Artist Interview: Marija Tiurina on Self-Identifying with her Collection "7 Deadly Sins"

[AUGUST 06, 2014](http://www.seeingneon.com/blog/2014/8/3/artist-interview-marija-tiurina-on-self-identifying-with-her-collection-seven-deadly-sins)**/**[Mike Duca](http://www.seeingneon.com/?author=53516024e4b0aedbe40c650f)

Marija Tiurina, a game artist by day and illustrator by night, chatted with us about her new collection 7 Deadly Sins, her relationship with cats, being grumpy and the bottomless ocean of inspiration she feels when browsing online portfolios.

**Thanks for making time to chat, Marija! Why don't you start out by sharing with us your path to becoming an artist...**

I've been drawing for as long as I can remember! That means since nursery/primary school. And, I never stopped. I guess that's the reason I am where I am now. The only things that changed with time were art materials, skills and techniques, never the hobby itself. My art quietly grew into profession.

**We see that you're partial to pens and pencils, as well as digital tools. What are your favorite mediums and tools as an artist?**

I love being able to choose between different materials. I can spend several months creating a detailed ink drawing, and after that, come back to painting with Photoshop brushes. It's the balance between mediums that brings true satisfaction.

**Where do you find inspiration?**

Inspiration comes from anywhere - people on the tube, morning cafes, unknown galleries, internet image threads, markets or art material shops. But, the most inspiring things are created by other people. I *love* browsing through online portfolios. There is no bottom to that ocean.

**Some of your [past work](http://marijatiurina.com/?p=197" \t "_blank) [involves](http://marijatiurina.com/?p=39" \t "_blank) [detailed](http://marijatiurina.com/?p=700" \t "_blank) [collages](http://marijatiurina.com/?p=247" \t "_blank). Is that quite the right word to describe them? Where do you even get started with such detailed prints, and what's your process?**

I’d just call them detailed drawings, actually. Usually all I need to get started is some sort of theme or idea and a blank piece of paper. The details always come to me during the process, and I never know where the process will take me.

**Tell us about the inspiration and story behind your collection, "7 Deadly Sins."**

I’ve always liked darker ideas, and I’ve always liked cats. And, Neonmob was just perfect! They basically told me to do whatever I wanted. So, I combined the idea of deadly sins and cats, which turned out to be dark and humorous at the same time - my favorite combo.

Also, deadly sins are quite symbolic and interesting. But, just a google search shows you boring fantasy art, and pretty much the same style of drawings repeat on every page of search results. I thought that the topic deserves another chance!

**But, this isn't your [first](http://marijatiurina.com/?p=65" \t "_blank) [work](http://marijatiurina.com/?p=143" \t "_blank) [featuring](http://marijatiurina.com/?p=708" \t "_blank) [cats](http://marijatiurina.com/?p=632" \t "_blank). Tell us why cats are your favorite animals and what your relationship is like with them. Do you have any of your own?**

I wish I had a cat (I will, at some point.)! Cats are cute and smart, and they can be total selfish assholes. But, they still have character and dignity, unlike many other domestic pets.

**From your collection, you mentioned that you can relate to "Envy." Why is that?**

Not many of my internet followers know what I am like in real life. I can be cold and grumpy to people I don't know or don't like, and sometimes I whine. I rarely smile or laugh. I often wear a mask of frowns or “serious face.” The grumpiness of the "Envy" cat reminded me of my own weekday morning mood right before I have my coffee.

Please don't think I'm a monster! That’s just the door mat. I don't let many people inside my “house” but those invited prefer to stay for a while, or so I’ve heard.

**On a different note, how do you think digital impacts your work as an artist? Good or bad?**

I think that the more materials the artist is familiar with, the better. It's good to be able to choose. Digital work is a lot easier, as traditional painting barely gives you a chance to fix your mistakes. Once you screw up there's no way back. That's why traditional drawing is a lot more valuable, and I am glad I love pens and paper.

**Any thoughts on the future of art online?**

Art online is flourishing right now: shops, galleries, exhibitions, portfolios, social media. Art can be, and should be, shared everywhere. Anyone can show their work, and that's just great. Though, we shouldn't forget where art came from. I personally still love a good old gallery exhibition and art market. Art is a little more authentic and alive there, if you know what I mean.