

XA4

Joking aside Xavier Somers asked his parents if he was a foster child. His bodily features hardly resemble those of both parents while opinions on life matters differ widely with theirs. The well-known generation gap only widened that distance. His artistic abilities surely were not given by DNA.

Xavier is fascinated by the aesthetics of entropy hence he considers himself a disciple of the *urban exploration*. This attraction to abandoned places drives Xavier into burrowing ruinous buildings. Rust and scrap metal included. Xavier chooses to counter the 'likes' culture in our social media by reintegrating death culture. For this reason his work is some sort of ode to the imperfect. You have to let time do its work.

As like with food recipes one has to find the right balance, like a tightrope dancer, make an estimate when to stop, for not to overdo stuff. Every time it's an exercise, inquiring and scanning the possibilities.

The main subjects embodying his works are dream castles, villages and cities. Bearing both thesis and antithesis which come with an industrialized world. "You could compare them with the building process churches and cathedrals go through as centuries pass by", he says. "As time progresses other structures are built against them, mainly due to lack of space. Also many towers increased in their altitude. This could literally go on for ages which meant different styles were incorporated in one and the same monument. Something I also pursue in the villages and castle models of my own."

Xavier's new works of walkers, flyers and drifters are subsequently fairy-like, with complexities witnessing Xavier's vivid imagination.

Xavier Somers looks towards a promising future. Sooner or later people will hear about Xavier, more sooner than later.