



*Think Outside of the Box* by Nahlya Hall

Artist's note:

In *Think Outside of the Box*, I took a lot of my inspiration from my previous piece called "Computer Creativity". This new piece is sort of Part 2. This time, I wanted to tap into a little bit more abstract drawing skills with familiar icons and concepts. Often, when you look at a computer for an extended amount of time it can wear and tear your senses like touch and hearing, but most of all sight. Yet if you allow yourself some separation from the device (box); and expand your thinking space from what is visible and in front of you, you will be surprised at how many sparks will fly. You might help others around you as well. The bottom left represents my character, while the other characters are interns that I work with.

