

Adam Meurer / Pixel Black
Artist – Designer – Creative Project Developer



Education

In 2000, I graduated from the Milwaukee Institute of Art And Design with a Bachelors in Fine Art, majoring in sculpture and minor in photography.

Awards

Sculpture Installation– Generac Power Systems – 2018 Waukesha WI

“Untitled Sculpture”

20’h x80’w

Copper Laminated Fire Rated MDF

Generac Power Systems

Public Art – Sculpture Exhibit – Exhibitor 2018 – Egg Harbor, WI

“Harbor Moon”

10’h x 4’w x 4’d

Powder Coated Steel and Eco Resin Plastic

Public Arts Initiative of Egg Harbor,WI

Public Art – Utility Box Murals – Finalist 2017 – Milwaukee, WI

“Augmented Reality Interactive Murals”

10 painted murals on utility boxes use image recognition on smart phones to direct users to an augmented reality experience and interactive history lesson about a specific person, place or thing.

Arts On Wisconsin Ave. Milwaukee Downtown Business improvement District #21

Public Art – Sculpture Exhibit – Exhibitor 2017 – Egg Harbor, WI

“Colored Mast”

10’h x 2’w x 2’d

Painted Steel and Eco Resin Plastic

Public Arts Initiative of Egg Harbor,WI

I'm An Artist And Modern Day General Contractor For Creative Projects

Statement / About The Artist

Pixel Black is my own creative art and design company. It is allowing me to pursue my passion within creating public, private and commercial artwork. I bring 17+ years of hands on experience and understanding of art, design, budgets, materials, fabrication, architecture, landscaping, lighting and installations with the ability to follow through with successful projects.

My artwork is often narrative and whimsical. I'm interested in the totem and how it visually signifies or tell about an area, culture or history. I've been pursuing what the modern-day totem means and how I can apply modern materials and iconic imagery to sculptural speak to what an area signifies and it's story it want to tell.

I enjoy working in a series to explore and develop an understanding or a communication with my artwork. I'm inspired by history, stories and life experiences in both the context of city and rural life. I use material or site locations as a found object to inspire or become a starting point for my artwork. I enjoy trying to solve problems and working within particular constraints put in place by location or material.

I'm a sculptor, designer and problem solver. I use my hands along with technical and traditional tools and materials in order to fabricate and illustrate a visual communication. I'm motivated by the ability to tell a story and evoke a feeling or inspiration through my public art.

Artistic Approach / Intent

I like to learn more about an areas history, space use, citizens, visitors of a site specific area. I like to work with all whom are involved with the project by listening to their needs, insuring that I achieve all the goals for the project within the established budget and timeline.

I use hand renderings, SketchUp and AutoCAD software to develop and illustrate my concepts, technical drawings and engineering. 3D models and maquette can be used to further problem solve and illustrate an idea. For materials, I'd like to consider steel, stainless steel, powder coated or anodized aluminum, glass, colored plastics, graphics and even technology. Scale is also important to me as well as the ability create multiples so the artwork can fill a space or relate and communicate with each other. Lighting and programmed RGB colored lighting is something that I'd also like to explore if appropriate.

I hope to have the opportunity to show you how I am your perfect creative candidate for your project and can achieve success at any project scale.

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