Ian Miyamura

They Learned to Look Up and Down
January 10 - February 15, 2025

## Upstairs, left to right:



seat of power; charnel throne (1:1), 2024 Oil on linen over panel 11 1/8 × 9 1/8 in. (28.26 × 23.18 cm)



fraternal painting, 2024 Oil on linen  $7 \% \times 25 \%$  in.  $(20.00 \times 64.77 \text{ cm})$ 



seat of power; charnel throne (10:1), 2024 Oil on linen 71  $\frac{1}{8} \times 50 \frac{3}{4}$  in. (180.66 × 128.91 cm)



*tseat/taest*, 2024 Oil on linen 11 ½ × 12 ¾ in. (28.26 × 32.39 cm)



chaos spawn no.2, 2024 Oil on linen over panel 4 1/8 × 6 5/8 in. (10.48 × 16.83 cm)



*in girum imus nocte*, 2024 Oil on muslin 33 % × 47 ½ in. (85.41 × 120.65 cm)



fraternal painting, 2024 Oil on muslin 12 × 16 % in. (30.48 × 42.86 cm)



deathmaster rat on ruined perch, 2024 Oil on linen over panel, artist's frame  $10 \frac{3}{8} \times 12 \frac{1}{2}$  in.  $(26.35 \times 31.75 \text{ cm})$ 



seven high elf spearmen in gradient formation, 2024 Oil on linen over panel  $5 \frac{1}{2} \times 8 \frac{3}{4}$  in.  $(13.97 \times 22.23 \text{ cm})$ 



tetas!, 2024 Oil on muslin, strip frame  $20 \frac{1}{2} \times 42 \frac{1}{2}$  in.  $(52.07 \times 107.95 \text{ cm})$ 



*untitled*, 2024 Oil on wood 3 × 13 ¾ in. (7.62 × 34.93 cm)



*et consumimur igni*, 2024 Oil on muslin 35 5% × 47 ½ in. (90.49 × 120.65 cm)



two myrmourn banshees, 2024 Oil on linen over panel  $6\frac{1}{2} \times 8\frac{3}{8}$  in.  $(16.51 \times 21.27 \text{ cm})$ 



fraternal painting (little dancer), 2024 Oil on black muslin  $10 \% \times 15 \%$  in.  $(26.35 \times 39.69 \text{ cm})$ 



seven grimghast reapers, 2024 Oil on linen over panel, artist's frame  $12 \frac{3}{4} \times 16 \frac{7}{8}$  in.  $(32.39 \times 42.86 \text{ cm})$ 



leaves end up on the ground, 2025 Baltic birch and teak plywood, plastic, oil, acrylic, aluminum, table slides, oil on linen over panel, aluminum  $31 \times 44 \, \frac{1}{8} \times 61 \, \frac{3}{4}$  in.  $(78.74 \times 112.08 \times 156.85 \, \text{cm})$  Dimensions variable