

Interview conducted by Jack Savage with the digital artist [Sarah Jarvis-Deschamps](#) For the Divinity Exhibition - The Influx Gallery, Notting Hill, London

1. Welcome Sarah to The Influx Gallery family. Tell us a little bit about yourself and where you are from?

I'm based in Calgary Alberta. My background is in Kid's Art Education, and Graphic Design

2. Were your family supportive of you deciding to become an artist?

Yes, the arts figured prominently in my household growing up. My dad is the reason I've never stopped drawing and painting.

3. Was there anything specific that you can remember that made you want to become an artist?

Drawing and ballet were the only things all I ever wanted to do, since age 4, I stopped ballet because I was too tall, so art it was.

4. Did your schooling or work affect your creative development in any way?

I studied journalism post secondary, and I think that informed my choice to create art without a fixed agenda or position. I create art as an observer, that's why I love representational art. I see beauty, absurdity and horrors in the world and I'm attracted to finding a way to record those things tangibly.

5. When did you first discover digital painting?

In journalism school, photoshop was just emerging, I had the opportunity to learn it early on, and I loved the potential of it. As I later went on to be a graphic designer I continued to use it. I love it's portability, I can stop everything and start drawing anytime, anywhere - no need to kit up in my overalls, soak brushes or dispose of paint thinner - though I've always got a large canvas going, to help blow off steam.

6. Are you very hands on with the processing of digital files?

I don't spend a lot of time processing my finished pictures. I adhere to the painterly aspect of the process, and can't wait to print them so they can live in the real world when they're done.

7. Can you tell us a little about your favourite digital painting?

My portraits of my daughter and son. My dad did a quick gesture drawing of 4-year old me. I'm so happy he kept it. I now have it hanging in my bedroom. I hope that when they're older they'll be happy they have a record of how wonderful I think they are.

8. Where do you get your inspiration and influences from?

I draw inspiration from a diverse range of artists. John Singer Sargent's portraits, William Turner's landscapes and seascapes, David Hockney's a big one, as he's successfully included Digital Painting as one of his mediums. The drama of the Baroque painters have a profound influence on my artistic sensibilities.

9. Your usage of photographic and digital painting is both original and quite breathtaking. Can you give us an insight into your very own personal journey?

I'm a humanist, I respect the complex and paradoxical nature of joy and despair and beauty can coexist. Trying to observe and record this juxtaposition drives me.

10. Do you have any tips for any inspiring artist who is using software, drawing, sculpting, or picking up a camera for the first time?

Practise regularly

Experiment and explore, try new techniques, and subject matter.

Learn from others, study the work of established artists, try a figure drawing class, get feedback from peers and mentors. Learning from others can provide valuable insights and inspiration.

Mistakes are a natural part of the artistic process.