**UNFIXED Dialogues: Adriana Sturman (AS) and Sue Williams (SW)**

SW: I was inspired to start drawing really through the Snoopy Peanuts cartoons, that I loved.

AS: Yeah, I think I remember you telling me. So were you, like did you start out by being like a visual artist?

SW: Yeah, I’ve always been drawing from day dot and I basically just wanted to be an artist from the age of 11.

AS: That’s beautiful.

SW: Kept drawing. My whole life was designed around going to art college.

AS: Wow. That’s cool. So what has kind of changed in your work or what didn’t you expect to happen?

SW: Well lots of things really. I didn’t quite expect life to happen, so in some respects I went to art college, I graduated and then I started working in disability. And I abandoned my arts practice actually, apart from I did keep drawing and I kept sketch books and stuff but I didn’t do anything with my degree in a very kind of formal artistic way. And then I sort of did lots of jobs. I worked in disability, worked in disability arts and then I ended up working in higher education and then the Arts Council, funding, policy, so I didn’t expect any of that. You know, from when I was a kid, you wanted to go to art school. Then I ended up doing all this other stuff. And then I decided that actually I’d really lost my way and I wanted to go back to being an artist. So then I sort of managed to get into art school to do illustration masters.

AS: And you’ve just recently completed?

SW: Yep.

AS: Congratulations!

SW: Thank you.

AS: Cool. Well what do you want to try now that you’ve got back into it and following more of a career as an artist? What do you want to try that you haven’t tried before?

SW: What do I want to try that I haven’t tried before? I think the thing, and being here in Unfixed has kind of made me want to engage much more in making my work move so it’s not static. So it’s not just singular images but it’s animated, that it becomes more three dimensional. Because I’m interested in creating parallel universes and new worlds so for me the next step on is to [0:03:13.6] real people and get people engaged with it and experience it and ask questions of it in a very different environment. So moving away from sort of paper based products to more digital, king of immersive experience.

AS: Yeah. Can you tell me – I thought there was, I was like “what’s with the fish with the glasses on your business card”? And you’re like, “no, no, it’s a fish handbag”. Can you tell me the story about that one?

SW: It’s based on a Flash Richards [0:03:48] story, which is very ultra-short 250 word story, which is about a bear who’s a very soft bear, who lives in a handbag totalitarian state, so everyone has to have a handbag. And Bear, he’s had his fish handbag for years. His photograph is with the fish on the handbag on his kitchen wall. He kind of keeps all his possessions in it and it’s a requirement of the state to have it. So he’s out one day taking his bag into the woods and he’s mugged by somebody who steals his handbag. He’s then kind of wandering home and he’s then arrested for travelling without his handbag. So he gets arrested and he goes to court and there is a judge who is a baboon and he’s got the handbag but the handbag, it’s got a little sheriff’s hat on and some disguise glasses and moustache.

AS: So it’s totally not the same bag.

SW: But he recognises it. The bear, he recognises it. But the idea is just to kind of engage people in a different world, different life, different way of being and to kind of add their own narrative to it. Because you don’t, you know, people keep asking me [0:05:23] and he’s our age because I think that’s the idea of a kind of multi-verse, for me. It’s like that short narratives that don’t tie up a story, you end up creating your own narrative. You create your own ending.

AS: I like that.

SW: So then you create multi universes because each really takes a different story away with them.

AS: So the story like lives in different people and different ends to the story. I like that.

SW: And that’s the idea of [0:06:04], is there to kind of have a life beyond the few words.

AS: I love it. Awesome. What scares you the most in your work?

SW: Apart from spiders? [laugh] What scares me most in my work? I think that it’s boring, that people aren’t interested in it, that I’m just getting excited about my own thing. I suppose I am very scared of technology. It took me ages to use Photoshop but now I’ve got involved with that and I use that to make my work. I love it and I think the best thing is creating another planet, so yes. I get very – I am protecting [0:06:57] but I think I’m not, but I am. But I enjoy it so much.

AS: That’s awesome.

SW: But it scares me. I suppose using my computer, using my hard disc, that’s scary.

AS: Cool. Well thank you for chatting with me. Thank you. I wish we had more time.

[ENDS