reality – we are very quick to judge and evaluate. But once again we are back to an eternal issue of defining normality. No one has ever been able to produce a well-substantiated answer to what is normal because the answer doesn't exist. Our imagination is larger than any possible science-laden picture of normality. We are doomed to fill in the gaps of a greater picture in a non-restricted fashion of a potential nutcase. Humanity is still evolving, and a thin line between abnormality and standard is becoming even thinner. Even in psychiatry it is more acceptable now to speak about personality disorders rather than diseases. So, next time you're just about to jump to conclusions about someone weird, take a deep breath and count to ten. We're in the same boat. Row, will you?

Read more at: Dream Psychology Psychoanalysis for Beginners, by Sigmund Freud.

Ghost Ship Series: The Lost Expedition, 2008
Mindscape or Virtual Reality Dreamscape, 2008

Omnipresence or Transcendent Reincarnation, 2014

INTERPRETATION

I prefer not to force my own interpretation or philosophical opinion upon viewers. My short notes are meant only as a hint, alongside with the image titles themselves. Sometimes I would incorporate encyclopaedic quotes into my descriptions, but you are absolutely free to interpret my artworks in your own unique way and to neglect any guidelines coming from me whatsoever.

In fact, my sole existence should be of no concern to you, when you're trying to fulfil the most challenging job of all – to build a perception bridge to a picture based entirely on your sensitivity, personal knowledge and world perception. In the majority of my artworks, I try to merge images of real things with subconscious emotions of the surreal and philosophical thoughts. That is why some of my creations can appear similar to mental puzzles or labyrinths where viewers can choose to take a trip from one point to another by analyzing symbolic objects lying around for their curious minds.

Occasionally, a subject matter of the images is unclear when the path is hidden under layers and layers of mutually exclusive items, and the picture itself can seem to be excessively abstract and meaningless, but, trust me, there is always something for you to discover if you're patient enough.

The essence of a good artwork is its soul, and I wouldn't draw a specific line of distinction between classical or digital art for that very reason. Any good picture is alive and has a way of communicating with its viewers by means of a captivating language of feelings.

Fall of Lucifer Pieta: Gods and Heroes Series, 2010
Angels and Demons or Angel of Light, 2008
Angels and Demons or Angel of Infinity, 2008

ROMANCE OF THE SEA

Part of the romance of the sea is found in its traditions and none have lingered longer than the superstitions of sailors. Many nautical superstitions have roots in an underlying truth or consideration for safety, but most reach so far back in time as to have their origins clouded in history forever. Sailing superstitions are ancient.

No wonder then those fantasies about ghost ships might easily have fit into the belief system of the time. Some thought that the appearance of a ghost ship foretold the coming of a catastrophe.

Maritime knowledge emerges from the mechanics of nautical experience. The ghost ship phenomenon has existed for centuries, the Flying Dutchman being the most famous ghost ship of all.

This ship that eternally sails the sea without hope for docking or eternal peace has been witnessed by people of different generations and ethnicities.

Some stories about ghost ships – where a ghost ship is somewhat of an apparition or an optical illusion – are fictional, while others have been substantiated by the existence of real ships that had either disappeared or abandoned or sunk tragically. Among the real ghost ships that can be seen afloat today are the Mary Celeste, Baychimo, MV Joyita, and the Jian Seng.

Ghost ship series: River Styx Ferry BW, 2006
Ghost ship series: Pirate Shipwreck, 2009
Final Frontier Voyager, Flat Earth Society, 2006

CONCEPTION

Creating an idea and transforming it into reality is a crucial process of any image development. But are artists really those people who create ideas per se or they are merely conductors in charge of delivering a message? It is yet to be discovered. Knowing the responsibility of my kind, I do not start making an image unless I have a worthy concept, because it is the most vital component of a great picture.

Initially, an image concept comes from my background knowledge and philosophical outlook. It might sound strange, but most of my research is done after the image is already finished, when I start looking for an appropriate title.

A poor concept, even perfectly executed, still makes a mediocre, tasteless artwork. In my artistic world two realities co-exist – an almost usual, perceptible one and a reality of my own, quite real for me but possibly alien for other people. These realities help me to find my own version of answers to everlasting questions of human existence: birth, death, and life.

I'm aware that it is my artistic duty to make my language understandable, and I suppose that a right mix of talent to create a concept and skill to deliver it are two main parts of creating a credible artwork. It can be a very long and painful process, requiring tons of technical knowledge, patience, and dedication, but in the end it is totally worth the effort.

The Way Out or Suicidal Ideation, 2007
Escape Before Dawn BW, 2002
Haunting Goth or Conception of Gothic Music, 2009
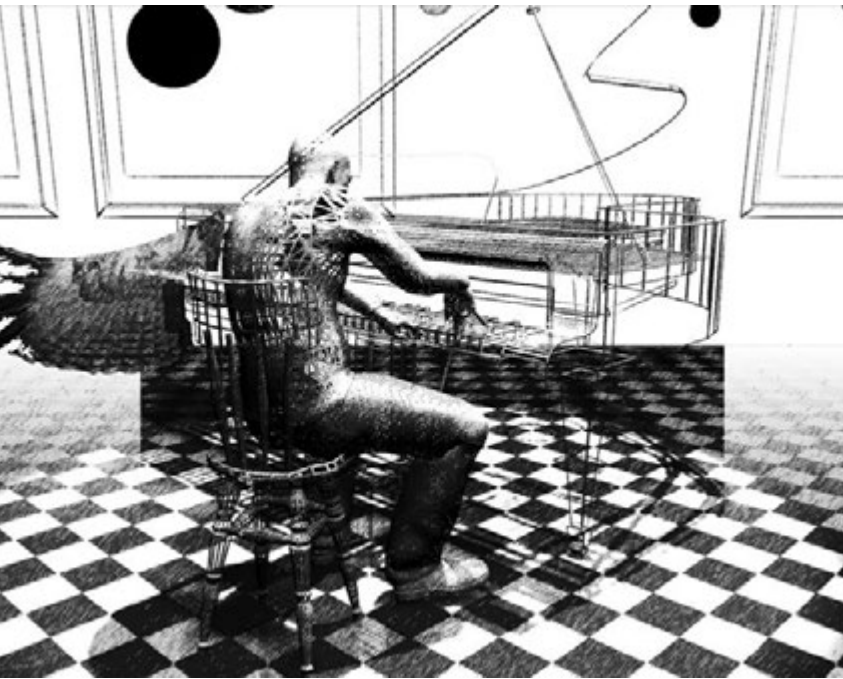
Haunting Goth or Conception of Gothic Music Lyrics, 2009

GHOST SHIPS

Modern English defines "ghost ship" in several possible ways but each of them has a component of mysterious circumstances. Historically, the term has been used to report either marine visions in a form of a sailing ship or derelict vessels floating crewless. In fiction, ghost ships have often been vessels crewed by some manner of spectral beings.

The past several hundred years of marine history have been marked with countless shipwrecks and sea tragedies. Most have sunk into oblivion with an exception of several famous ones still remembered for political reasons, historical significance, or because of a large scope of a calamity.

The Flying Dutchman is undeniably the most famed ghost ship in nautical folklore; as legend has it, she is doomed to sail "the seven seas" for eternity and she can never return home. The name of this ship has become a generic term for identifying either a fictional phantom ship or a real abandoned ship – often seen as an apparition – floating freely after being reported sunk.

The Flying Dutchman is usually spotted in a ghostly glow from a far distance. However, there might be a quite plausible scientific explanation for these sightings. There exists a curious atmospheric phenomenon called fata morgana – a mirage resulting from certain temperature conditions which can create an illusion that ships or even islands below the horizon line are floating above it.

Ghost ship series: Chasing the light, 2008
Ghost ship series: Full moon rising, 2008

DIGITAL VS HANDMADE

The difference between a classical fine-art and a digital-art creation resembles that of a keyboard and a pen: both of them are modern communication tools. With a keyboard, writing is accurate and fast, mistakes can be corrected quickly, and writing styles can be adjusted right away. When using a pen, our handwriting reflects our personality and gives out our physical presence. It becomes unique. On the other hand, this subtle yet formidable difference vanishes into thin air as most of artworks we see are in books or on the Internet.

Digital imaging has almost no boundaries, imagination of the person who uses it being an only limit. It's relatively easy to use, and it is a very convenient tool to produce good art. Some of us still consider digital and 3d art as something mechanical and artificial, something that in some way is out of human touch. Nothing could be more wrong. Computers don't make art, people do. Computers are creative tools, much sophisticated ones. I have made my choice a long time ago and am willing to continue walking down this road.

I use two main applications for the most of my images, 3ds max and Adobe Photoshop. 3ds max is the major tool for setting up any of the image scenes, where I import live forms from Poser and Daz studio, background skies or landscapes from Terragen and MojoWorld and extras from Zbrush and CreatureCreator. Photoshop remains the most imperative production tool, as long as I'm creating two-dimensional art. All finishing touches, such as vectors, hue and saturation adjustments, or drastic color balance changes are done with CS Photoshop.

Internal Expansion, 1994 oil-canvas
Loneliness with the World, 1993 oil-canvas

Lost City of Atlantis, 2014

Dreams of Flying, 2008
Dreams of Flying BW

Most of our dreams are well-forgotten by the time we are completely awake with an exception of, perhaps, dreams of flying. Flying dreams have always been provoking a certain amount of curiosity within the scientific community because of their elusive nature and mixed interpretations. Some flying dreams are believed to be an indication of ongoing physical growth, while others may be taken as a first step in lucid dreaming – a state in which a person can be simultaneously dreaming and directing the dream. Lucid dreaming is one of the famous esoteric practices described by Carlos Castaneda in "The Art of Dreaming". However, there are also different out-of-body experiences which invariably include flying, such as reaching to a heavenly light in a tunnel, or looking down on yourself from a position of an observer.

Gone with the Wind or Sorrows of Love, 2014

The Renaissance poem The Sorrows of Love or Erotica Pathemata was one of the basic motives of this romantic image. This picture in a way is a loose narrative of the mythological story of Apollo and Daphne from the Roman-Greek Hellenistic period of history. I created a modified version of the famous marble sculpture of Gian Lorenzo Bernini which is depicting the final, culmination moment of Apollo chasing nymph Daphne. The fabled couple is not an illustration to the legend, but is rather a historical reference or sublime allusion to an exalted love and sorrow tale, the story which is old as the world. Once upon a time there was love, and it is gone now, the end.

George

The Last Wave or Fighting the Giants, 2012

The Stormbringer or Existential Awakening, 2014

Kali the Destroyer, 2005
Kali the Destroyer BW

Being one of the most ferocious world's deities, Kali is one of
the manifestations of the wife of Shiva and her mother
goddess Devi. Her intentions are often misinterpreted for the
pure rampaging thirst. In fact, her swords are the destroyers of
false consciousness and bonds that tie us, and she only
annihilates to recreate with her nurturing power of the female
energy.
New age rendering of Kali's image produces an awe-inspiring
effect of an all-embracing destructive cold: the goddess's cold
stare accompanied by the cold gray skies is further
substantiated by Kali's cathartic appearance from a floating
iceberg.

Beauty and the Beast; Dissociative Disorder, 2009

The term "split personality" is commonly used in everyday
language to indicate a contradictory and dramatically
alternating "Jekyll and Hyde" type of behavior.
The 19th and the 20th centuries were marked with an
ongoing public interest in everything unknown and
unexplored; mediums, spiritualists, parapsychologists, and
hypnotists started to emerge on a professional scene which
had earlier belonged to medical specialists only. During their
sessions, a lot of patients were labelled with a multiple
personality disorder or a split personality, as they obviously
demonstrated a strong presence of a second personality or a
co-existing mind.

Requiem or Music Set you Free, 2010

As one controversial quote goes, "talking about music is like dancing about architecture." Yet insightful sayings about music and musical genius abide. The one that I find most illustrating for this image belongs to Aldous Huxley: "After silence, that which comes nearest to expressing the inexpressible is Music."
A requiem is either a vocal or an instrumental piece of music performed during a Church service in memory of the deceased. This musical experience is marked by the passionate mixture of grief and hope, emotion and rationale, body and mind. Requiems can make you soar up in the sky and sink deep into the ocean – that is an approximate range of their expressive means.

Panic Attack or Anxiety PTSD, 2007

The best compliment to an artist contemplating on such an elusive topic as panic attacks is to hear "I know the feeling" feedback from viewers. It means that the snapshot of an idea has been successful. There's nothing personal in this image as I was merely trying to reflect someone else's emotional state.

"You have put an interesting spin on the theme of anxiety and panic with this piece. As a long-time sufferer, there is certainly something there that I can relate to. " Mike
"As a person who suffered from anxiety issues, I find your work to be outstanding and almost a throwback to the dark days of my youth. This is highly talented stuff." Joe
"I truly enjoyed and understand the meaning of this piece. I myself suffer from PTSD, and when I saw your picture I was able to associate how it feels to be me. Thank You!" Angel

In Search of Meaning In Search of Lost Time, 2011

Deception or Samson and Delilah, 2008

This allegorical scene is loosely based on the famous Biblical story of a notorious woman's betrayal. The story of Samson and Delilah has captivated artists for many years because it is a story that speaks to every generation, especially in a form it is generally presented to a listening audience – as a story about courage, faith, love, and feminine betrayal. We know little about the real hidden psychological motives of the drama participants. Nevertheless, you might be very much surprised if you dug deeper under the surface of this biblical narrative.

The Mind Cave, 2010

What a sensational instrument human mind is! It is capable of most bizarre and astonishing tricks; it will create an illusion and then fall for it. Your fantasy might even convince you that you are mentally deficient. Of course, you'll know at the back of your mind that it is not true, but our brain is full of surprises, indeed: it may try and utilize little "helpers", such as phobias that can trigger your emotional responses and bring them to a totally different level.

An early twentieth century artist Piet Mondrian once envisioned a future where paintings on the walls would not just play a decorative role, but be very much interactive with the surrounding environment. Basically, we would both live in and be art at the same time. One has to be very careful when one starts playing games with art and imagination: who knows what is awaiting you on the other side of a canvass. Will you be invited? Will you mirror your fears or your fears will reveal the unexpected you? How far will you want to extend your interior space? Scary, unpredictable, and very tempting, is it not?

The Mind Cave or Paranoid Non-bizarre Delusion, 2010

The Three Graces: Gods and Heroes series, 2009

The Three Graces ("Charities" in Greek mythology) are goddesses of charm, beauty, and creativity – just the things the 20th century Western society has started to be obsessed with, physical beauty of a woman being of number one importance. Hollywood industry would surely be the first to have dumped the initial pile of so-called beauty icons onto the general population.

Search for real beauty – or, rather, what defines real beauty – reminds me of the Holy Grail quest. Body art, Gothic, Goth, retro, medieval, Greek, - all of these popular trends have left their imprints on a never-ending path to finding true perfection. How far it will continue into the future and what will become of it, is another story. But this fascination is sure to outlive at least the current century.

Scream or Self Induced Exorcism, 2014

Freedom of expression with respect to the subject, this is the common denominator of art in our time, in our century. But this does not mean that the artist has ceased to express the shifting yet permanent sum of features and factors that go to make up the human situation in all its complexity.

This work has been motivated partly by Munch's painting Scream. I wanted to make something that actually screams and screams something meaningful. This is a contemporary artwork therefore it has all the attributes of the modern cultural banalities in order to correspond better to the wider audience of viewers. I am not being sarcastic; it is just the way it works.

George G

Mermaid Syndrom, 2006
Mermaid Syndrom BW

"The difference between my darkness and your darkness is that I can look at my own badness in the face and accept its existence. The difference between my sins and your sins is that when I sin I know I'm sinning while you have actually fallen prey to your own fabricated illusions. I am a siren, a mermaid; I know that I am beautiful while basking on the ocean's waves and I know that I can eat flesh and bones at the bottom of the sea."
C. JoyBell C.

Moonlight Bathing Valkyries, 2009

The title of this image can be very much misleading, indeed, and I think that I owe my viewers an explanation. It doesn't only use the traditional characters of the original Scandinavian mythology but also makes the most of the modern sub-cultures' references, Goth's in particular.

Goth ideology puts its emphasis primarily on visual aesthetics and unaffected ethics aimed to underline their feeling of detachment from the mainstream life and culture. It is shaded in dark colors, death and the supernatural with a tendency towards distinctive intellectualism and outward cynicism. Goth movement doesn't have any religious basis; however, religious, spiritual and supernatural imagery plays an important role in gothic fashion, music and visual art. But their main preoccupation is with death, of course.

Moonlight Bathing Valkyries: Gods and Heroes Series, 2009

GOTHIC APPEAL

If you are really into art, you cannot but notice a very strange fact: modern religious art is almost non-existent. Once powerful and dominating, this trend has fallen into oblivion and is very rarely touched upon. It is certainly one of the most challenging and ambiguous territories to be on, and I can't think of a subject that is harder to get right when you're looking for a public approval of your work.

Gothic architecture is a style that started its grand parade during middle ages. It evolved from Romanesque and was succeeded by Renaissance architecture. Its most recognizable features include a pointed arch, a ribbed vault and a flying buttress. Gothic architecture was originally meant as the official architecture of European Christendom. The primary Gothic art mediums were sculpture, panel painting, stained glass, fresco, and illuminated manuscripts.

Have you ever wondered why Gothic architecture has so much visual appeal? Why are we always stunned by its breathtaking grandeur and splendor? Perhaps, the explanation lies within the realms of the subconscious. We have long forgotten the intrinsic factors that lay the foundation of architectural principles and goals of those times.
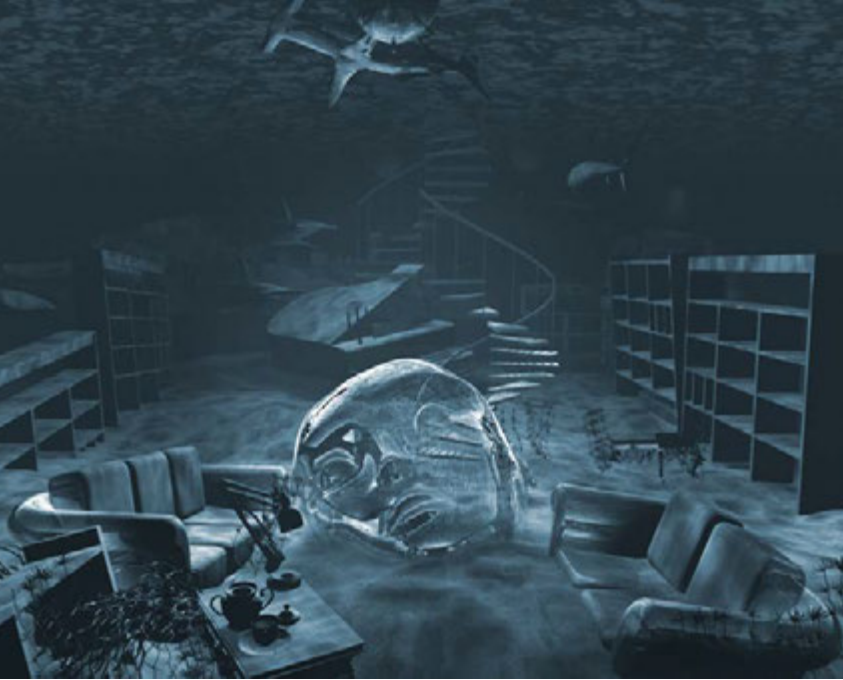
Gothic church in its architectural form was meant to convey the idea of Christian salvation, resurrection and exaltation into immortal life, as well as representing main stages of human life: conception, birth, marriage and even death.

Cathedral of Our Lady Reims BW, 2009
Noah's Ark or Delusion of Grandeur, 2005

Gothic Fantasy or Expiatory Temple, 2009

Sweet Hideout of Denial, 2002

As a modern colloquialism, being "in denial" is commonly misused even by professional psychologists. These days everyone is in denial about something. Don't agree? Try to deny it in front of your friends and watch them start counting! Sigmund Freud defied denial as a defense mechanism against external realities that are unbearable for the ego; it is a protective defense against horrible news that just cannot be absorbed by our consciousness. Denial distorts reality in order to keep us from feeling hurt and uncomfortable in the face of something we really don't want to see or understand.

Last Harbor or In Search of Castaway Nautilus, 2005

The freezing suspense of Last Harbor is an invitation for a viewer to a world of fiction, mystery, and adventure. The image captures the loneliness of one's last dwelling, the glamor and the decay of one's glorious days. The dark waters beneath the snowy ice will take eventually the life and spirit of once fearful and intrepid apparatus with the owner inside to the long journey to history and to oblivion.

Arrested Expansion or Cardiac Arrest, 2006

Arrested Expansion is a symbolic scene that combines self-excluding objects which are never to be seen together in real life. They say that when the balloon goes up, it does no good. And the objects in this hall of generous proportions can easily make the viewer feel claustrophobic and surreal because of this inadequacy. The resulting sensation can be similar to a medical emergency–induced mental delusion.

George G

The Sand Castle, 2006

A hopeless romantic dreamer, someone immature, lacking substance and depth can be idiomatically described as a person building sandcastles. Don't you agree that there is something irresistibly childish and naive in this type of pastime? Even the two main substances needed to make a sandcastle – sand and water – are suggestive of a fragility and transience of the end product. Children are not the only ones who adore playing with the sand: sometimes adults will also engage in sand sculpture contests which are usually not limited to building sandcastles alone.
Only idealistic artists, poets, and musicians are engaged in building the cloud or sand castles.

Dehydration, 2004

Global warming has become a synonym of a global warning. The earth should be put to a hold, really, because rotation has lost its moral value. The Royal Society says there's no longer any room for scientific doubt about it. Britain's Chief Scientist says it's a bigger threat than global terrorism. Any global warming skepticism is not only frowned upon but taken as a sure sign of insanity.

Every developed nation is demoralized by carefully measuring its carbon footprint and blaming the Big Brother for all the sins imaginable. Schools are communicating the idea of a global warming as an absolute truth.
Every developed nation wags its finger at every other. Every politician and celebrity now anxiously measures his or her carbon footprint. Every British schoolchild is now drilled to believe that man-made global warming is a Fact along with poverty and the existence of Belgium. It's a wonder any of us has any incentive to get up in the morning!

George Grie

Confluence or Guided Meditation, 2004

Meditation is a concentration technique that has been practiced for millennia by various cultures and religious traditions. It was originally used to develop spiritual awareness and reach the state of higher consciousness.

A guided meditation is when your imagination, your mind is lead on a certain journey. A simple guided meditation will help you to achieve deep relaxation and release negative emotions that prevent you from reaching your mental and spiritual potential.
Researchers claim meditation to be highly effective for people with depression and anxiety as it activates a part of the brain that otherwise remains underused during depression.
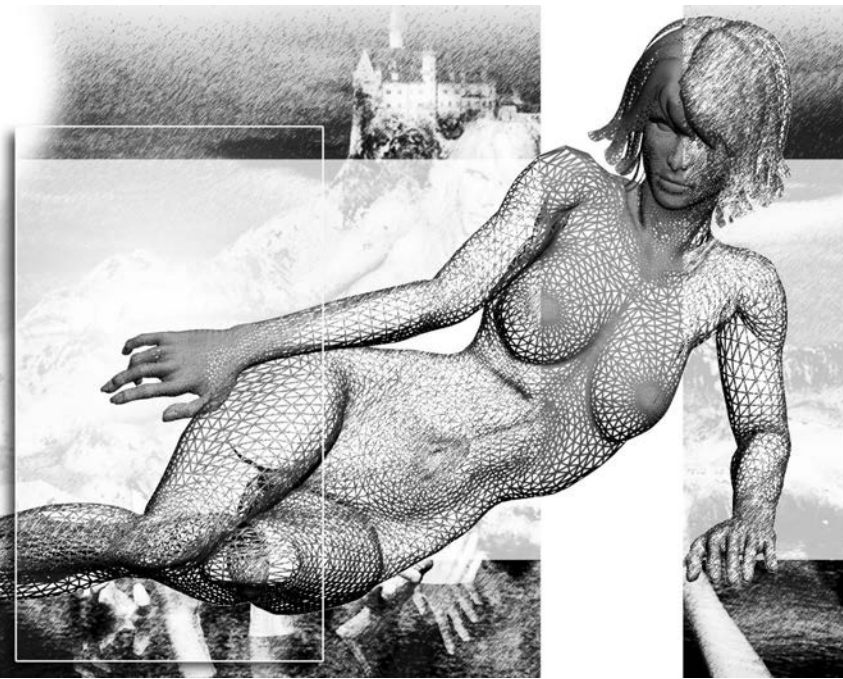
Terra Exorcism Surveillance BW

Modern approach to mysticism may seem incongruous and possibly escapist to many artists influenced by a scientific study of religion as well as by the exploration of programs designed to lessen injustice and promote greater social harmony.

Exorcism is the practice of evicting demons or other evil spiritual entities from a person or place of which they have possessed. The practice is quite ancient and still part of the belief system of many religions. The concept of possession by evil spirits and the practice of exorcism are very ancient and were widespread, and may originate in prehistoric Shamanistic beliefs.

Terra Exorcism Surveillance, 2001

The Island of Lost Hopes, 2009

One of the most popular existential philosophers, Friedrich Nietzsche, had once said this about hope: "Zeus did not want man to throw his life away, no matter how much the other evil might torment him, but rather to go on letting himself be tormented anew. To that end, he gives man hope. In truth, it is the most evil of evils because it prolongs man's torment."
The point I'm trying to make, rather inarticulately, is that sometimes losing hope can be one of the best things that could happen to you. We are currently living in a world of a compulsive "never ever give up" approach which is just one of the possible many. Could we be wrong about this categorical attitude?

Ice Age Premonition or Infinite Iceberg Synthesizer, 2007

Icebergs have always had a mesmerizing effect on me for a reason I cannot explain. What is it about these giant masses of glacial ice drifting along polar seas that is so fascinating? Perhaps, this staggering sense of the utmost freedom that you get by looking at them, floating with no boundaries, no destination and all the freedom of the world at their disposal.
Lonely, alien, cold, they remind me of somewhat reserved, self-sufficient people in a crowd of unfriendly faces – at a first glance they might seem pretty solemn and unyielding, but in fact can flip out at any time. Icebergs have always been considered as symbols of slow decay on one hand and infinity on the other.
I think it might have something to do with their indefinite lifespan: it can only be shortened by a slight erosion of a berg during summer months. This picture is my third attempt to explore this intriguing subject; the first one being the Icelander followed by the Flying Dutchman phantom.

White Castle or Voluntary Incarceration, 2007

Some religions consider voluntary incarceration a standard spiritual exercise. Buddhist monks, for instance, had a tendency to brick themselves up literally in caves so that they could practice meditation for months, years, and sometimes for the whole life.

"Just as a candle cannot burn without fire, men cannot live without a spiritual life."
Buddha

Infinite Improbability Drive, 2005

The title was partially inspired by Douglas Adams's "The Hitchhiker's Guide to the Galaxy." It wasn't meant as an illustration to the novel, but rather a tribute to the author's uncanny fantasy and technological wit. Allegorically, the image portrays a way of travelling through time and space from one dimension or mental state to another. As the Improbability Drive reaches infinite improbability, it passes through every conceivable point in every conceivable universe almost simultaneously.
What an exciting way of travelling through space without the added benefit of wearisome jumping in and out of hyperspace, isn't it? Unfortunately, there's always a price to pay. Who knows where the stray giraffe will end up after his journey over the connecting bridge between the worlds, or is it a giraffe after all? And the steam engine flying by – can it be a greenhorn in an avid pursuit of life instead, lost in space and centuries?
The peaceful undertone of this image whispers for the safe passage through the archway of probability, yet the screaming impossibility of what is going on is underlined by means of numerous metaphoric allusions of the picture.

TOOLS OF TRADE

The artworks were created by using a variety of graphic design software tools. Here's the short list of the most used ones:

3D STUDIO MAX
It is a highly customizable and scalable 3D animation, modeling and rendering solution by AUTODESK for creative professionals and large-scale pipelines for games, design visualizations, film & television.

PHOTOSHOP & ILLUSTRATOR
A graphics editor developed and published by Adobe Systems. It is the current market leader for commercial bitmap design. As a vector-based drawing program Adobe Illustrator has nowadays become the standard for any vector illustration design

TERRAGEN
A landscape generator with controllable parameters that allow extremely varied terrain shapes and photorealistic rendering.

POSER
Developer: Curious Labs Inc. Poser is the 3D figure design tool for artists, illustrators and animators that enables you to easily create 3D figures from ready-to-use human and animal models.

DAZ3D
DAZ Studio - Pose, animate, and render 3D Models in your own 3D Studio
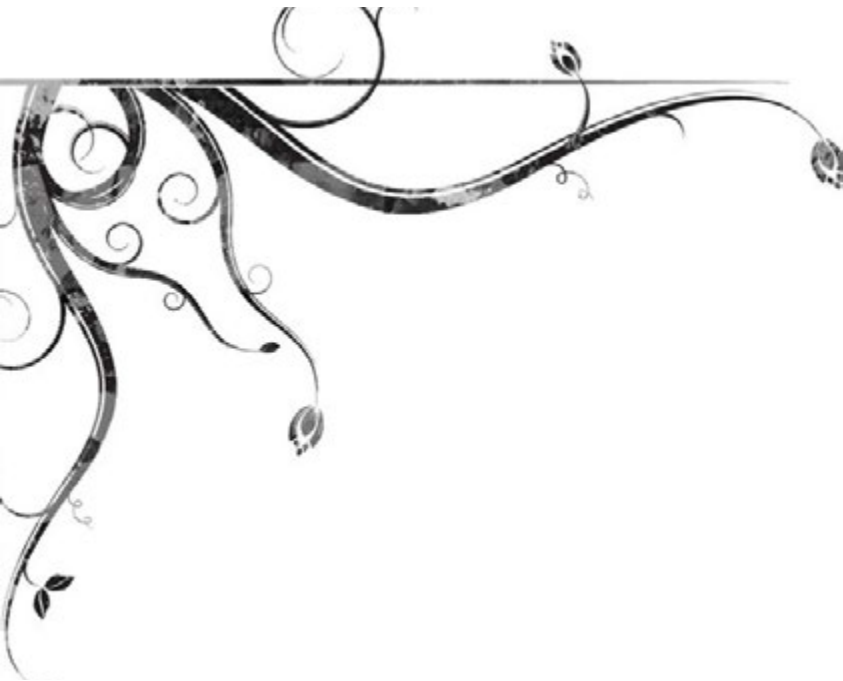
BIOGRAPHY

George was born in the next year of the first world cosmonaut Yuri Gagarin traveled to space and has been named after him Yuri Gribanovski. He graduated from the USSR (Union of Soviet Socialist Republics) pedagogical university in 1985 with a BA (Honors) Degree in Fine Arts and Applied Design education. From the very onset of his professional career it had become very obvious that the traditionally accepted and politically bound routes of the Soviet Union art styles would never be the path to follow. Instead, he chose to explore a more complicated and demanding adventure of innovative neo surrealistic painting wherein clear, concise yardsticks of competence, draughtsmanship and mastery can be tangibly measured and artistically appreciated.

As a result, his endeavors within this relatively short fine-art painting and applied arts career period (1985-1995) have brought considerable success with his neo-surrealist shows in several European capitals such as London, Stockholm, St-Petersburg, and Helsinki. Grie makes a life-altering decision to transform his artistic career dramatically when he settles in Toronto, Canada and studies the latest computer digital art techniques. He becomes a professional Multimedia Graphic Designer and joins the IBM Corporation as a lead new media specialist.

His prime interest these days is in contemporary 3D modeling software and their applications. A phase of a complete freedom of self-expression comes to play: the possibility of utilizing and combining his previous fine-art experience and classical painting education with the new digital projects becomes both realistic and fulfilling. His latest digital neo-surrealistic artworks employ a vast array of extraordinarily photo-realistic visual records of his conceptual thoughts, philosophic views, fantasies, and dreams. Grie's works portray magical and playful, dream-like world which invites you to a pilgrimage into your subconscious. These worlds are far from being conventional or comfortable. There is a great deal of both tension and tranquility to it, and it requires a significant inner work to walk through this controversy. But it is a price you pay for taking up a journey into the landscape of imagination of this versatile and talented artist.