Kendall Pestana (b. 1998) is an interdisciplinary artist based in Brookline, New Hampshire and Boston, Massachusetts. A recipient of Departmental Honors at Massachusetts College of Art and Design, her work spans sculpture, photography, and animation. Inspired by figurative surrealism, her work is an investigation of psychological and bodily space through the lens of gendered violence and illness, as well as the commodification of the female body and labor within the domestic sphere.

In May of 2020, Kendall was interviewed by Kevin Williamson, a classmate of hers at Massachussetts College of art and Design.

Kevin Williamson: Your thesis work House on Fire utilizes a destroyed, burning dollhouse to speak about feminism and the role of women in the 21st century. Where did the idea for this work start? You have made work about feminism in the past, but this work feels different because it specifically addresses the violence that is enacted upon women.

Kendall Pestana: In general, anger is an emotion that is not considered acceptable for women. For as long

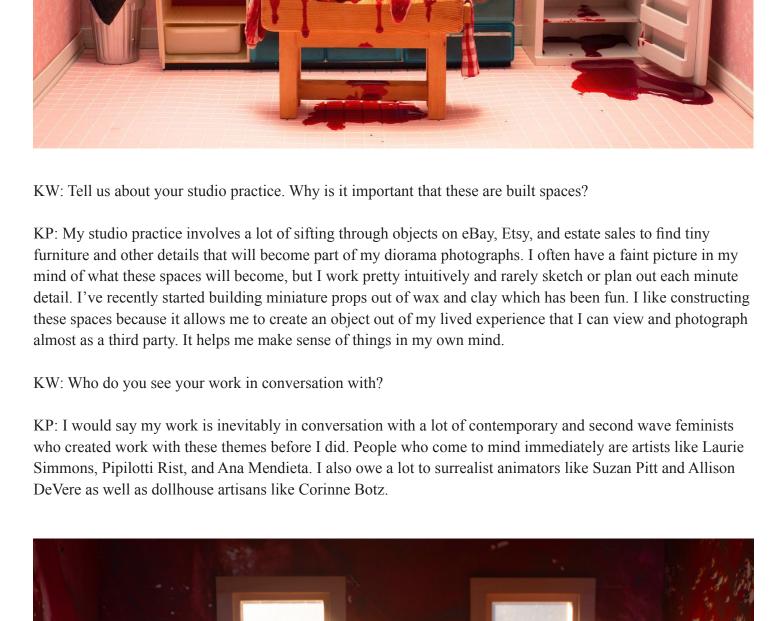
as I've been making art, I've noticed (and felt) a lot of pressure on women artists to make work that is gentle and soft and pretty, while our male peers can create work in any tone they see fit. That weird pressure to be pleasant and lighthearted has always struck me as ironic considering the history of systemic oppression and rates of violence against women in this country and abroad. This project started as a compulsion to go against the grain and create work that expresses a full spectrum of anxiety, anger, and violation that comes as a direct result of gendered violence and the commodification of our bodies and labor.

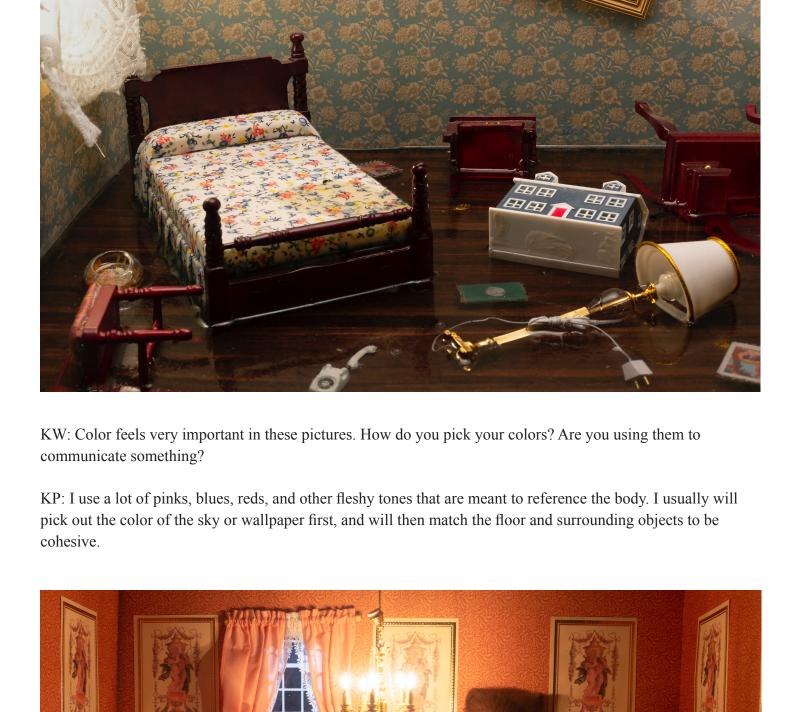


this has been enforced for centuries through the use of gendered toys like dolls and dollhouses.

sphere of the home is still very much considered to be a feminine space that we are expected to take care of, and







the details. These details are always related to conceptual ideas. The picture frames with the close up faces come to mind, can you speak a little bit to those?

KP: Thank you, Kevin! In that picture, I was thinking about my Catholic upbringing and their long held tradition of ladies of sorrow. There is a history of representing women in art as crying or grieving, which I think is very interesting. Those pictures in the frames are actually screenshots of a Spanish woodcarving of the Sorrowful Mary. The Seven Sorrows of Mary are a common Catholic devotion where she is often pictured in a sorrowful or lacrimating way, often crying and bleeding after being stabbed in the heart with seven long swords. I sometimes think about how those artworks celebrate female pain as something sacred. At the time that I made this, I was struggling a lot with chronic, unexplainable pelvic pain that often reminded me of the biblical curse that subjected Eve and her descendants to excruciating reproductive cycles and childbirth. That gave me the

KW: You have been making some animations that go along with this work. It's really interesting to see this place you are creating come to life. It is certainly a different way to experience the work. What purpose do the

KP: The relationship between my still and moving images is something that I'm still kind of figuring out. I'm new to animation, but I like stop motion because it combines everything I love: photography, sculpture, music, and movies. Photography is interesting because all you have is a singular frame which gives you very limited context, so it's up to the artist and viewer to infer their own meaning. With animation, you have the option to create a really immersive experience using motion and sound. For now, I consider my animations to be a

idea to put bloody underwear on the floor.

animations serve in relation to the still images?

supplement to my photographs that add more information.

KW: Your pictures are a visual joy, and I find myself needing to spend time with each picture to fully take in all

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KW: Many of these pictures feel as though they were created in a world that is not our own. They reference real life, but elements of fantasy begin to creep in. Could this place be described as a psychological space?

KP: Yes, that's exactly what psychological space means to me. I'm really inspired by the ways that the human brain recalls and recreates an experience through dreams and memories. Oftentimes, our memories are weird, distorted, bastardized versions of what really happened. I like that ambiguity between fact and fiction.



thought process behind this work!